



FOOD

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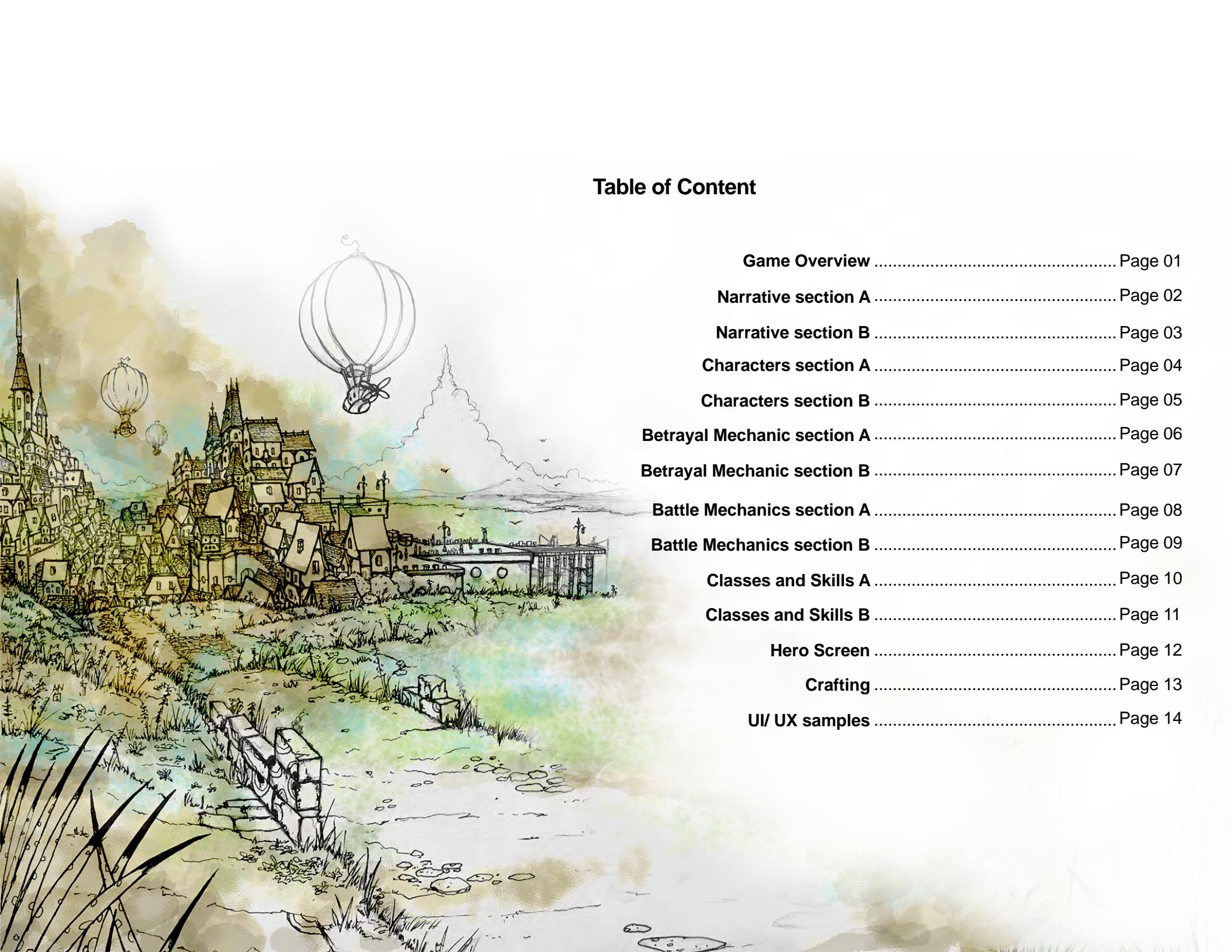
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# Game Overview

## Master of Disguise

“Hood” is a tactical RPG based on the story of Robin Hood. As the player, you must recruit allies and advance through the fantasy world of Nottingham to confront Prince John, defeating enemies and collecting loot along the way. However, Prince John and his crony the Sheriff of Nottingham are out to recruit allies, too – and Robin may find traitors among his own allies.

## A Tale Sung by Bards

The game starts with a flash-forward – Robin Hood is battling an unknown enemy as an unknown ally lies motionless. This is the tutorial level.

The main story begins with the wedding between Robin Hood and Maid Marian, but the ceremony is attacked. Robin’s own steward conspired with Prince John to betray Robin and accuse him of theft. Robin is forced to fight his way away alone, and is branded an outlaw. Meanwhile, the steward becomes the Sheriff of Nottingham – a title that was supposed to go to Robin – and resolves to hunt him down.

The rest of the story is divided into “ballads.”<sup>(see page 3)</sup> During each, the player is free to explore the available area, recruit allies, defeat enemies, and take side quests. Each ballad culminates with a “betrayal” from one or more of Robin’s allies and a boss battle. The traitor is decided randomly at the beginning of the ballad, but the player may find more than one if they are not careful.

## Marketing

There will be standard physical and digital releases for the game, but we are aiming for the collectors’ market, so we also plan to release a limited edition with several bonuses, including a styled collector’s box and an artbook. We will also plan special costume DLC for players who preorder the game.

If the initial game is successful, we will begin to roll out additional scenarios and maps as DLC. There will be two batches of missions, so players can choose whether to buy the chapters individually, in batches, or all together with a season pass. These bonus scenarios will include serious stories that delve into the minor characters’ backstories, as well as silly one-shots.

## Target Demography

Our target demographics are teens and RPG fans.

## Social Interaction

Our plan is to develop and publish the game for the Playstation 4 console. We will then use the ShareFactory app as a tool for players to share their gameplay and screenshots with their friends and allow content creators to post their videos on YouTube and Twitch.

