Radish Games Presents

Design Document for:

Clover

A gloomy plant-based RPG

"Explore Trefoil — a kingdom of plants struggling to grow."™

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Game Overview

Clover is a top-down RPG which introduces you to a life of gloomy plants. In this game, you will navigate through Trefoil — a kingdom of plants struggling to grow in the aftermath of their missing prince. Help plants in their day-to-day tasks as you learn more about the kingdom, its people, and history.

Like the roots of an overgrown tree, stretching beyond what any average being can see, there is more to Trefoil than what meets the eye. Take your time exploring the kingdom and search for what's hidden beneath - good luck!

Philosophy

Clover is meant to create a unique experience where users can immerse themselves in a world overgrown by plants. Atypical of its genre, there are no dungeon or dungeon-like maps, enemies, or combat. With this, we aim to create a top-down RPG unique in its kind: one we invite the user to reflect and relate to the themes presented throughout this plant-based narrative.

Single Player Game

As much as we hope for your friends to join in, Clover is a single player game. All of the player's movements are controlled by just one person, you. The purpose of creating

Clover as a single player game is to provide the opportunity to truly immerse yourself in this game.

Missions
As the forager, you're expected to complete small missions to help the townsplants. Each mission consists of a mini-game that is activated once you talk to the appropriate character.

Mission #1: Basil Chef
Without their regular sous chef to help them, Basil Chef can't seem to find the ingredients necessary for today's soup of the day. Search through cabinets to keep their restaurant running!

Mission #2: Lilypad
Shy Lilypad has a date tonight, but they aren't able to leave their pond without a pot to keep them covered. Find a pot the perfect size to give them shelter for when they need to take a breather.

Mission #3: Old Radish
This mission's goal is currently unknown and will be activated once you have completed certain tasks.

Hours of Gameplay
Clover is approximately one (1) hour of gameplay, but varies with the degree at which the player interacts with characters and world elements.

Victory Conditions
To successfully complete Clover, you must complete all the possible missions within the game - including the unknown mission. Completing all missions will trigger the final events and cutscenes which lead to the end of the game.

Feature Set
Clover key features are as described below:

Navigation
To navigate in our 16-bit world, there's only a few things to keep in mind:

- ← Left arrow to move left
- ↑ Up arrow to move up or travel north of the map
- → Right arrow to move right
- ↓ Down arrow to move down or travel south of the map
- ⁵ₚ Space bar/Enter to interact with objects and characters

Inventory
Players can collect and store items within their player inventory, which includes all items received in-game and items the player spawns in with. Items can be obtained by interacting with specific objects in-game, or given to the character by a townsplant. Players can access their inventory within the menu at the top right-hand corner of the screen.

Interactions
As mentioned above, players can use either the spacebar or enter key to interact and converse with characters. Some character interactions are tied closely to the game's plot and missions, while others serve to enrich the world of Trefoil. These interactions vary by plot progression and time of day.

The Game Map

Below is a list of key physical locations within Clover. Not all locations are pictured.

