Elementalists

RPG, follow the main character and his companion through a journey to retrieve the hearts and prevent the darkness from spreading!

★ Gameplay Overview:
- In this world, there are 12 lords that rule, what makes them special is that they were blessed with the spirit's touch-- giving them abilities no other animal in the universe has. After some time, disagreements emerged on how in touch they should be with the spirits, while the spirit's power is needed to keep harmony in the world, they possess great darkness that can consume those who are not capable of suppressing it. In order to keep peace and harmony in the world, the elementalists (12 lords) must use their powers to regulate the areas they reside in. However, the zodiacs who were in favor of living with the spirits banded together to attempt to bridge the two worlds together. In order to disrupt the dimensions, they needed the power of 9 : which only the cat had. Cat lived in isolation from the world, his only friend being (the player). Thus, when they came to him for help, he willingly went along with them, tricked by their words of friendship. His power was sacrificed, taking his 9 lives -- YOU, as the player must help him retrieve his 9 lives before he disappears and the spirits' darkness consumes the world!
- You play through the story, interacting with other characters and fighting enemies (both physically and through selections)
- Theme: Kind of like pokemon + kingdom hearts + undertale + fruits basket
- Main enemies have different abilities based on type?
- How to win: get to the end of the game (finish the story)
- How to lose: (subjective)

★ Game Details
- **Moving:** characters have different anim. States for moving in different directions/idle
- **When engaged in certain battles**, changes to a different scene (kinda like in pokemon)
  - During battle, options appear at bottom of screen along with HP
  - Change in color indicates which option is hovered
  - Enemy "glows" when about to attack
- **During other fight/action** parts, player can act directly in main scene/bg
  - When interacting with other characters/items
- **Text boxes** appear near bottom of screen when a character talks/interacting with things
- **Tutorial** embedded into first few scenes of game?
- **Attack:** press x to attack or interact
  - Attacking uses energy that restores every few seconds, energy bar at bottom of screen (either a bar, number, other representation)
  - Interacting:
    - Each character/sprite the player interacts with has a default thing they do when interacted with
    - Items that are enabled to be interacted with will do the thing they're supposed to (be collected, etc)
- **Top of screen-** UI that displays
  - Items bag, stats, objective/next step
- Cheat to make game easier
  - After you lose a battle once-> option to turn on cheat: invincibility & makes your attack rate 100%

★ Controls
- **A/x:** to interact/select
- **B/z:** to toggle items/top bar
- **Arrow keys:** move character and move between choices
- **Start/enter:** Pause game -> menu with selections:

★ States:
- Start:

- - - Title of game
    - Has game characters animated/walking/something
    - Options for instructions, game
  - Instructions:
    - Basic movement/interactions explanation with graphics
      - Animated display of arrows and buttons
  - Game:
    - Short animated introduction to story before game starts
    - Game with several different maps/areas
  - End game:
    - Animated scene
    - Rolling credits style
  - Pause:
    - Menu with selections
      - Instructions, quit (return to main menu), back to game