## Narrative Design

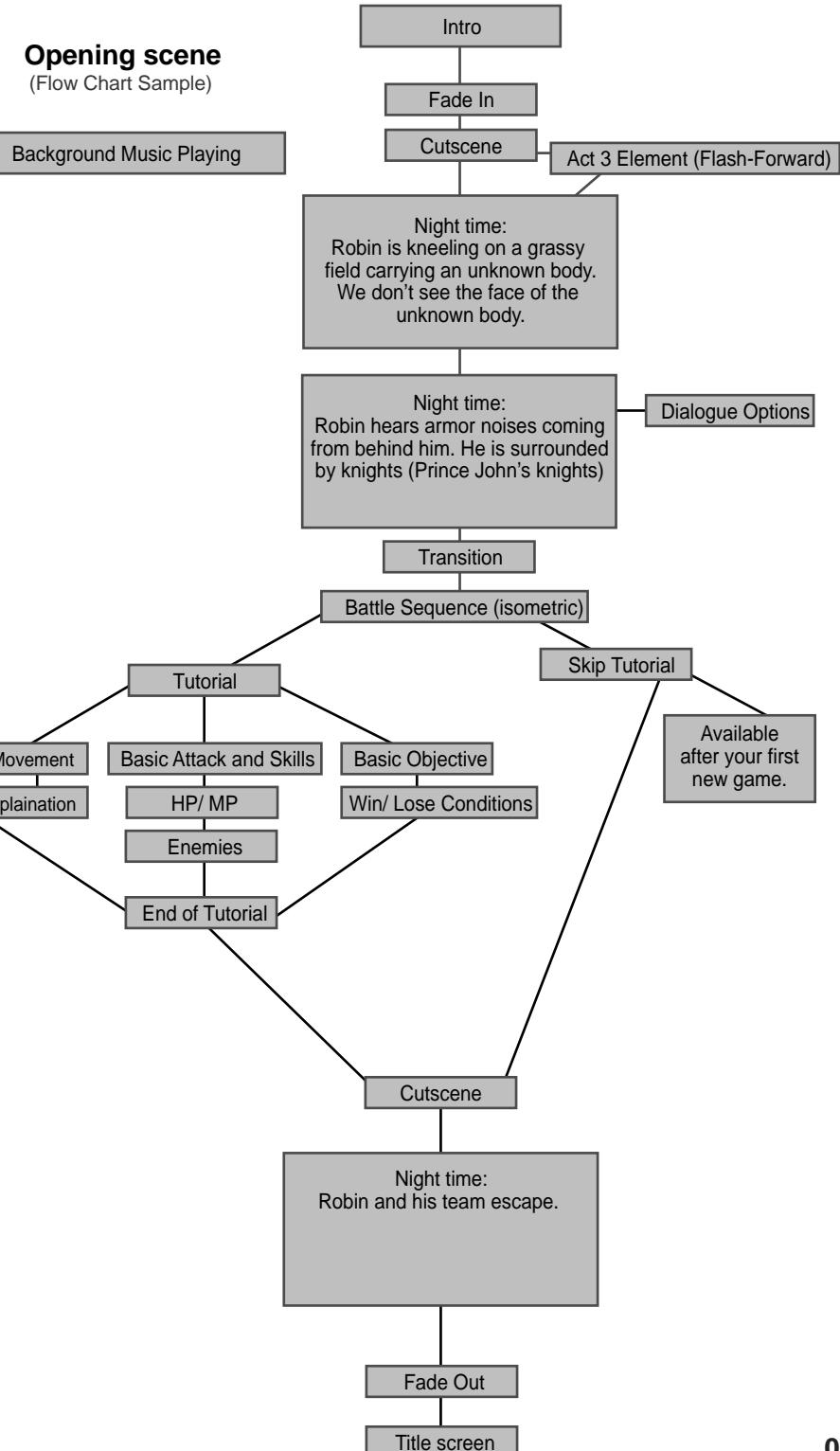
Robin Hood's story starts with his flight from Loxley and ends with the final battle in Nottingham. The narrative will take the party on a path through the major areas to hit the key events, but with plenty of branching paths. In addition to the world map, the player can zoom in to specific cities or areas.



## Achievement Trophies

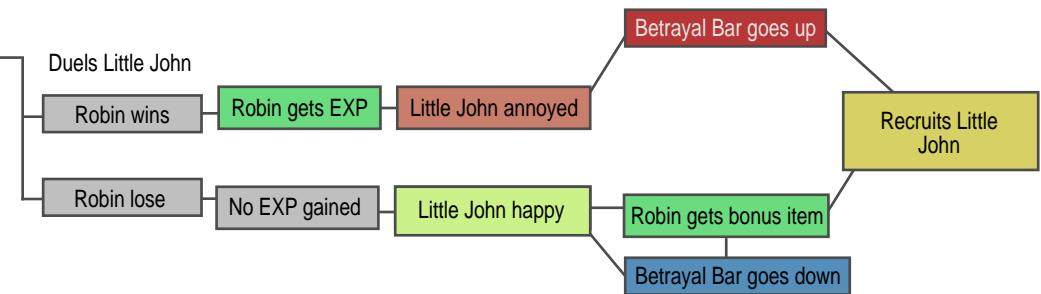
The player can collect achievement trophies as they progress the game. Some achievements are part of the story choices and some requires the player to perform a specific action while in battle. For example, in ballad 1 if Robin beats Little John on a duel, the player can get an achievement trophy called "**He ain't that big**". A pop-up window will appear on the screen to notify the player of their latest achievement.

There are lots of trophies to collect in the game and some might be hidden.



## Ballad 1

- Robin meets Little John in Sherwood forest, duels him on a bridge.
- Little John shows Robin the cruelty people suffer under Prince John.
- Robin resolves to travel to Nottingham, to rebel against Prince John.
- **Characters to recruit:** Little John, Will Scarlet, Wat the Tinker, Gilbert Whitehand.
- **Betrayal:** To introduce the betrayal system, the first traitor is always Gilbert.
- **Final battle:** The Sheriff's follower Guy of Gisborne is waiting for Robin, but Robin receives warning from Wat. He must defeat Guy to advance.
- After battle, the player can recruit Isabel.



