

A note to Marty:

All of this I compiled on my Google Drive, organized in folders for pictures, gameplay, links, my own writing and descriptions, as well as several different Google Sheets laying out different examples of monster leveling and move leveling scenarios. I hope some of that organization shows here, but it's basically just been downloaded and put in a line down this document.

Quick Overview:

Lucifer, the Lord of Hell, throws you – his son/daughter – out of the house and sends you to live in Limbo until you are worthy of the throne. Now you must battle back through the levels of hell, defeating and collecting horrifying and grotesque creatures along the way, to make it back to Lucifer and prove you are worthy by defeating your father in Hellish combat.

Game Aspects:

Exploration	<p>In Hellish you explore hell just like you explore the kanto region in Pokemon Fire Red. The path through hell is “fairly” linear, with certain areas sealed off from you until you reach certain milestones or defeat certain enemies.</p> <p>The world of Hell is divided into different levels or zones, each one with it's own aesthetic and purpose. (i.e. each zone is set aside for a certain deadly sin, or powerful mythological creature)</p>	Pokemon Fire Red Hollow Knight
Story	<p>In Hellish you play the son or daughter of Lucifer. He thinks you are lazy and feels you aren't worthy of being his child. Irritated you begin your journey back to your fathers throne to fight and overthrow him. You collect monsters to fight for you as you go, because in the end you are a lazy teenager who doesn't want to have to fight.</p>	Undertale Borderlands
Combat	<p>Each combat scenario is instanced, like Pokemon. Each combat instance is scripted, however, unlike pokemons random encounters in bushes and caves. Some monsters are easy to find and are visible on the map, where others you must complete certain objectives in order to enter their combat instance for a chance to catch them.</p>	Pokemon ChronoTrigger Final Fantasy

	<p>Another major different from pokemon is that your monsters can fight in teams of up to four. Rather than leveling up the monsters from lvl 1 - 100, you level up their move sets and abilities, and you create team dynamics and combos that are your real power. For instance, making enemies sleep grants higher chances of possessing them, or if you light them on fire any physical attacks hurt your monsters (example of a weak combo.) Different elements and move types will combo certain ways, so it will be imperative that you know your moves and your enemies weaknesses.</p>	
Team Building	<p>Monsters will have types, like pokemon, and each move they have will belong to their type. For instance, a ghost can possess someone, a ferocious beast can maul someone, an arcane monster can cast spells, etc. Knowing which moves and types are strong with eachother and which aren't will be important to having a strong team. You will also build these teams for specific enemies and their weaknesses.</p>	ChronoTrigger Final Fantasy Pokemon
Art/Aesthetic	<p>The aesthetic of this game is horror/grotesque. The enemies, monsters, and npcs are hellish beings, twisted and tormented. Blood, gore, horror are all the name of the game here.</p>	Undertale Binding of Isaac
Money/Shops	<p>Winning battles and exploring can give you money (what the currency is I don't know yet) and with the money you will be able to purchase Monster Crystals (pokeballs) Resurrection stones (revives) draughts (potions) and other such items for your monsters or for exploration.</p>	Pokecenters
Overall Vibe	<p>The vibe of the game will be a dark comedy. Dialogue will be reminiscent of undertale, while images will be reminiscent of the Binding of Isaac. Like Borderlands the comedy will be mostly from the juxtaposition of the violence and psychoticness of the game and characters, and the laissez faire approach the protagonist has, as well as the casual everyday attitudes of the npcs should help push those extremes.</p>	Undertale Borderlands Binding of Isaac
Progression	<p>Progression in the game relies on you winning battles consistently with the same monsters and move types. The moves themselves will level up as you use them, rather than the monsters themselves</p>	ChronoTrigger Bordlerlands

	leveling up like in pokemon. Each move will have a limited number of upgrades to it, though certain items may unlock the moves ultimate upgrade or special ability. This leveling system will give the game it's sense of progression, letting the player feel like they are getting better and growing in the game	
Inventory	The inventory system will be taken almost directly from pokemon. A pack with certain pouches for items, monsters, and money. You won't have a storage system, everything you pick up you carry with you, and you won't have a limit on how much you can carry, just a limit on how much of a certain item is available in the game.	Pokemon

