
Design Documentation

General Information

Planning Time: 4 days

Development Time: 10 days

Planned Engine/Technologies:

- Phaser 3.24.1/WebGL
- ES6
- Webpack
- Aseprite

Goals:

- Create a turn-based RPG game with **Phaser** library
- Implement a **scoring system** so that when the user completes it they are given a score (number)
- The game must be deployed to a server so that it is accessible online

Planned Platforms: Web browser

Gameplay

Genre: Turn Based Role-Playing Game

Input/Control Method(s): Keyboard and Mouse

(See "Controls" page _____ for more info)

Gameplay Summary: The game is an introduction to a role-playing game. Your character can be seen from a top-down perspective and move in four directions(up-down-left-right). The player can move freely in the game map and can collect candies found in chests and encounter enemies, that follows the player when he gets in their vision field, upon collision between the two, a battle scene is rendered and the screen is divided among the action field and battle UI where the user can select his attacking/retreat options.

Gameplay Progression: After each winning battle, the user gains experience points according to the type of enemy faced. After collecting a certain amount of experience points the user level up and his attack, action points(after lv3) and health goes up.

Players Satisfaction: The player should feel rewarded after winning the battles by accumulating experience points and level up. Reaching a certain level will allow the user to defeat the boss

Players Struggles: The player won't be able to defeat the game boss and finish the introduction if he doesn't reach a certain level. He will have to grind a little bit by battling enemies, before fighting the boss.

Important Gameplay Element 1:

Control Scheme (Keyboard / Mouse(Menu)):

Button Press: Arrow Up

Action: Walk up/Move up battle menu

Button Press: Arrow Down

Action: Walk down/Move down battle menu

Button Press: Arrow left

Action: Walk left/confirm action battle menu

Button Press: Arrow right

Action: Walk right

Button Press: Space bar

Action: Action

Button Press: Right Click

Action: Select button in the menu

Story/Setting

Where and when is this story taking place?

The story takes place in a modern setting. A town and his whereabouts where a bunch of monsters has appeared

Who is involved?

A group of late teenagers (17-18 years), and the citizens of the city

What are they trying to accomplish?

They are trying to find his friend and then the science teacher who is inside the school

Why are they doing this?

They need to reach him to get an answer of what's happening to the town. and why all the monsters have appeared

How are they going to do this?

Make way through a town infected with monsters, choosing which ones to fight

Name of the Place: Summerhill_____

Territory: Urban-Town

What does this place look like?

An urban setting, a little town, plagued with monsters

Who are its inhabitants?

Human people, monsters that suddenly appeared

Points of interests: Danny's Character house, town streets, School.

Characters Information:

Age Range: 16-17

Sex(s): Female, male

Locale: SummerHill Town

Backstory: Main characters, teenagers residents of the town where the monsters appeared