## Ballad 2

- Maid Marian thinks Robin has been brainwashed by a forest cult to betray King Richard, and is coming to "rescue" (arrest) him. Her party will chase Robin's party over the map in this chapter.
- Marian's lady Esther comes to warn Robin – she can be recruited.
- **Characters to recruit:** Friar Tuck, Will Stutely.
- **Betrayal**
- **Final Battle:** Robin's party confronts Marian's, and the battle will end with a one-on-one battle between them. Robin must convince her Prince John is lying.
- After the battle, Robin is arrested by the Bishop of Hereford.

## Ballad 3

- In this chapter, the player switches between two parties: Marian leading the party and Robin Hood in prison.
- Marian searches for a boat to help Robin escape town, Robin searches for a way out.
- **Characters to recruit:** Much the Miller's Son, Zahra, David of Doncaster.
- **Betrayal**
- **Final Battle:** The party must reunite and defeat the Bishop of Hereford and his followers to get away.

## Ballad 4

- A man in disguise joins Robin's party, and he turns out to be Richard the Lionheart, the true King, who seeks to reclaim the throne from Prince John.
- The Sheriff of Nottingham sets up an archery contest to lure Robin into a trap.
- Robin's team splits up: half the team go to the contest as a diversion while the other half searches for a secret passage into Nottingham.
- **Characters to recruit:** Alan a Dale, Arthur a Bland, Richard of the Lee.
- **Betrayal**
- **Final Battle:** Confront Guy of Gisborne (round 2) and the Sheriff.

## Finale

- Robin Hood and his remaining party members (except Richard the Lionheart) share a bonding moment – there will be no more random betrayals after this.
- **Battle:** The party battles Prince John, wins.
- **Betrayal:** When King Richard regains the throne, he will turn on Robin's party, attack one of his allies, and arrest them all as outlaws. To Robin he will offer a choice: stay loyal to the King and betray his friends, or betray his King and fight with his friends.
  - If the player chooses Richard, there will be a short bad end.
  - If the player chooses Robin's friends, they will enter the Final Battle with Richard
- The character Richard attacked will rejoin the party halfway through the battle.



## Characters

Each character will be one of six classes. (see pages 10-11)

Each class has three weapon specialties the character can spend their ability points for. Once earned, these skills can be used in battle if the character has the corresponding weapon equipped.

(Only 2 weapons may be equipped at a time.)

### Robin Hood

A noble with pride in his archery skills. He also takes pride in his loyalty to his King and allies, but has been reluctant to trust since his own steward betrayed him. (Class: none)

Robin Hood is uniquely classless, and can spend ability points for any weapon. He also has a unique ability in the "disguise" category where he can vanish in a smokescreen when attacked.

### Allies

**Little John:** A big guy with a big heart. He is the first person Robin meets after he becomes an outlaw. They become allies after a duel on a bridge, and Little John tells Robin about how people are suffering at the hands of Prince John. (Class: Fighter)

**Friar Tuck:** A jovial friar who appreciates the finer things in life. He tricks Robin into carrying him across a river, but Robin tricks him back. They eventually become friends. (Class: Fighter)

**David of Doncaster:** A bright-eyed teenage wrestler who is quick to see his elders as role models. He initially joins Guy of Gisborne, but if Robin wins the fight David will switch sides. (Class: Fighter)

**Will Scarlet:** Robin's hot-tempered nephew who is disinherited by his parents. He and Robin meet in Sherwood Forest and he asks Robin for help with some enemies. The two don't know they are related at first. (Class: Rogue)

**Will Stutely:** A long-time outlaw who is generally cocky and prone to teasing his allies. He joins the band after Robin rescues him from execution. (Class: Rogue)

**Maid Marian:** A straight-laced but kind noble. She always believes the best in people, and will give anyone a second chance, but is easily fooled by liars. She loves Robin and is about to marry him when he is betrayed. (*Class: Alchemist*)

**Much the Miller's Son:** A poor and perpetually unlucky young man who will join Robin's team if he is rescued from execution. (*Class: Alchemist*)

**Isabel of Derby:** A tough and stubborn noblewoman who is unhappily engaged to Guy of Gisborne. She will run away with Robin's team the first time he defeats Guy. She is in love with Alan a Dale. (*Class: Knight*)

**Richard of the Lee:** A knight who will assist Robin with resources if Robin saves his family. He will eventually join Robin's team. (*Class: Knight*)

**Zahra:** A Moor woman who Robin meets in prison. She is a woman of few words, but makes them count. (*Class: Artificer*)

**Lady Esther:** Maid Marian's lady-in-waiting, fiercely loyal and motherly. She is impatient to see Marian's wedding to Robin. (*Class: Bard*)

**Alan a Dale:** A usually carefree minstrel who is renowned for his musical skills but isn't prideful. He is in love with Isabel but has been denied her hand by her father. He will join Robin if Robin helps him marry her. (*Class: Bard*)

**Arthur a Bland:** A cheerful tanner who has left home to seek his adventure, or so he says. In reality, he has had difficulty finding work. He will join Robin in a side-quest if Robin impresses Arthur in Battle. (*Class: Bard*)

**Wat the Tinker:** An affable freeman who comes after Robin with a warrant because he wants reward money. After he fights with Robin, he agrees to join him instead. (*Class: Artificer*)

## Enemies .....

**Sheriff of Nottingham:** He was previously Robin's steward but was always jealous. He made a deal with Prince John to betray Robin and become Sheriff. He will stop at nothing to catch Robin once and for all. (*Class: Rogue*)