The inspiration for Hellish comes primarily from the Pokemon games, particularly Fire Red. It also pulls elements of classic RPGs such as Final Fantasy, ChronoTrigger, or Legend of Zelda. Progression through the game relies on a team of up to four monsters(1). You start with one, and the path you choose between the beginning of the game and the end is more open to your interpretation than the classic pokemon games(2). Rather than filling the world of the game with random encounters, every encounter is scripted, but largely optional. Each monster you can catch is in its own designated area, and strong enough that you need to prepare thoroughly for each fight, making each catch feel like an accomplishment rather than progress-halting event needed to level your team(3). With each encounter being scripted and set, strength progression won't exist in the game like pokemon. Rather than levels each monster will have one set level, with items able to increase certain attributes like attack, health, defense, accuracy, and speed. The leveling progression will come more from learning and evolving movesets in each monster.(4) Because each monster has an evolving moveset, monsters will only be able to have 3-4 active moves at a time, allowing the player to refine and set up personal strategies(5). Because the game will be open rather than strictly linear the majority of information you'll be given will be provided through world exploration rather than a scripted/linear progression line. The player will have to talk to NPCs, explore ruins and environments, and piece together hints and clues in some areas to gain access to certain monsters and storylines.(6) With the open-world progression being central to the game, choices and accomplishments will tie in to the game endings(7).

1. Combat is team-based and turn-based
2. The linear campaign is small comparatively, and the optional quest lines make-up the majority of gameplay.
3. Each monster is a scripted encounter, rather than random.

4. Each monster has a set level, with evolving move sets and attributes that can be increased with items rather than leveling.
5. Monster movesets are capped at 3-4 active moves that can be re-spec'd outside of battle.
6. World exploration will be necessary for proper progression and full game experience, though most of the world exploration won't be necessary.
7. Different game endings based on what you do in game.

What makes this game feel progressive?

- Monster move levelling
- Unique point assignment (warcraft 3 / Borderlands / Xcom)
- Item distribution
- Party building/synergies
- Loyalty stat building

Helpful links:

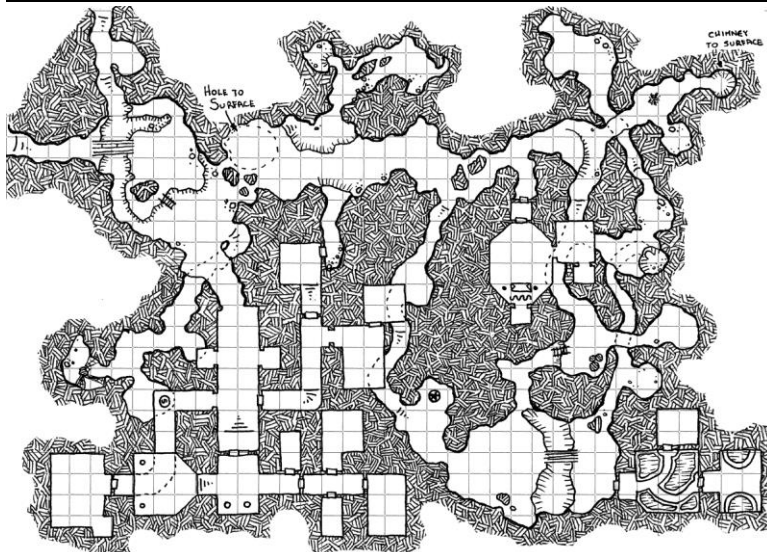
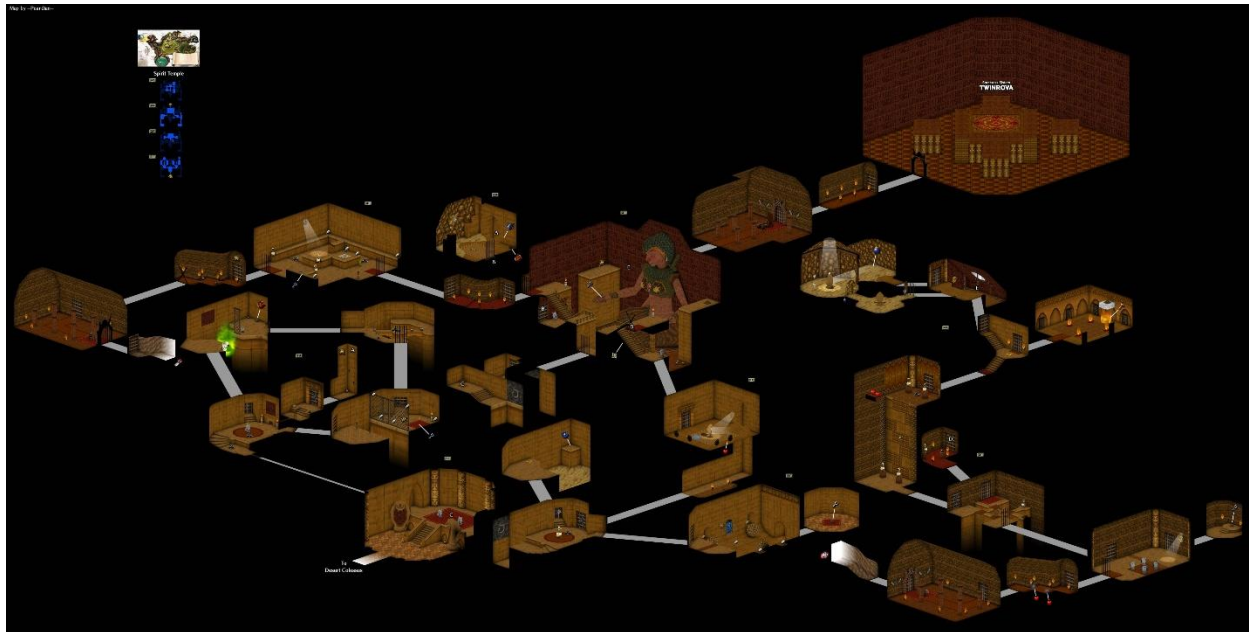
[Pokemon Fire Red Walk Through](#)

