**Game Design Document**

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**OVERVIEW**

Clowns’ F8,is a tactical role-playing game. We want to make the game’s playability around 20 – 30 minutes of duration, keeping the bases of the original game adding new techniques that will give more dynamism to the game. The player will be able to control four characters of his choice in order to defeat the enemies that he will find.

Player will have several choices to make, from choosing the characters with whom the player wishes to play the run at any time, the path you throw at each moment, to how evolve the different characters. The player will have to think about finding more than one way in order to overcome the various obstacles that the game proposes, since the characters as well as the enemies will have unique and challenging mechanics that will make the strategy the most important part of the game.

**PLOT**

The story starts with the stolen flair of a clown. There are two powerful mages in the kingdom, as in all medieval stories there were two opposing forces, where everyone adored Sapphire, the good one known by his humor and his jokes, in the other side nobody wanted to have anything to do with the **bad** mage. Due of this fact \_\_\_\_\_, decided to change the history and stole the flair of Sepphire to get people to hate him.

*Sheppiro without his flair.*

After that fact and knowing where to find them, decides to gather different mercenaries to recover his flair. Through that fact, Sheppiro will find different characters that will help him.

The first one was the mysterious hunter, that accept without saying a word, and follow him to his destiny. Once they were on the way, they found a little rabbit, Iris that was trying to go through a path with his carrots where there was a large rock that made the pass unreachable. The mage tried to use their powers to move apart the rock but it didn’t move showing that this rock was truly a naked hermit who lived inside a large shell.

Sheppiro surprised tried to make a joke to represent what just happened, the joke was so bad that the two strangers asked what they had to do so that would not happen never again.

After that Iris, the rabbit, and Storm the hermit join their journey to recover his flair.

*Sapphire, The mysterious hunter, Iris and Storm*

Once they continue their way, Iris was hungry and he went to the forest in search of some food. Once he went into the bushes they returned to the road abruptly.

Sapphire saw the situation and made a joke about what happened, once again was a really bad joke. It was so bad that one of the bushes got up and asked him to never make a joke the same and what he had to do to help him to make that happen. This was how the strange bush character joined his journey.

dd

*The squad, with the new member*

When Sapphire sees that the group was almost complete, he went for a friend of his, Kevin a well-known mage of spells and his cat, CatNorris.

**GAME PILLARS**

These are the elements/concepts that are the base of our game:

**1.**

**2.**

**3.**

**4.**

**GAME FLOW**

Diagram of game flow

**Introduction**

Visual narrative, where player will know about the story of the game and meet all the main characters with which player can play throughout the game.

**Initial phase:**

Every run starts with a character select area where player can choose four main characters out of eight.

After choosing your party player will meet the first enemies, where he will become familiar with the mechanics and dynamics of the game, it would a semi tutorial level where player can also loose.

**Combat phase:**

Player will be able to choose between two different combat zones. During those battle, player can be able to evolve their characters and learn new skills in order to be victorious.

**Final phase:**

After defeating those enemies, player will encounter the final boss using all the skills learned in order to recover the Sapphire flair.

**Gameplay**

**Objectives**

The main objective of the game is to recover the flair of the main character.

1. **Short-term objectives:** Defeat all the enemies, protect the main character and finding your way out.
2. **Mid-term objectives:** Leveling up skills, and becoming stronger.
3. **Long-term objectives:** Recover the flair, and defeating the other powerful mage.

In order to complete all these objectives, the player will have to be smart, tactic, patient and think the best strategy for each situation. Knowing the principal’s chess movements will help the player during the combat time.

**Play Flow**

Diagram of:

Start game 🡪 get told what the new rules are and the mechanics to be successful 🡪 are u winning 🡪 yes/no 🡪 why/keep going 🡪 win/loose

**Gameplay System**

The gameplay of the game is based on role-playing tactical games, ability trees and isometric view.

**Role-playing tactical games**

The bases of the mechanics will be the same of the original final fantasy tactics. Turn based combat. We will add different movement for each character and some original abilities.

**Ability trees**

One of the core things of the game is the ability trees where the player can choose how to build his character. Every character will have to different ways to build, offensive or defensive.

**Isometric view**

The combats will be on an isometric map to be loyal of the originals tactics games.

**Gameplay mechanics**

**Mecánicas/Dinámicas**

Combate por turnos con tres fases:

* 1 Fase de movimiento:

Cada personaje tendrá x movimiento(\*ajedrez\*)

* 2a Fase acción

Cada jugador elegirá qué clase de acción desea realizar, ataque, defender, objeto o habilidad de personaje.

* 3a Fase final:

El jugador elegirá hacia dónde quiere enfocar su personaje y usar su movimiento extra si puede.

**Personajes(4 principales / x secundarios)**

\*Adaptable según el lore\*

Cada personaje tendrá sus puntos de características modificables durante la aventura y habilidades/objetos.

* Sapphire: Oscuro (daño) / Luz (sanador)
  + Ataque normal (no mana cost)
  + Ataque especial (low mana cost)
  + Defender
  + Buff/Debuff o Sanar
  + Objeto
  + Ultimate(100% mana cost)
* Storm / Hektor: Tanque / Dps
  + Ataque normal (no mana cost)
  + Ataque especial (low mana cost)
  + Defender
  + Bloquear
  + Objeto
  + Ultimate(100% mana cost)
* ???: Distancia / Rogue
  + Ataque normal (no mana cost)
  + Ataque especial (low mana cost)
  + Defender
  + Movimiento extra/especial
  + Objeto
  + Ultimate(100% mana cost)
* Geroge B.
  + Invocación básica(low mana cost)
  + Invocación especial(medium mana cost)
  + Defender
  + Objeto
  + Ultimate(100% mana cost)
* Iris
  + Ataque basico
  + Ataque especial
  + Reposicionamient
  + Objeto
  + Ultimate
* CatNorris
  + Ataque basico
  + Ataque especial
  + Reposicionamient
  + Objeto
  + Ultimate
* Kevin
  + Ataque normal (no mana cost)
  + Ataque especial (low mana cost)
  + Defender
  + Buff/Debuff o Sanar
  + Objeto
  + Ultimate(100% mana cost

**Map**

In this game you will have a global map where the player can see the progress in the game in real time. It is based in four maps where the player will defeat the enemies.

**Combat areas**

The first one (tutorial one) will be the same in every run and will be a simple open area where the player can familiarize with the new mechanics of the game and how the abilities goes.

The second and third area will be two different combat areas where the player can choose to go in order.

In those areas player will evolve his characters and become stronger to fight the final boss.

The four combat are.

The area of the boss will be a map where the enemy is more comfortable and player will be able to adapt in order to defeat him.

- Elements/Features

- Player elements(to concret)

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