**Guy of Gisborne:** A cruel man who does the Sheriff's bidding. Dresses in horse skin to be creepy. Through powerful connections he has secured a marriage to Isabel. (*Class: Rogue*)

**Gilbert Whitehand:** A skilled archer who joins Robin's team, supposedly to defeat the Sheriff, but he's a liar and betrays Robin early on. (*Class: Rogue*)

**Prince John:** The corrupt prince who rules while his brother King Richard is away. He plots to seize power before King Richard returns. He hates anyone loyal to Richard, so he plots against Robin. (*Class: Knight*)

**Richard the Lionheart:** The King of England who is initially away on Crusades. When he returns, he joins Robin so he has allies to take his throne back from his brother Prince John. He is just as corrupt though, and will betray Robin Hood's team when he achieves his goal. (*Class: Knight*)

**Bishop of Hereford:** A pompous bishop who loves to amass power and riches at the expense of his brainwashed followers. He has his followers capture Robin so he can collect the reward. (*Class: Alchemist*)

## Betrayal Mechanics

Each ally Robin Recruits has a “**betrayal bar**.” The higher their score on the betrayal bar, the higher the probability they will betray Robin.

### Increasing and Decreasing Chances

- Each ally has a betrayal initial value. Robin’s closest allies have lower probability of betrayal than other allies. Ex: Little John, has low chance of turning traitor.
- Every time the player reaches a crossroads on the map, two allies will advocate for different directions, and the player must choose one. The ally whose direction the player chooses will have his betrayal bar decrease. The other ally will have his betrayal bar increase.
- For each battle, the player must choose which allies to bring into battle. Each chosen ally will have their betrayal value decrease, and each ally not chosen will have their betrayal value increase.
- An ally that is carried safely through battle will have their betrayal value decrease.
- To lower an ally’s betrayal bar, the player can also offer gifts to that ally.
- The total amount of choices offered in the game affects the possibility of betrayal. Every time the player chooses, one ally’s betrayal bar is marked positively and the other one negatively.

### Turning Traitor

- Each chapter has one guaranteed traitor, determined at the beginning of the chapter. The player can try to guess who it is as the chapter advances, but the traitor will only be revealed right before the chapter’s final battle.
- Characters with high betrayal bars also have a probability of turning traitor, meaning the player may lose more than one if they are not careful with their allies. These additional traitors will be revealed at the same time as the first
- When an ally reaches the highest value on their betrayal bar, that ally becomes a traitor automatically. On the other hand, when an ally reaches the lowest betrayal bar value, that ally will never be a traitor. The player will be unable to reach the lowest value on all characters due to the number of choices in game.
- When a new ally becomes traitor a UI message shows, and the player could experience debuffs in battle, but the traitor is not revealed to the player. Until the plot event where the traitor is revealed, the player still has a chance to guess who they are and win them back. After the traitor is revealed by the plot, the player cannot recover them.

### Betrayal Bar

The betrayal bar will be color-based, so it does not present the player with an actual number. Example:





## Battle Mechanic

Characters gain experience points for surviving battles. With experience, the characters level up and increase their Hit Points (HP), Stamina Points (SP), offense, defense, critical chance, and critical damage.

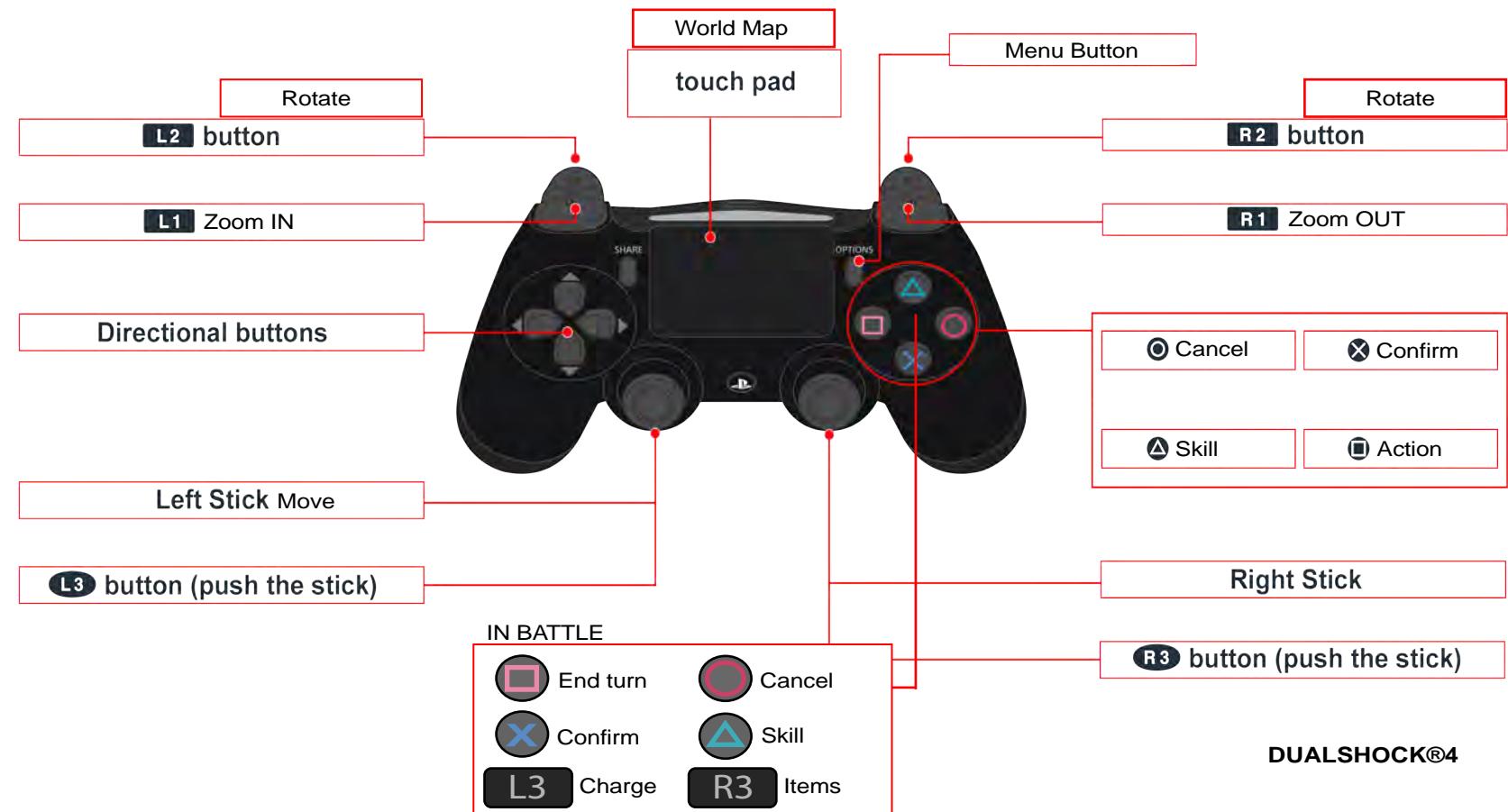
(note: Our group has not yet determine what type of progression ratio should we use for gaining experience point.)