[List of mythical and Legendary creatures](#)

[Unity Tutorial on Turn Based Combat](#)

[Pokemon Dmg Equation Explanation](#)

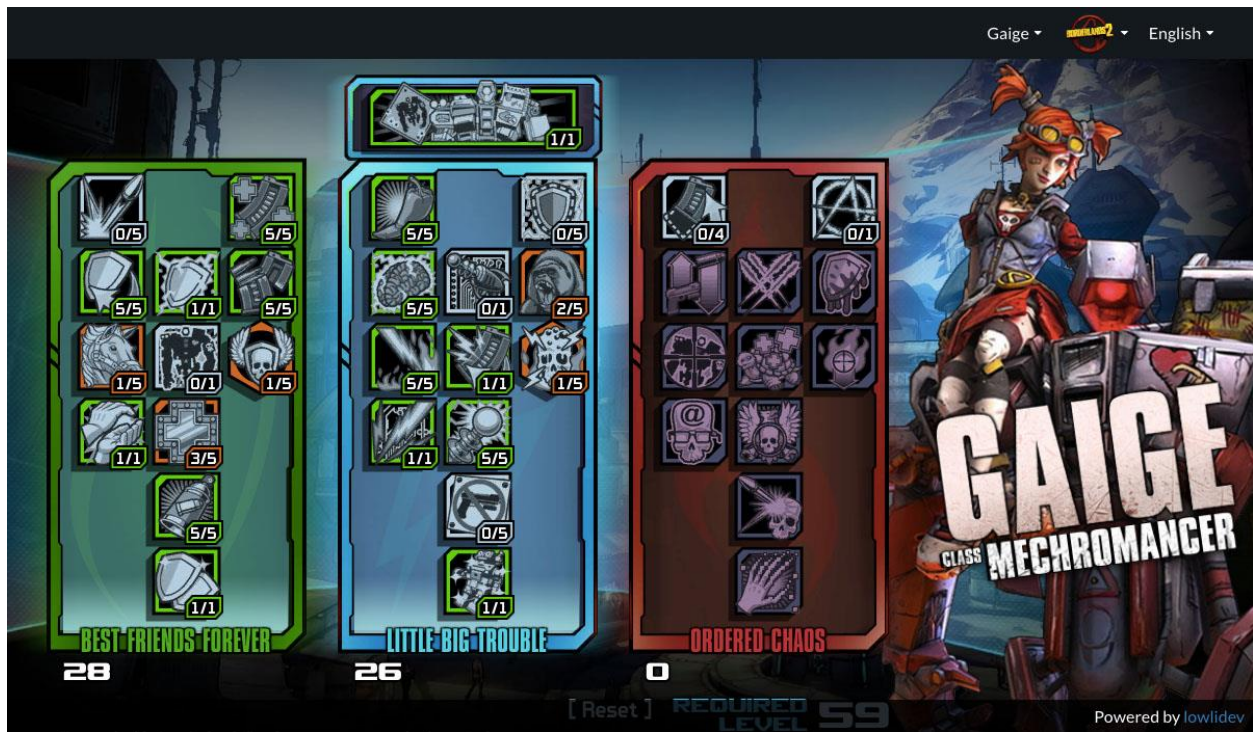
Pictures for reference of dungeon maps, aesthetics, gameplay, and skill trees:





