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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 bush 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-know 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**

**Inicio (1a fase):**

Narrativa visual, el jugador se pone en situación del planteamiento de la historia y empieza su aventura con un primer combate.

**Post batalla 2a fase):**

El jugador puede acceder a dos partes del mapa después de salir victorioso de la primera batalla(más fácil, inicio con tutorial)

Tras elegir destino, el jugador desarrolla diferentes habilidades especiales durante la batalla(o antes/después) y consigue salir victorioso preparado para enfrentar el último mapa.

**Final (3a fase):**

Mapa final donde el jugador deberá afrontar un reto extra, en esta batalla se encontrará con una dificultad añadida, un enemigo peculiar(cere oscuro)

Durante esta batalla el jugador podrá dar mucho juego las habilidades especiales u \*objetos\* adquiridos durante las batallas anteriores o en esta misma.

**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.

* Mago:Oscuro (daño) / Luz (sanador)
  + Ataque normal (no mana cost)
  + Ataque especial (low mana cost)
  + Defender
  + Buff/Debuff o Sanar
  + Objeto
  + Ultimate(100% mana cost)
* Guerrero:Tanque / Dps
  + Ataque normal (no mana cost)
  + Ataque especial (low mana cost)
  + Defender
  + Bloquear
  + Objeto
  + Ultimate(100% mana cost)
* Cazador: Distancia / Rogue
  + Ataque normal (no mana cost)
  + Ataque especial (low mana cost)
  + Defender
  + Movimiento extra/especial
  + Objeto
  + Ultimate(100% mana cost)
* Invocador
  + Invocación básica(low mana cost)
  + Invocación especial(medium mana cost)
  + Defender
  + Objeto
  + Ultimate(100% mana cost)

**UI**

Debatir con responsable UI como quiere que sea el diseño

Cuantos menus in-game y menús de estadísticas/objetos