The character also gains Ability Points that can be spent on unique abilities. The player can only set six abilities at a time. More powerful abilities cost more SP to use in battle.

Enemy AI will have similar skills to the player's allies. Enemies, except bosses, will always have the same level as Robin Hood does. The level bosses will be 2 to 3 levels higher than Robin Hood (*subject to change*).

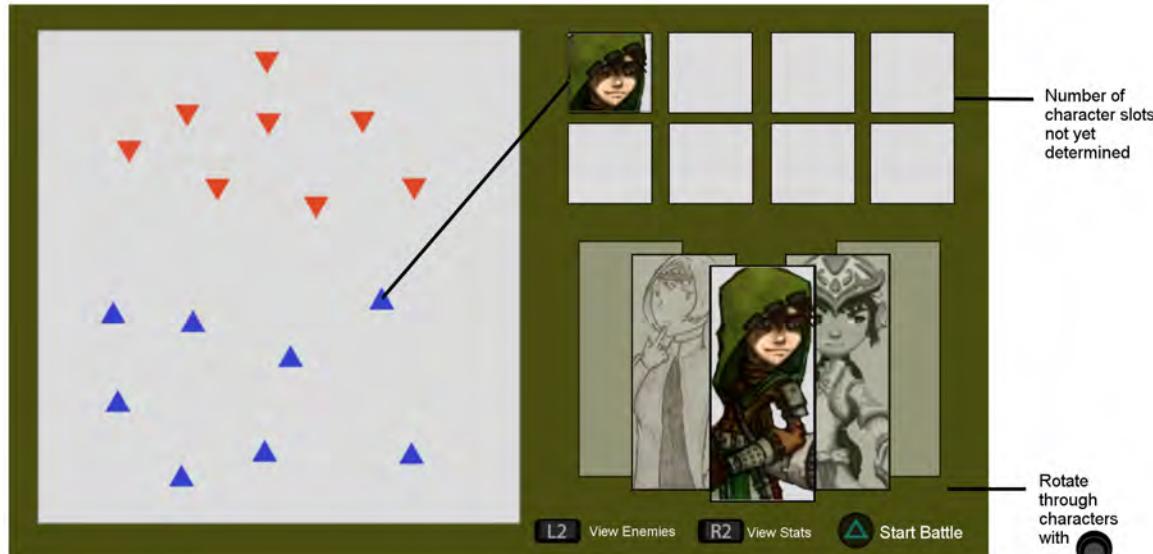
Story bosses like Prince John will always start 5 levels higher than Robin Hood. Story bosses will also have 2 unique battle mechanics such as a bigger AOE hit box or a unique weapon skill.

### Controls

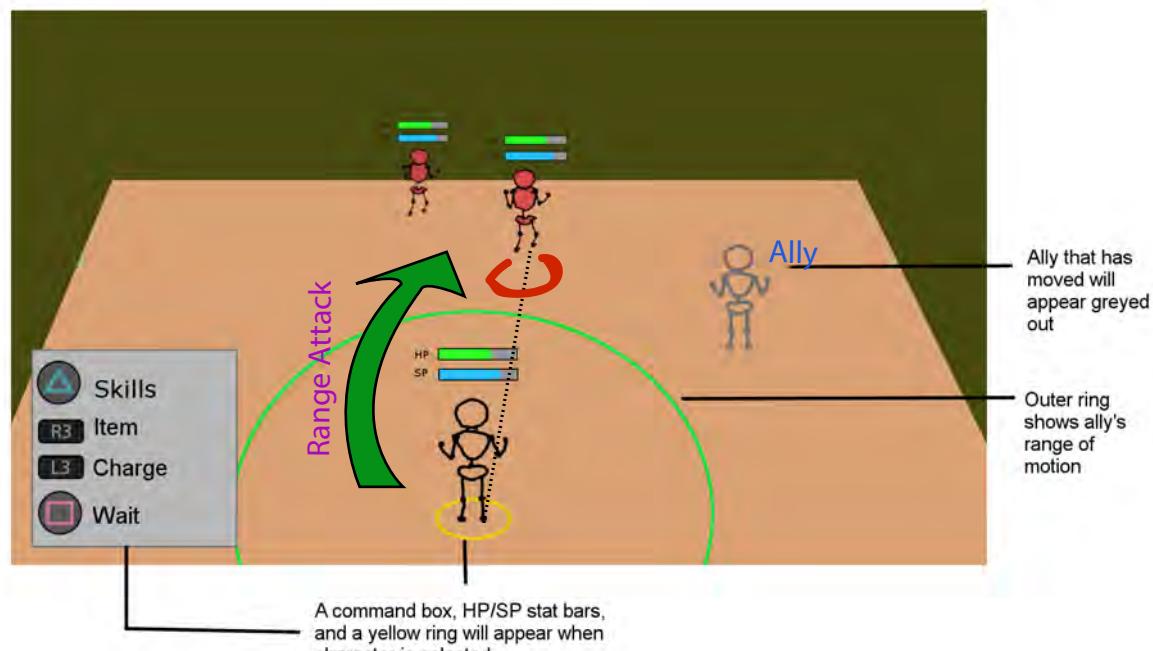


## Battle UI

Before a battle begins, the player will see a character-select screen. Players select characters from the rotating display on the bottom right and add them to the party on the top right. The rough map on the left will show each character's starting point.