Spawn Area

When a new game is started, the player will find themselves on a boat, docking at the solitary pier, and arriving at a strange clearing overgrown with trees and other foliage. As the player wanders, they will be able to take in the beautiful scenery surrounding the kingdom. Traveling further into the area will lead the player into the heart of Trefoil: Town Square.
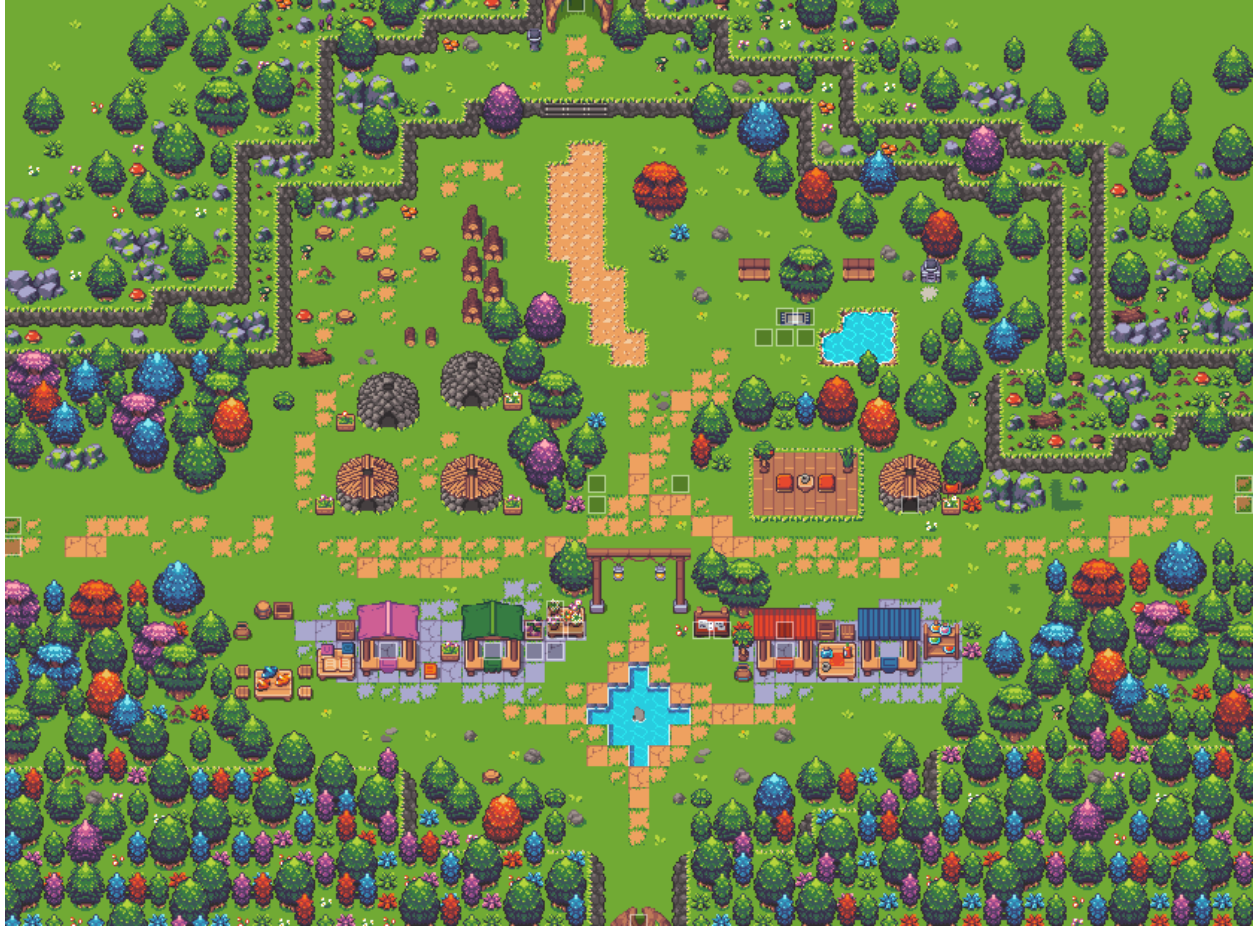
Town Square

From the spawn area, players can travel north through a forest of overgrown trees and plants to venture into the town square. The player may wander around the town square, taking in the various shop stalls, interactional items, and residents of the area. Players will be free to wander into residents' homes and onto the separate paths that the town square leads towards. Venturing onto these separate paths will lead the player to explore different parts of the kingdom such as the kingdom's garden, graveyard, and residential area.

Pond

Just southeast of the town square, past an overgrown fork in the road, is a small and solitary pond. This pond is home to Lilypad, the only aquatic plant in the kingdom, who you can almost always find there.

Picnic Spot

Up along the path from the pond is a scenic area, surrounded by a larger pond — perfect for dates and picnicking. Near this spot is where Cactus lives and where they like to spend their time with Lilypad. Townsplants often walk through this area in their walks to appreciate the view.

Garden

Northwest of town square, past a long stretch of ruins, lies a field of flowers. The flowers here stretch across varying elevations and small stairs to get to each level. Sometimes, characters come here to enjoy the peaceful scenery.

Graveyard

Northeast of the town square and directly east of the flower garden lies a graveyard. The townsplants wonder about the meaning of the strange stones and writings here. Nonetheless, they enjoy the placement of the stones and still environment — even though something about it makes them a little sad.

World Properties

Scale

Clover introduces players to the residents, or townsplants, of Trefoil. As you wander through the kingdom, you'll become acquainted with residents of different plant backgrounds, such as basil and radishes. While these residents may be of short stature, they are full of life. All of them are doing their best to manage their responsibilities and keep up with the hustle and bustle of their lives, but some of them may need your help!

Objects

Objects play a key role in Clover. Whether they are stagnant objects within the game's

physical locations (such as foliage, furniture, marketplace items, etc.) or collectable inventory items (such as the mysterious seed, plant pots, books, etc.), all provide useful interactions which come together to uncover Trefoil's recent and remembered history. As players progress through the game, they will have the opportunity to collect more objects which affect the way they navigate the kingdom and the way other characters perceive them. Some objects are more meaningful than others in their storytelling or become more important as the game progresses. Nonetheless, Clover is an object and interaction-based game, where players can learn more by paying close attention to the objects and world around them.

Day and Night

When the player initially spawns into the game, the area is dim, denoted by the slight darkness on the screen, and is meant to symbolize the sunrise, or a new beginning. As the player progresses through the game and wanders further into the kingdom, they see the day as it progresses from morning, afternoon, to night. This time frame informs various character interactions and plot points, gently guiding the player along as the day progresses.

Time

As the game begins at the dawn of a new day, the player will interact and assist characters, fostering a relationship of sorts. While the character will build their relationship with these characters and experience various events due to their interactions, the course of the game will occur within the course of one day.

Game Characters

Meet the characters of Clover! Listed below are all the plants you can meet in Trefoil kingdom, so be sure to explore and introduce yourself to everyone.

