

High Concept - Basic RPG

Text based combat style RPG game

Pokemon style fighting

Map traversal (certain enemies marked)

Final boss to end game

Priority List

- Combat (turn based)
- Scorpion
- Map
 - o Triggers
- Combat AI (attacking pattern)
- Combat Targeting
- Pickups
- UI System
- Enemies/Boss
- Player Creation

Map

- Player traversal
- Set enemy locations
- Boss appear after enemies defeated

Targeting System

- General block
- Enemy specific targets
 - o Head / tail...
- After attack, choose limb to target

Combat

- % base to dodge
- % to hit (based on attack)
- % chance to miss

Pickups

- Insta health

Player Creation

- 15 points
- Start with 1 per stat
- Max of 5 per stat

Enemies

Kwame (Hidden boss)

- o 3 wives
 - Spawn for 1 turn
- o Bad jokes

Attack Pattern

- Bad joke
- Send wives
- Taunt

Defeat

- Taunt bad joke
- Light attack each wife once
- Wives turn on Kwame
- Force him to give you an A

Giant Scorpion

- o Stinger
- o Poison attack with turn (% chance)
- o Claws

Attack Pattern

- Heavy attack
- Nothing
- Defends
- Light attack

Defeat

- Cut off stinger
- Cut off claws
- Taunt

Skeleton Squirrel

- o Regenerates

Attack Pattern

- Light attack
- Light attack
- Heavy attack
- Nothing

Defeat

- Blocking heavy
- Heavy attack

Mutant Turtle

- o Hide in shell (take no light damage)
- o Breaks after 2 heavy attacks

Attack Pattern

- Heavy attack
- Retreats into shell
- Stay in shell
- Light attack

Defeat

- Break shell
- Do damage

Dragon

- o Regenerates head
- o Fire breath
- o Fly (Heavy attack, fly into air, then attack)

Attack Pattern

- Breathe fire
- Fly
- Heavy attack
- Nothing

Defeat

Player

- Build player at start
- Attribute points
- Input name

Attacks

- Light attack
 - o Higher chance to hit
 - o Less damage
- Heavy attack (2 turns)
 - o Lower chance to hit
 - o More damage
- Block
 - o Absorb light attack
 - o Take some damage from heavy
- Taunt
 - o Does nothing

Attributes

- Health
 - o Absorb some damage
- Strength
 - o Increase damage
- Accuracy
 - o Increase chance to hit
- Agility
 - o Increase random chance to dodge

- Simple, do damage
- No point in hitting head