	NORMAL	FIGHTING	FLYING	POISON	GROUND	ROCK	BUG	GHOST	STEEL	FIRE	WATER	GRASS	ELECTRIC	PSYCHIC	ICE	DRAGON	DARK	FAIRY
NORMAL	1x	1x	1x	1x	1x	0.5x	1x	0x	0.5x	1x	1x	1x	1x	1x	1x	1x	1x	1x
FIGHTING	2x	1x	0.5x	0.5x	1x	2x	0.5x	0x	2x	1x	1x	1x	1x	0.5x	2x	1x	2x	0.5x
FLYING	1x	2x	1x	1x	1x	0.5x	2x	1x	0.5x	1x	1x	2x	0.5x	1x	1x	1x	1x	1x
POISON	1x	1x	1x	0.5x	0.5x	0.5x	1x	0.5x	0x	1x	1x	2x	1x	1x	1x	1x	1x	2x
GROUND	1x	1x	0x	2x	1x	2x	0.5x	1x	2x	2x	1x	0.5x	2x	1x	1x	1x	1x	1x
ROCK	1x	0.5x	2x	1x	0.5x	1x	2x	1x	0.5x	2x	1x	1x	1x	1x	2x	1x	1x	1x
BUG	1x	0.5x	0.5x	0.5x	1x	1x	1x	0.5x	0.5x	0.5x	1x	2x	1x	2x	1x	1x	2x	0.5x
GHOST	0x	1x	1x	1x	1x	1x	1x	2x	1x	1x	1x	1x	1x	2x	1x	1x	0.5x	1x
STEEL	1x	1x	1x	1x	1x	2x	1x	1x	0.5x	0.5x	0.5x	1x	0.5x	1x	2x	1x	1x	2x
FIRE	1x	1x	1x	1x	1x	0.5x	2x	1x	2x	0.5x	0.5x	2x	1x	1x	2x	0.5x	1x	1x
WATER	1x	1x	1x	1x	2x	2x	1x	1x	1x	2x	0.5x	0.5x	1x	1x	1x	0.5x	1x	1x
GRASS	1x	1x	0.5x	0.5x	2x	2x	0.5x	1x	0.5x	0.5x	2x	0.5x	1x	1x	1x	0.5x	1x	1x
ELECTRIC	1x	1x	2x	1x	0x	1x	1x	1x	1x	1x	2x	0.5x	0.5x	1x	1x	0.5x	1x	1x
PSYCHIC	1x	2x	1x	2x	1x	1x	1x	1x	0.5x	1x	1x	1x	1x	0.5x	1x	1x	0x	1x
ICE	1x	1x	2x	1x	2x	1x	1x	1x	0.5x	0.5x	0.5x	2x	1x	1x	0.5x	2x	1x	1x
DRAGON	1x	1x	1x	1x	1x	1x	1x	1x	0.5x	1x	1x	1x	1x	1x	1x	2x	1x	0x
DARK	1x	0.5x	1x	1x	1x	1x	1x	2x	1x	1x	1x	1x	1x	2x	1x	1x	0.5x	0.5x
FAIRY	1x	2x	1x	0.5x	1x	1x	1x	1x	0.5x	0.5x	1x	1x	1x	1x	1x	2x	2x	1x