The Forager

The main character of Clover is **you**, a wandering forager. In a tattered cloak, you venture to a clearing of overgrown plants, ruins, and soon-to-be discovered plant people. In your inventory lies a mysterious seed, the likes of which remain unknown to the player. Throughout the game, your movements, interactions, and choices will uncover more about Trefoil and affect how other characters perceive you.

The Prince
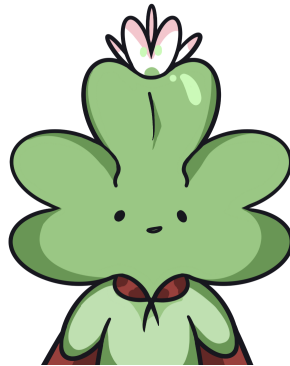
The recently lost prince of Trefoil kingdom is dearly admired and missed by all residents of the kingdom. Youthful, optimistic, and always helpful, they gave a sense of hope to the small kingdom. Townsplants grew used to their help in their everyday lives, and now struggle to grow without their helpful presence. As you navigate the kingdom, you learn more about the Prince and the relationships formed with their residents in passing conversations, missions, and other character interactions.

Basil Chef

Always on the hunt for new recipes, Basil Chef runs the kingdom's busiest restaurant, which is where you can typically find them. Though a bit shy, Basil Chef's true feelings

always come out in their cooking. Business has been a little slow ever since the prince went missing, so help them get back on their feet by supporting them in the kitchen — and don't mind if they forget to stock up on bread.

Lilypad

Lilypad is the kingdom's timid sweetheart. Their bubbly personality is hidden underneath a shy exterior. Patience and compassion will help Lilypad open up to you. Unless you see a moving pot in the town, Lilypad is usually in the pond they call home.

Cactus

Cactus, despite their prickly appearance, is a reliable and longtime friend to many townsplants in Trefoil. They are a best friend to Lilypad, and somewhat oblivious to Lilypad's true feelings. Their favorite place to hang is at the scenic spot near Lilypad's pond.

Old Radish

Out of everyone, it is perhaps the Old Radish who misses the prince the most. Wise and quiet in nature, he finds peace in walking through the kingdom garden and graveyard. Old Radish enjoys his morning walks around town and conversing with other plants. If you stop to listen, he might have some words of advice.

Townsplants

More residents of Trefoil kingdom with their own livelihoods, and memories of the lost prince. Some you can find selling and trading goods in the marketplace, some walking around town, and others in their houses. Explore their own unique personalities and relationships with other plants in Trefoil.

Musical Scores

Clover has a complete original musical score produced by Radish Games. Each track is inspired by prominent game events or locations. Navigate through the game world to listen and enjoy the tracks as you progress through the narrative.

Tracklist
Title
Spawn
Town
Ruins
Acceptance

Marketing

Website
Radish Games currently has Clover hosted on Itch.io, a popular website for hosting, downloading, and selling indie games. Available on Clover website is a short description

of Clover, a set of summarized gameplay features, more information about the game and our team, and link to download Clover alongside the page's original artwork banner and background.

[Itch.io Profile](#)

From this primary website/game page, users can navigate to the Radish Games branded profile page, where they can view our games, company logo, slogan, original banner, and find each founding member's name, role, and contact information. From here, visitors are invited to contact any of the members of Radish Games for any further discussion or navigate back to the Clover game page.

Target Audience

Our target audience are indie-game consumers interested in playing newly developed/released indie games or those interested more specifically in RPGmaker games. Fortunately, this demographic is common amongst our chosen publishing platform, Itch.io, and stood as the primary factor in choosing where we hosted our game website. As Clover gains popularity, Radish Games aims to extend this target audience to a more general audience of RPG gamers and enjoyers.

Marketing Plan

Hosting on Itch.io will, by nature of the platform, market Clover to indie game consumers. Radish Games plans to expand upon this by advertising on various social media channels commonly visited by our target audience, such as Discord, Twitter, and Twitch. Once Clover gains more traction on Itch.io, Radish Games plans to host Clover on more widely-known game distribution platforms, such as Steam. Advertising and marketing efforts will continue from this point forward, aiming to gain attention in both hosting platforms and media channels.

Credits

Plot:
Isaac Berman
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Script/Dialogue:
Isaac Berman

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Vivian Lin

Programming:
Isaac Berman

Map-Design:
Ashlyn Riambon
Isaac Berman

Concept Art:
Isabel Pham
Isabel Tuason

Character Design:
Isabel Pham
Isabel Tuason

Music:
Isaac Berman

Design Document:
Ashlyn Riambon
Isabel Tuason
Vivian Chu
Isabel Pham

Marketing:
Isabel Tuason
Vivian Lin

Resources:
Game Engine - RPG Maker MV
Tile Sheets - Exterior Pack, Interior Pack, Marketplace Pack, Nature Dungeon Pack, and Water Dungeon Pack by [Super Retro World](https://)

Special Thanks
Yingyan Wu

Friday Hall