

Go Pepper Grow - GDD

What is “*Go Pepper Grow*”?

Go Pepper Grow is a farming and combat RPG where the player controls an elemental spirit named Pepper with the ability to harness three elements: water, wood, and light. Their goal is to solve the mystery of the decaying forest by completing quests, which include exploring for clues, farming for resources, and engaging in combat. The game is narrative-driven like *Rune Factory 4*, with an uncommon take on player controls where performing an action requires inputting intuitive directions depending on the task.

Design Pillars: What is Central to the Experience?

Progression	As the player progresses through the story, they are rewarded for exploration by gaining access to resources that increases player strength and the variety of options. Using elemental abilities increases their proficiency.
Community	The player is accompanied by a lesser elemental spirit who encourages the player and acts as a guide. There should be a cast of characters for the player to build rapport with in a give-and-take relationship throughout the story.
Immersion	The directional input sequences should feel intuitive and satisfying. There could be a combo system to reward skilled players.

Audience and Market

The game is designed to be single-player casual, aimed at a teen-adult audience. The story will contain themes of corruption.

Core Gameplay

The player uses the mouse to move the character and interact with UI elements, and WASD or arrow keys to perform actions.

The directional input sequences required can vary in complexity depending on the frequency or intended difficulty of the task. Common actions such as picking up items should use minimal inputs, while combat might be randomized.

The player swaps between three elements. Each element has a unique use in homesteading, combat, and providing a passive buff. It is recommended to combine skills for efficient combat, but it should be possible to pass combat trials using only one element.

- Water is used for farming, light combat, and passively increases endurance
- Wood is used for crafting, defensive combat, and passively increases strength
- Light is used for exploration, supportive combat, and passively increases speed

Quests ask the player to travel to certain locations, gather and submit resources, or defeat a certain type and number of enemies. Quests are given to the player by NPCs, including Pepper's companion.

Farming is accomplished through planting seeds, watering them once a day until they are fully grown, and harvesting.

Engaging in combat provides the player with proficiency in the element(s) used. Defeating enemies produces resources, including crop seeds.

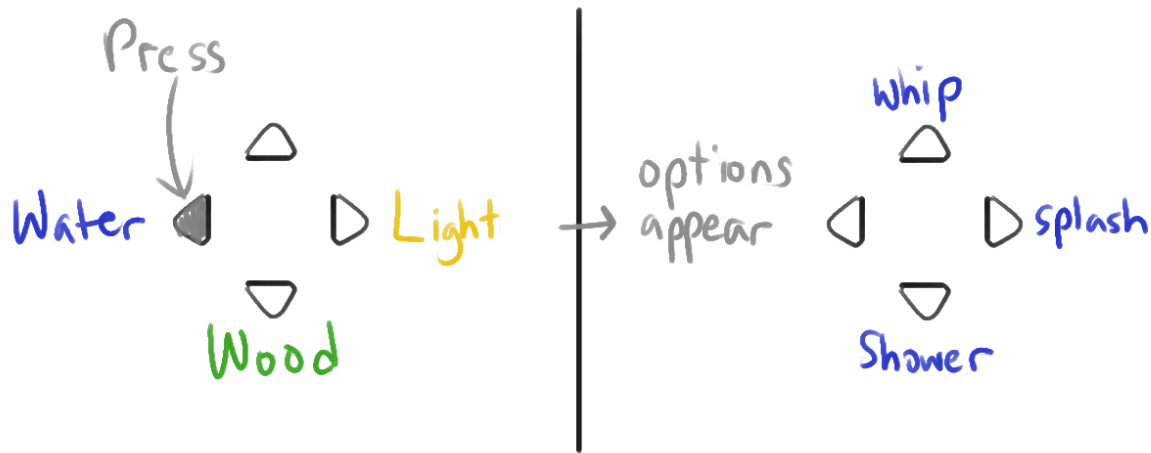
The player has access to a mobile inventory and stationary storages. The player can open a pause menu with features to save & load and view quests.

Controls

WASD or Arrow Keys - use elements, interact with objects around the player, complete directional input sequences

- If the player is facing an interactable object, the Up direction will indicate that an interaction is available
- The directional keys prioritize feeding input to a directional input sequence if one is active
- An element is activated by pressing its mapped direction, then three options show up in the other directions

- Left; Water: splash, whip, shower
- Down; Wood: break, shield, build
- Right; Light: conjure, refresh, flash



LMB click (in world) - move to the clicked location

LMB click (in interface) - select and move items

RMB click - talk to NPC

ESC button - toggle pause menu

Shift button - toggle inventory

Gameplay Balancing & Pacing

The main quest line guides players on what areas to go and what resources to build up. To prevent players from seeing spoilers, areas and recipes are restricted until the prerequisite quest has been finished.

Character Designs

The art style should be appealing to players as a place to protect, and slightly dark to match the themes of corruption in the story. The characters can use magic, so the designs should be fantasy themed. Some practicality due to the farming aspect is warranted.

Setting & World

The game takes place in a fantasy world, primarily a forest. The main character's species is "elemental spirit", as is their companion. Other inhabitants are living plants, fantasy versions of real species, and their corrupted versions.

Narrative

The game is narrative-driven, but should be majority gameplay over reading dialogue. The plot is revealed through completing quests.