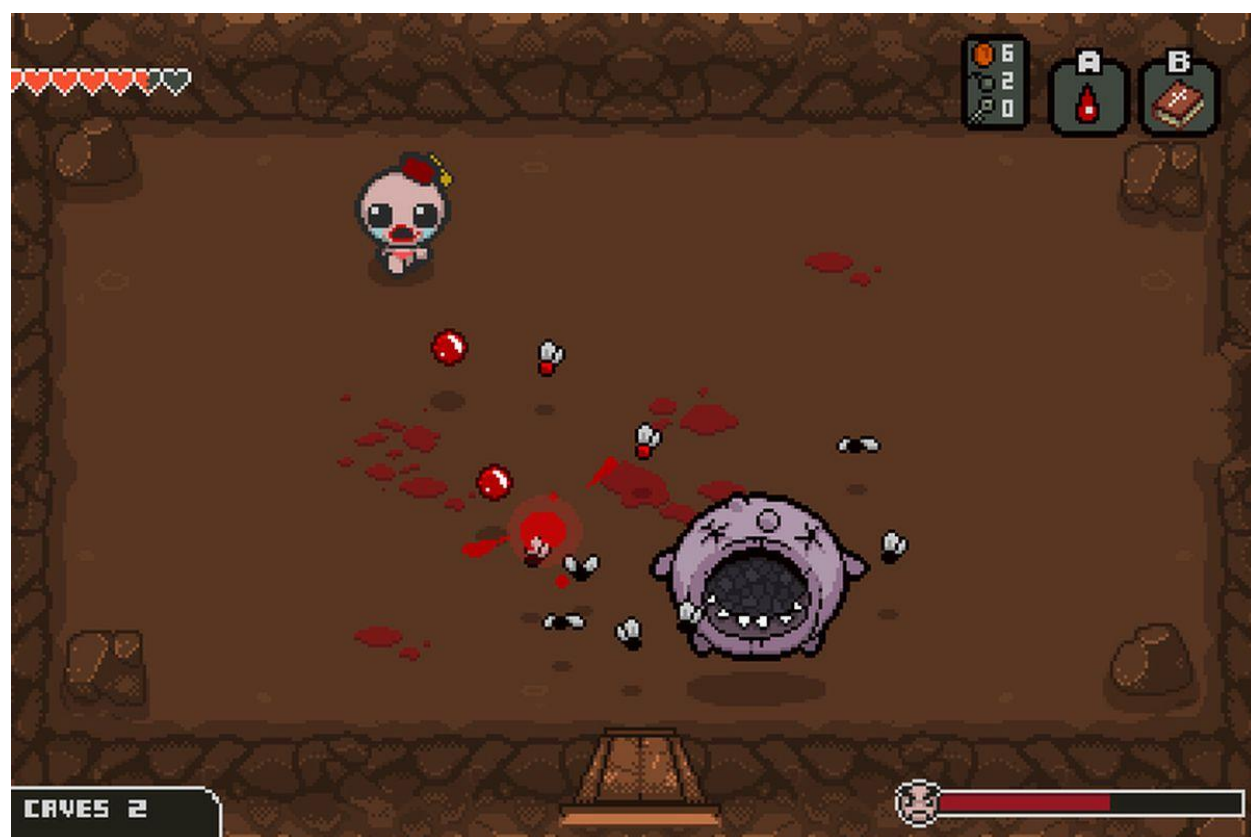


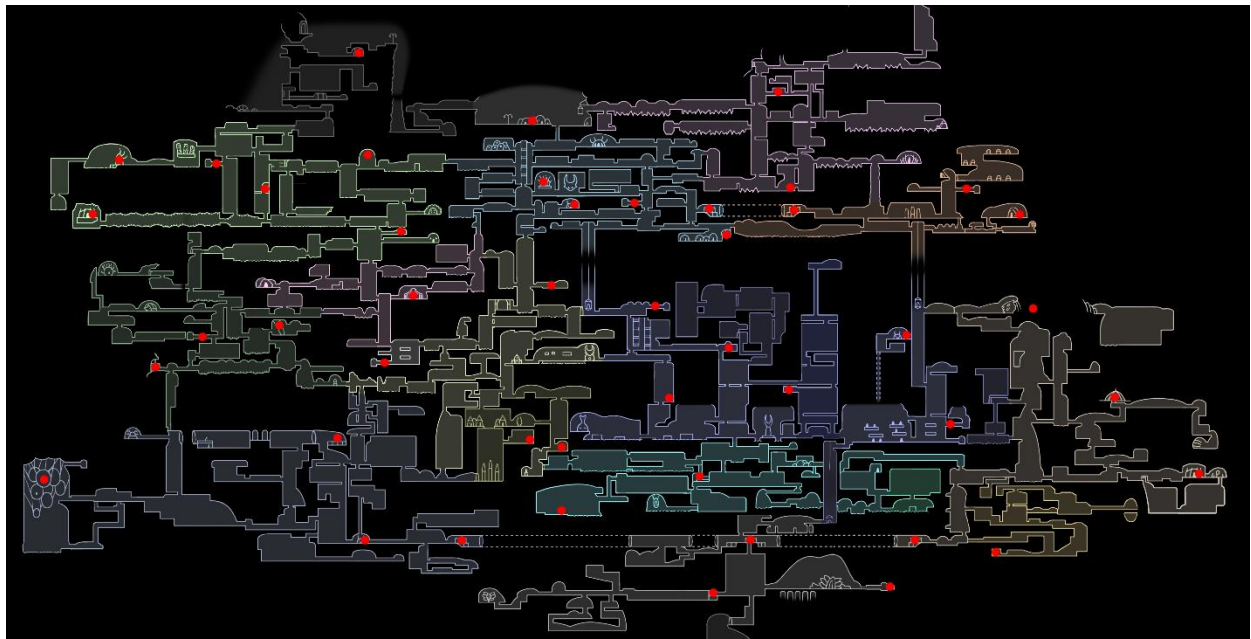