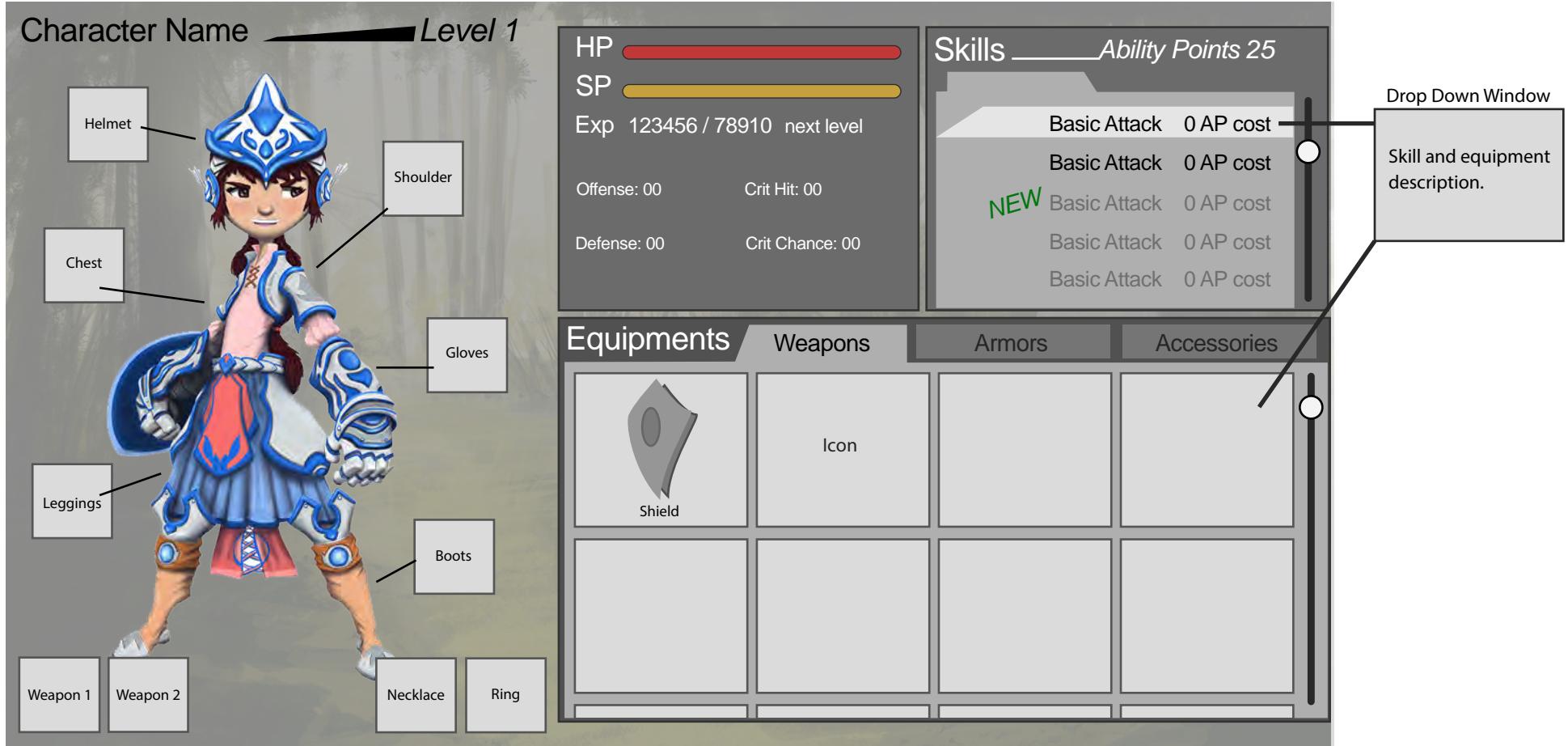
- The player can select the L2 button to view the enemies on the map, and the R2 button to view their characters' stats.
- The player can then select to the "battle start." Some battles will also have the option to "leave battle."
- When the battle starts, the player will be able to navigate the map with controls similar to the world map. It will be an isometric view of all the characters.
- The player will have a cursor to select allies or enemies, and move allies. When a character is selected, their stats will appear above the character's head. When an ally is selected, they will also have a command list appear next to their 3D-model and a ring appear around them to show the range of their movement.
- A characters' command list includes "Skills" (use skill; opens sub-menu), "Item" (use item), "Wait" (finish turn without acting), and possibly "Charge" (lower defense and charge SP).
- When the battle is done, the player will see a list of their surviving characters and the experience points and ability points gained in battle.
- Items and money are acquired during the battle.







## Hero Screen



The Character screen is where the player can view stats, learn new skills, and change equipment. The player can rotate and zoom in and out the character model by using L1 R1 on the PS4 controller. Pressing the direction buttons will switch between party members that you have recruited.

