

# MY INNER APOCALYPSE (EDGEY TITLE HAHA)

A NORMIE/WEEB SIMULATOR

## INTRODUCTION

### A MODERN-DAY GRID-TURN-BASED RPG

- Takes Place in a Modern Fictional Setting (a fake city in USA or could be real)
- Parallel alternate universe where monsters (demons? Spirts? Eldritch?) Influences emotion and thinking (monsters not tangible in the real world)
- Player is a College student attending a University
- Player has resolve to resist influence and ability to enter alter Universe
- Player (then later allies/friends) can transverse to alternate universe to combat monsters to free people from monster influence for personal gains? Heroic reasons?
- Player and Friends Become Their Alter Self, characters become how they perceive themselves (one character sees herself as superior than everyone else and thus a monarch in appearance) with an entity that relates how they see themselves (King Arthur, Queen Elizabeth etc.)

Personal Notes: heavily inspired by Persona series by Altus. Combat Heavily Inspired by Radiant Historia by Altus and Influenced Bravery Default by Square Enix

## STORY/CHARACTERS

### Story Synopsis

“dumb but motivating quote about internal conflict”

Set in a fantasy based on modern reality, My Inner Apocalypse follow a group of College students: the protagonist and various friend he will meet. They know all people have an internal struggle, whether it is anxiety, fear, rage. Recently they notice people tend to unnaturally lose control of their emotions more often recently, as if the hidden emotions were forced out of them.

The characters are subjected to the forced emotions but gain resolve to resist. The characters now form a team and live an alter life where they enter the alter world: the source of people losing control. They do so by anchoring their resolve to an item relating to an event that change their lives. They undertake a thrilling adventure to prevent the entities that are influencing people and uncover the truth behind the existence of the alter world.

### CURRENT CHARACTERS DESCRIBED BY TRAITS IN COMBAT

- Main Character
  - Male /Freshman codename “Shepherd” has and can control multiple entities (spirt, wolf, dragon, golem) each entity has own abilities to fight instead of himself (can basically do most things other characters can do). Resonated with spirt called Navi (so clever)
  - Spirt is an entity who can talk to main character and friends (plot centric)

- Character
  - Female/Freshman. Codename: “Queen”: tactical planning, set up attacks (traps, charged attack, etc.) resonated item: analog watch
- Character
  - Freshman. codename: “Warden”: can control manipulate enemy locations and provide support to team(buffs/healing). resonated item: chain from a dog tag
- Character
  - Junior. Codename: “Titan”: Area of Effect Attacks and knock-ups can also protect team members. Resonated item: Key
- Character
  - Sophomore codename: “Phantom”: primarily single target, front row and center, uses the counter system (explain under mechanics) and actions to set up kills and can dodge attacks. Resonated Item: hairpin
- Character
  - Sophomore. Codename: “Maestro”: multi target enemies, and buffing stats for team. Resonated item: music player (iPod)
- Character
  - Freshman. Codename: “Judge”: heavy single target and line area-of-effect attacks (rows/column), gets stronger when team is weaker. Resonated Item: pen

## DESCRIPTION

### GAME FLOW

- Game Broken down into Three critical parts: Daily Life, Alter Life, and Combat Battles
- Day by Day basis
  - Daily/Combat -> Alter/Combat
  - Repeat daily
- In Game length plan: over Two semesters
  - Not every day may be played
- Actual game length: 1000eqw9e hours

### DAILY LIFE

- Player is a student so he must take classes
- Days where no classes are still occupied (player goes to work, etc.)
- After classes is free time
  - During free time player can enter alter life

### ALTER LIFE

- Enter Alter World via ability with an item that resonates with their resolve (one character has a chain of his father’s dog tag)
- Alter World twisted imagining of Modern world based on people’s perceptions (viewing banks as castles, school as prisons)

- People Heavily influenced by monsters gave in (depression, anger, anxiety) and creates their own mini world (dungeon)
- Monsters and corrupted people's entity are fightable via combat

## COMBAT

- **(challenge)** should be the most important part
- Combat on a grid system (see mechanics)
- decision and tactical focuses (spamming one attack not best solution)
- Normal battle generally should be short not a war of attrition but also challenging (possible to be party wiped in a normal encounter)
- chaining attacks for bonuses
- Avoid RNG (no accuracy checks on attacks and abilities; status effects are ok) to avoid frustrations for chaining
- character weapon is the item they have resonated with re-imagined (a pen can be a sword, a chain into a whip)

## GAMEPLAY MECHANICS

### DAILY LIFE FLOW

- Player need balance grades and Completing objectives in the alter life
  - Fail conditions
    - Doing poorly in class
    - Deadline for main quest reached
    - Dying in alter life/combat
    - Decision choice can lead to game over

### POSSIBLE FLOW

Morning Event > minor free time > Afternoon Event > Afternoon Free Time > evening minor Free Time > nighttime> Morning Event

or

Morning Event > Afternoon Event> Afternoon free time > evening Free Time > nighttime> Morning Event