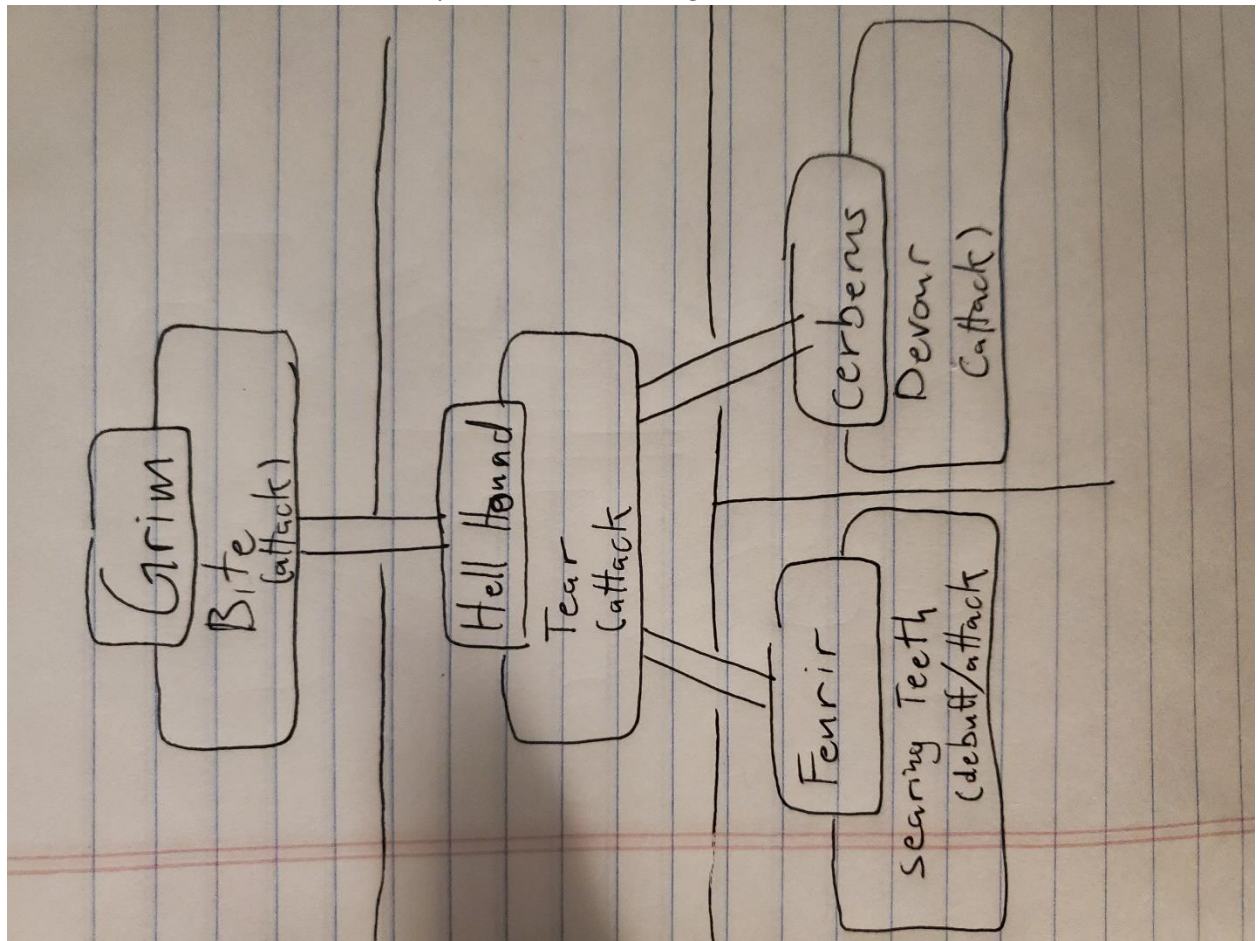