- **Stats** - Displays the character's level, experience points, HP, SP, offense, defense, critical chance, and critical damage numbers.
- **Skills** - Displays the character's available Ability points, Skills, AP cost, and new available skills to learn.
- **Equipments** - Armor, weapons, and accessories the player has in their inventory. Icons of the character's current equipment will be shown on the left side of the screen. These can be obtained the same way as items. Weapons and armor (not accessories) can also be crafted.
  - Equipment serves to enhance a character's stats. This means one or more of the following: HP, attack, defense, critical chance, and critical attack. Accessories can also enhance these stats, but may have other effects such as increasing experience or loot gained in battle.

## Crafting

Players can visit a crafting merchant to make equipment. The player can find raw materials – wood, leather, metal, and string – to make basic weapons like those found in stores. The crafting screen will provide these recipes.

Players can buy raw materials from an item shop or do gathering around each map instances.

To make “rare” or “legend” equipment, the player must use another weapon as a base and add “alchemy stones.” If the character the player is crafting for has a higher level, they can make better items.

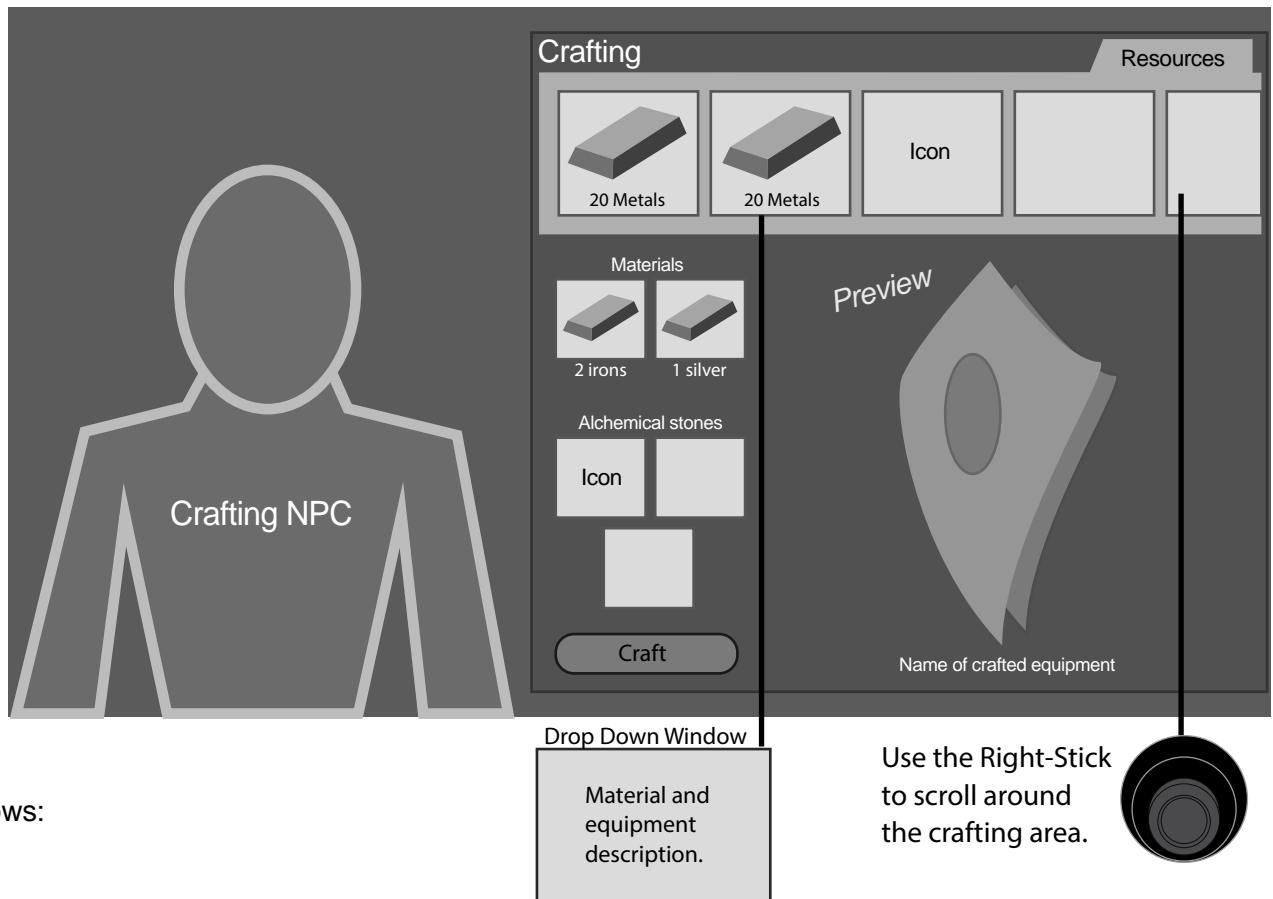
There are four types of alchemical stones: rubies, sapphires, emeralds, and diamonds (Names tentative). Each stone the player finds also has a numerical value from 1 to 8. For example, the player can find “Diamond 1” or “Ruby 6.”

The crafting process for higher level equipment is as follows:

- Select a base item and needed raw materials.
- Select 2 or 3 alchemical stones. The numerical value of these stones must add to 9. The system will show the player the addition.
- Once the player selects a workable combo, they will get a preview of the weapon. If they have owned the item before, they will see it, but otherwise they will get a “?” symbol. If the character’s level is not high enough to craft it, the preview will say so.
- If the preview is acceptable, the player can select “craft” to make the item.

