**Tales of Fantasy Pitch**

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The idea I have for a game is called “Tales of Fantasy”. It is an homage to the classic 8-bit and 16-bit RPGs of the Nintendo, Sega, and Super Nintendo era of games; like Final Fantasy, Dragon Warrior, and Shining Force but using modern technology to create crisp graphics and high-quality sound and music. RPGs had a huge impact on me as a gamer, and I would like for my game to create a spark like what I felt as a kid.

The story of the game begins in a small village as a traveler seeks shelter from the rain. This traveler is desperately trying to avoid their past and the many betrayals they have suffered along their journey. As shadows of the past assault the hero, they are joined by a variety of unique characters with defining traits and personalities. Together, they face the past of the lone traveler and learn that what they face threatens life in the kingdom and beyond.

“Tales of Fantasy” will have a target audience of 13 and older. The story will have some grit to it. Death is commonplace and various non-player characters will meet their end. Some story elements may not be appropriate for anyone younger than 13.

“Tales of Fantasy” will be a single-player, offline experience. This will allow a player to become more invested in the story of the characters and feel more rewarded for defeating a tough creature or finding a rare item.

**Mechanics**

The basic core mechanics of “Tales of Fantasy” will be familiar to anyone who has played an RPG. The combat will be turned-based and feature magic, skills, and item use. Characters will gain experience points to level up, unlock new abilities, and equip weapons, armor, and accessories as they move through the story. n

Each character will possess unique abilities that only they know and can use. In addition, characters will possess an overworld ability that will allow them to interact with the world in some manner. One will be quite strong and capable of lifting or moving objects no other character can move. Another will be able to use a projectile to hit switches or destroy damaged blocks. The goal for this is to reward exploration during gameplay.

To encourage customization, a Master and Pupil system will be introduced. This system allows a character to learn skills from a Master NPC and adjust their stat growth at level-up. The player will be able to remove the Master at will from a character in the event they no longer need the master or wish to learn from a new one.

To keep battles fast-paced and interesting, input prompts will appear during an attack or skill use. Proper execution will increase damage. However, failing by a considerable margin will result in a miss or decreased damage.

**Graphics, Engine, and Audio**

“Tales of Fantasy” will be created with high-quality pixel art. The purpose of this is to not only fuel nostalgia but to show that pixel art can compete with the current standard in video games. Effects, like weather and lighting, can help the player feel as though their character is in a 3D environment. Some backgrounds will require a parallax effect to feel as though the player is moving through an environment.

Unity will be the game engine. Unity is a great platform for 2D games and has a lot of functionality and documentation. Using Unity allows a jump start in creating the game as we do not need to create a customized engine to run the game. Unity also supports

One critical aspect of RPGs is audio. Background music needs to fit the scene and mood of what the player is experiencing. Battle music needs to be upbeat and interesting; boss music needs to be intimidating, and emotional scenes require the appropriate backdrop. Meeting with a sound engineer to create a soundtrack for the game is critical.

**Summary**

“Tales of Fantasy” will be familiar to players who enjoy the RPG genre, but different enough to help it stand out among the crowd due to unique characters, an engaging story, and mechanics that allow player customization to their favorite characters. I feel that this game will be the catalyst that creates a new generation of gamers who look back on certain games and hold them as their favorite, or the most influential.