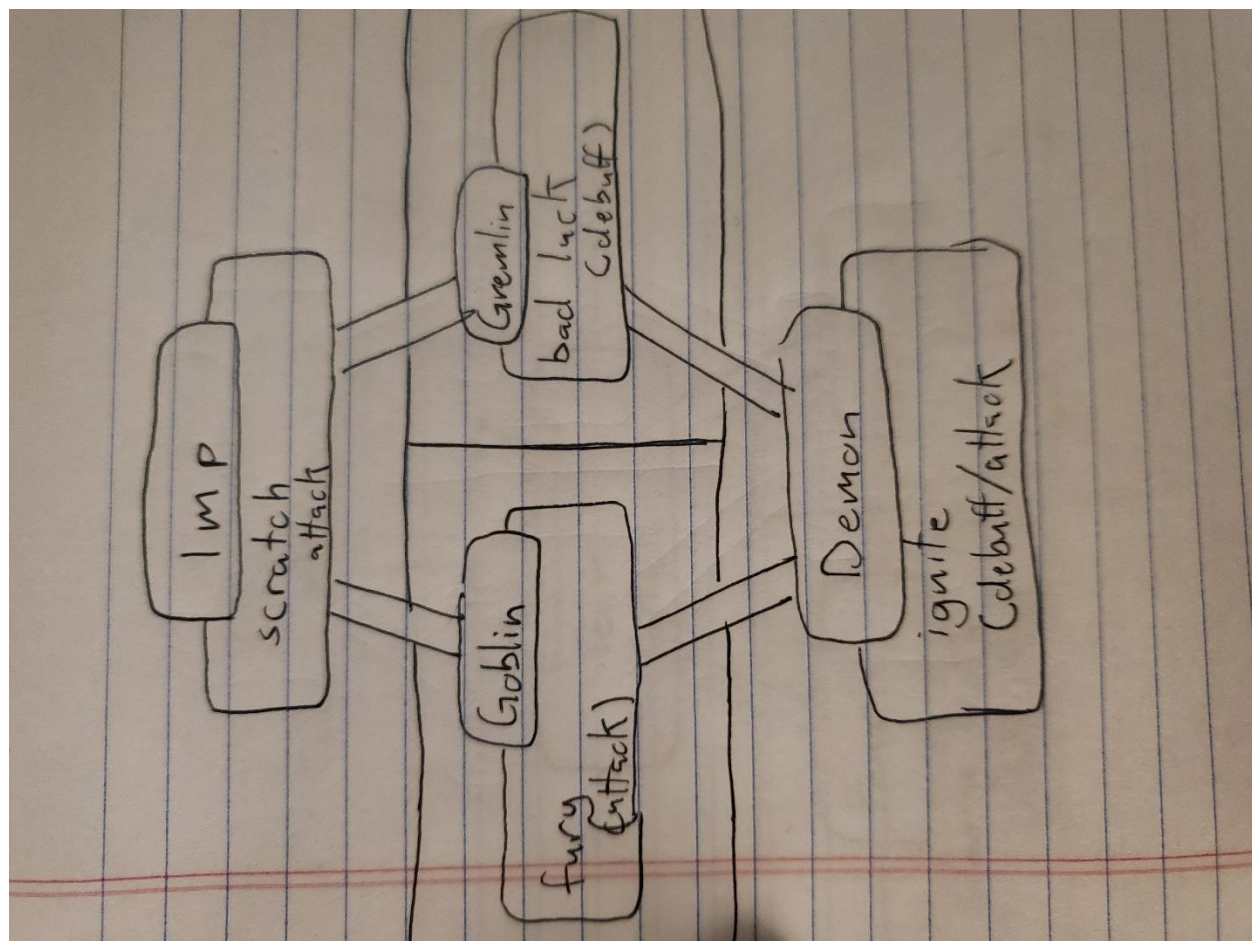
\* Um, so, I have a  
favor to ask you.