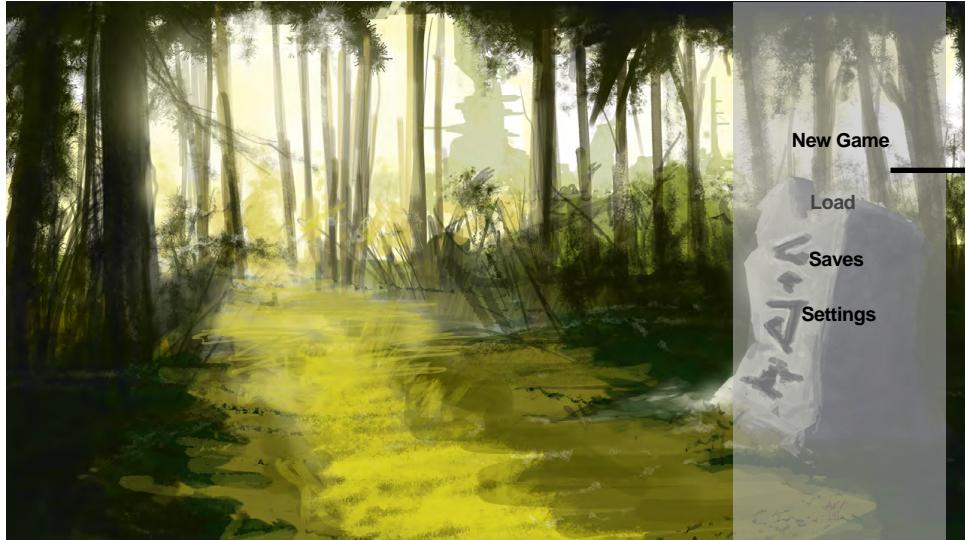
The crafted item depends on the combination of alchemical stone types (number and order don’t matter). For example, a ruby and a sapphire together might make a basic iron sword into a jagged sword. Not every combination yields a unique result.

Results may be simple “augmented” versions of the base weapon or a “rare” or “legend” item with a different name and even better stats. Some of the rare and legend items can also be obtained by defeating enemies, but stores only sell basic items.



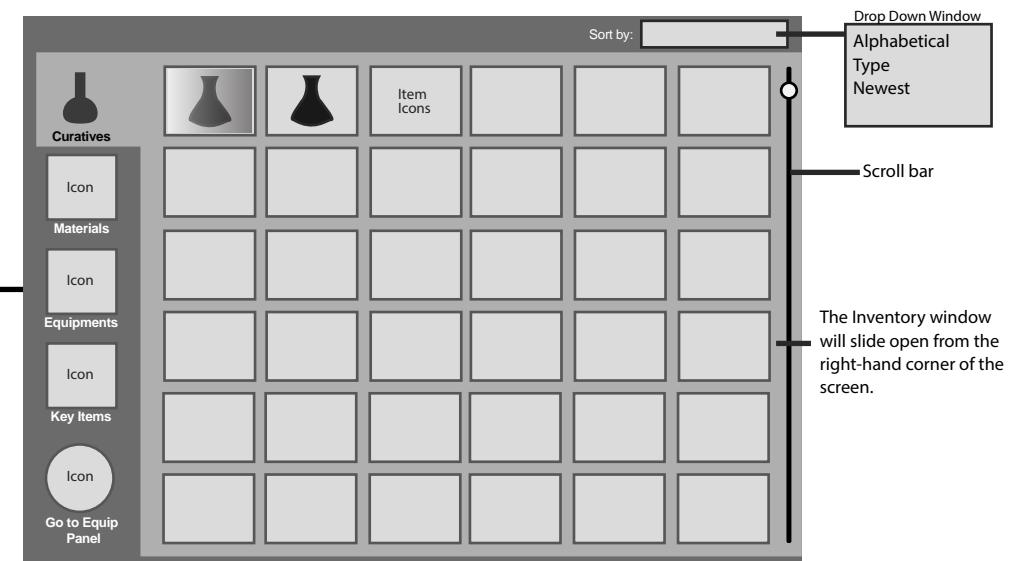
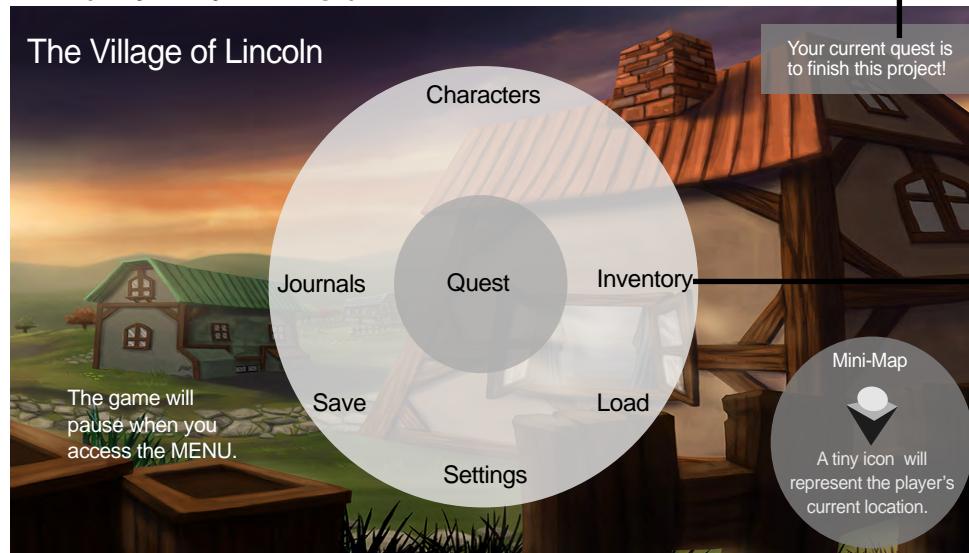
# UI/UX Samples

The home screen will display the name of the game and the main menu options. The background image will be animated using a scene from the main game. The displayed animation will loop every time once it reaches the last frame.



- Pressing the “New Game” button will start the game.
- The “Load” button will be highlighted grey until the player has saved game files.
- The “Saves” button will open a new screen listing all the player’s saved game play.
- The “Settings” button will open a new screen where the player can adjust gameplay functions, video, and audio.

## HUD (very early concept)



This is an early concept of the Heads-Up Display. The player will control Robin Hood in an isometric third-person point of view and will be able to move freely in a 3D stylistic world.