- Can change daily/weekly/monthly due to schedule change
- Free Time
  - Do various things
    - Buy items
    - Get side quests
  - Actions that progresses the day
    - Boosting stats (studying, doing activities)
    - Hanging out with friends
    - Entering the alter world (limited to certain times of day)
    - Scripted events during free time (due to quest or random event)
  - Minor actions like studying and hanging out with friends can done twice in afternoon free time

- Limited actions in nighttime (buying items, planning meetings with friend, homework)
- Daily Life stats
  - Contribute to stat checks with friends, events, and grades
  - Provides stat bonus to stats in alter life
- Friend Relationship
  - Each Friend has a side quest
  - At end of side quest, current resolved is either strengthened or rejected and gains a new one
    - They gain new abilities for combat and a revised alter self
  - These characters will have their resolved changed or strengthen or changed if player did not fully complete quest
    - Hanging out with friend speeds up the process
  - The friends have dynamic relationship between each other, not revolved player (have preferred friends to hang out)
    - Can hang out with a group to increase relationship friends in that group

## ALTER LIFE FLOW

- Shorter than Daily Life
  - Serves as a medium between combat and daily life
  - Primarily exploration and puzzle solving
- Every place in the real world exist in the alter world
- Enemies exist on map (not random encounter)
- People exist as spirits (not appearing as human in alter world)

Explore and discover > fight enemies / talk to spirits / interact with world > leave

- No healing spots in alter world (maybe before scripted events)
- Heals and recovery provide by items brought in
  - Limited inventory space and expirations push use of items, not hoarding
- Leave alter world when:
  - Player decides to leave
  - Party wipe (all members are incapacitated during normal battle, scripted can redo)
  - Required for story progress in the real world

## DUDGEON

- Enter person area where they are heavily influenced by monsters
  - puzzle elements via gimmick related to person
- Can have events that halts progress in dudgeon
- Can include mini Boss

Explore > solve puzzles/ fight > miniboss > explore > puzzles/fight > boss

## COMBAT FLOW

Combat is taken place on a 3x3 grid for enemies and 1x3 for the player's team

(orientation not decided yet)

X1		X2
	X3	
X5		X4

or

Player1
Player2
Player3

or

X1		X2
	X3	
X5		X4

### Example enemy placement

- When Combat is initiated, it will be taken in rounds.
  - In a round the player's team and enemies have a phase where each unit perform an action.
- All actions in a phase are taken in that order
  - For example, enemy phase will go in this order x1 > x2 > x3 > x4 > x5 then player phase player1 > player2 > player3 then repeat until either enemies or players are eliminated
- Units can have multiple actions per phase
- Player can organize the order of their actions
  - Assume player1 has 2 actions, player2 has 1 action, player3 has 4 actions
  - That phase can look like player4 > player4 > player1 > player4 > player4 > player1 > player2
  - Same for the enemy phase
- Players gain extra actions in different ways per character (via an action, killing an enemy, gain naturally)
- Actions players can take are:
  - Basic/standard Attack
  - Skills/ abilities
  - Items
  - Unique command to character (prepare, analysis, protect, etc.) (replaces defend in most rpgs)
  - Escape
  - Swap (changing order of actions)
- Enemies have similar actions
  - Can also move to another position
- attack the same enemy increases a combo counter
  - actions with a high counter has benefits (more damage for an attack, bonus for utility actions, etc.)
- Additional Layer for combat
  - Start of every player phase one character can use a special ability
    - Such as gain maximum actions for this turn but get no actions next phase
    - Convert all other character action to his actions this phase
    - Make enemies lose an action
    - Make all attack miss till next turn
    - Etc.
  - Enemies can have set behaviors

- Aggressive enemies can just attack and not move
- Speedy enemies can have extra actions
- Docile enemies and mostly defend and attempt to stall
- Cunning enemies organize other enemies can mark character for them to focus on (having this usually a big no-no so maybe)
- Erratic enemies can take actions that are unpredictable
- Enemy sizes
  - (1x2, 2x1, 2x2, 2x3, 3x2, 3x3)
- Enemy properties
  - Some enemies can be immune to movement, status effects
  - Shield enemies can stand in front and enemies behind shield take less damage
  - Some enemies can summon more enemies (maybe use signal, not instant)
  - Formations that unleashes powerful actions
- Enemy position on grid has damage modifiers
  - enemies closer to player deal and receive more damage and vice versa for far away
- Ambushes
  - Players can extra action if ambush enemies and goes first
  - Vice versa for enemies

## ART

- Can't Draw, first use free assets. Then possible ask friend? Pay artist? Try to draw? TBA
- Checkout Inscape, vector art possibility for game
  - Game should be "stylistic". vector art can do that?

## BREAKDOWN/ROADMAP/GOALS

Realistically, this project is ambitious relative in term of size (level design story events, etc.) to the final goal, however, it can be broken down into smaller doable piece, such as the combat system. MVP for combat system functionally estimated within 4 sprints where a sprint is 2 weeks the daily life and alter life share similarities (movement, interacting with environment) where daily life is scripted events and alter life is a typical exploration common in most rpgs. MVP for alter life functionally estimated 2 sprints while MVP for daily life is 3 weeks. For a total of 9 sprints = 18 weeks for a functional game. These sprints are the implementations, more time required for understanding the required tools for the development (art, unity). With learning curve: total of 20 weeks for MVP of the game.