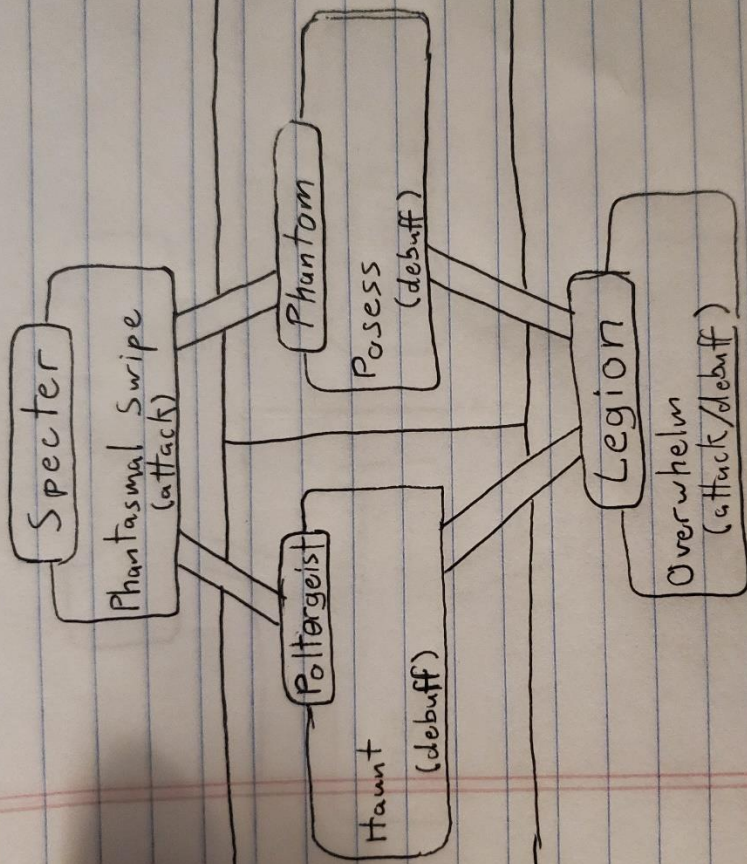


Quick sketches of a monsters level system and what it might look like.









## How Pokemon determines damage in it's combat

Variables		
A. 1 if wild, 1.5 if trainer		
B. Lvl of fainted monster		
C. 1 if monster faints, .5 if monster is caught		
D. 1 if no xp boost, 1.25 with xp boost		
E. exp allotment of monster species		
F. how many monsters participated, if monster has xp share # monsters participate * 2 (for participating monsters.) if monster has xp share # monsters with xp share * 2 (for monsters with xp share)		
		$(B * C * D * E) / (7 * F)$

### XP progression from level 1 to 25

Level	Xp needed for next level	Xp min awarded	Xp max awarded
1	10	3	4
2	15	4	5
3	23	5	7
4	35	8	10

5	52	12	15
6	78	16	21
7	117	23	30
8	176	32	42
9	264	45	59
10	396	63	82
11	594	88	115
12	891	123	161
13	1337	172	225
14	2006	240	315
15	3009	336	441
16	4514	470	617
17	6771	658	864
18	10156	921	1210
19	15234	1290	1694
20	22851	1806	2372
21	34275	2528	3320
22	51412	3540	4648
23	77118	4956	6507
24	115677	6938	9110