Character Name: Players Input Age: 17 Sex: Male

Locale: SummerHill Race: Human

Backstory: Main character, teenager



Character Name: Ro Age: 16 Sex: Female Locale: SummerHill

Race: Human

Backstory: Close friend of the main character, teenager



Character Name: Danny Age: 17 Sex: Male Locale: SummerHill

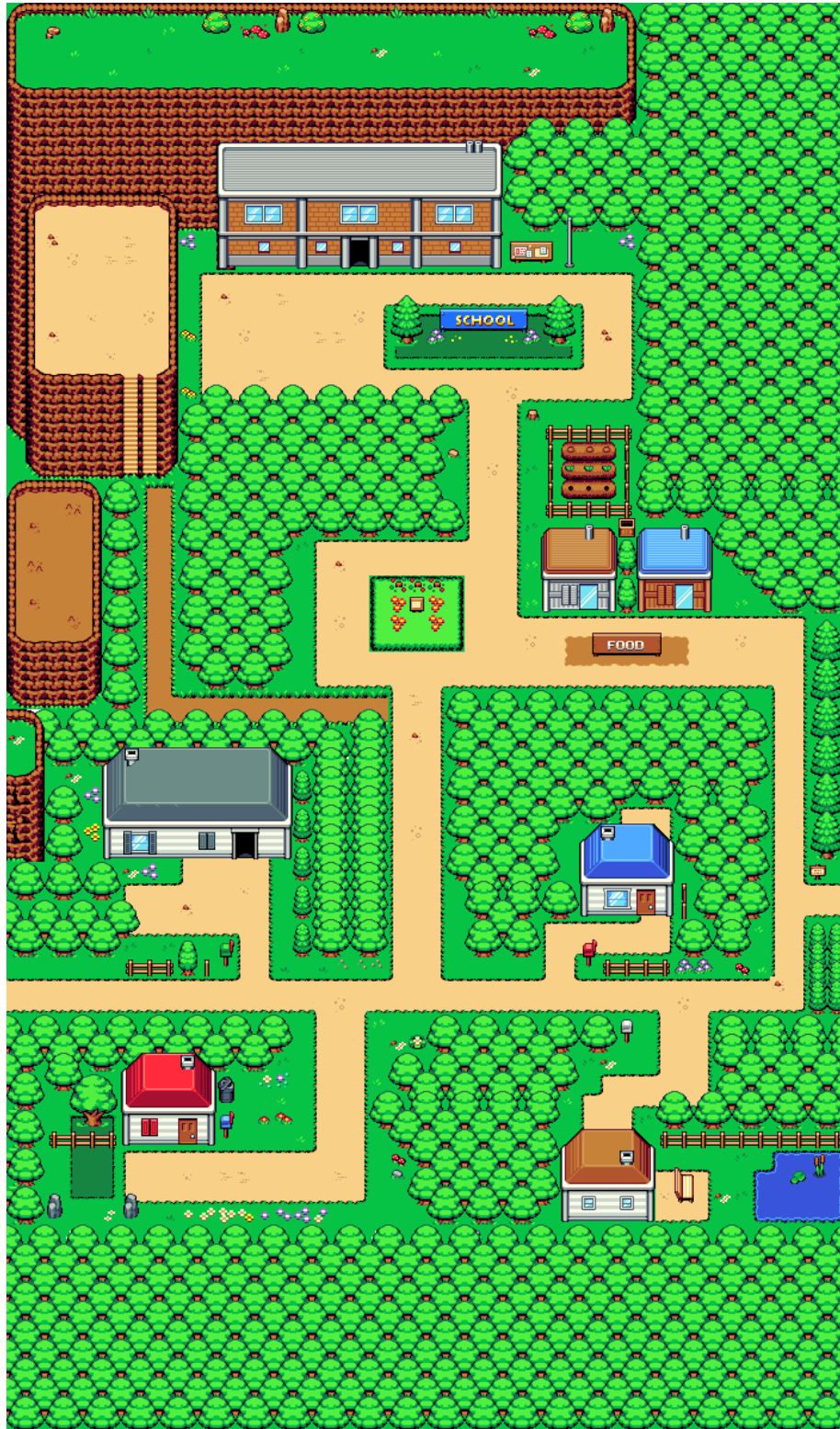
Race: Human

Backstory: Close friend of the main character, teenager

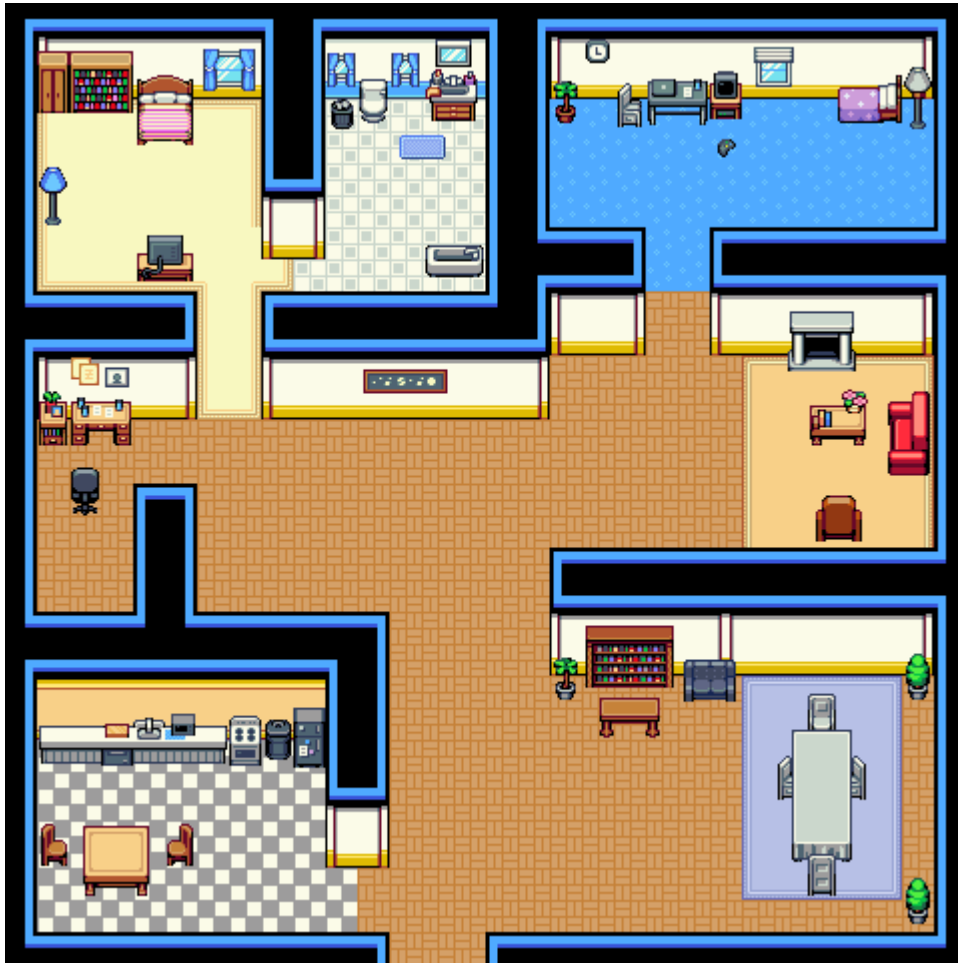


Game Maps

Town



Danny's House



School