★ Characters
  - Main character (player)
    - Player: ox or dog: water
  - Cat: companion
  - People to protect/ other
  - Friendlies:
    - Rat:dark, tiger:electric, monkey:fighting
  - Zodiac baddies:
    - Rabbit:ghost , dragon: fire, snake:poison, horse:fairy, goat: grass, rooster: air, pig: earth, ox/dog:ice
  - Bad guy minions
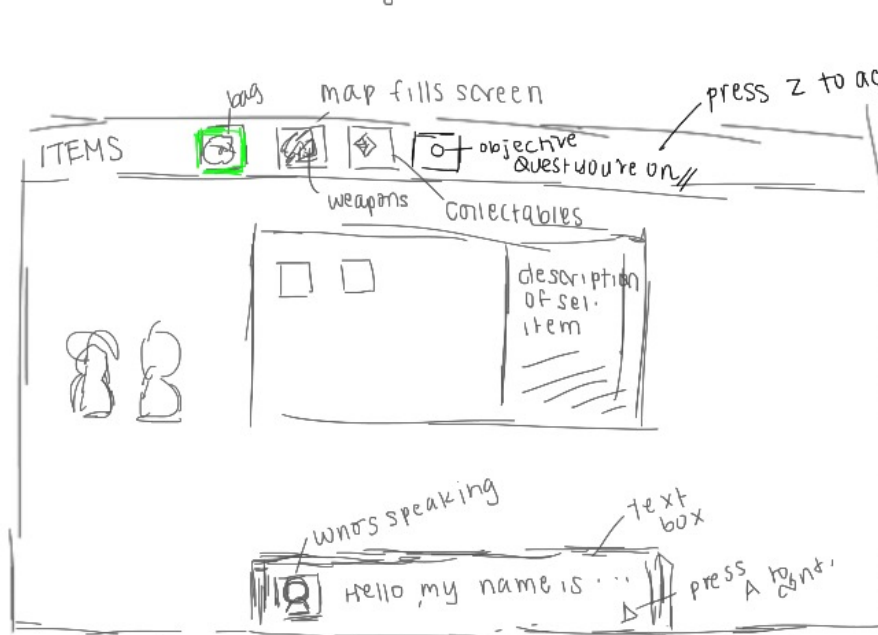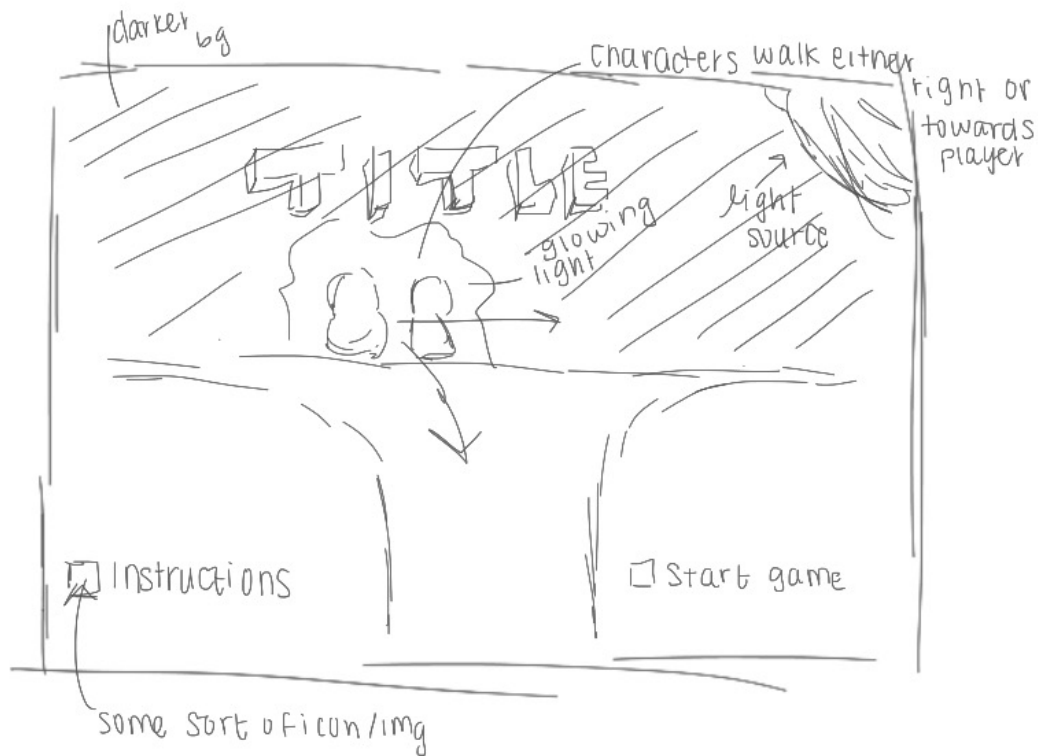   - Spirits -> kinda like heartless

★ Background
  - 2+ simultaneous bg
    - Bg in the distance & foreground
  - XL >512x512
    - 1 large map that is the setting for a section of the game -> navigate through different areas
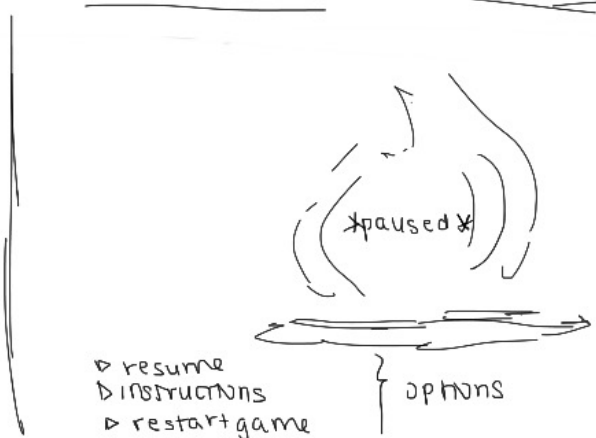   - Another large map for a different area/stage

★ Audio
  - zelda/kingdom hearts-like
  - Main menu: calm music
  - Game: adventurey/mysterious/cute music
  - Attack/hit sounds: like a slashing sound
  - Pause: calm, softened
  - Switching between selections:
    - https://www.youtube.com/watch?v=FBPrh6Qt3wI
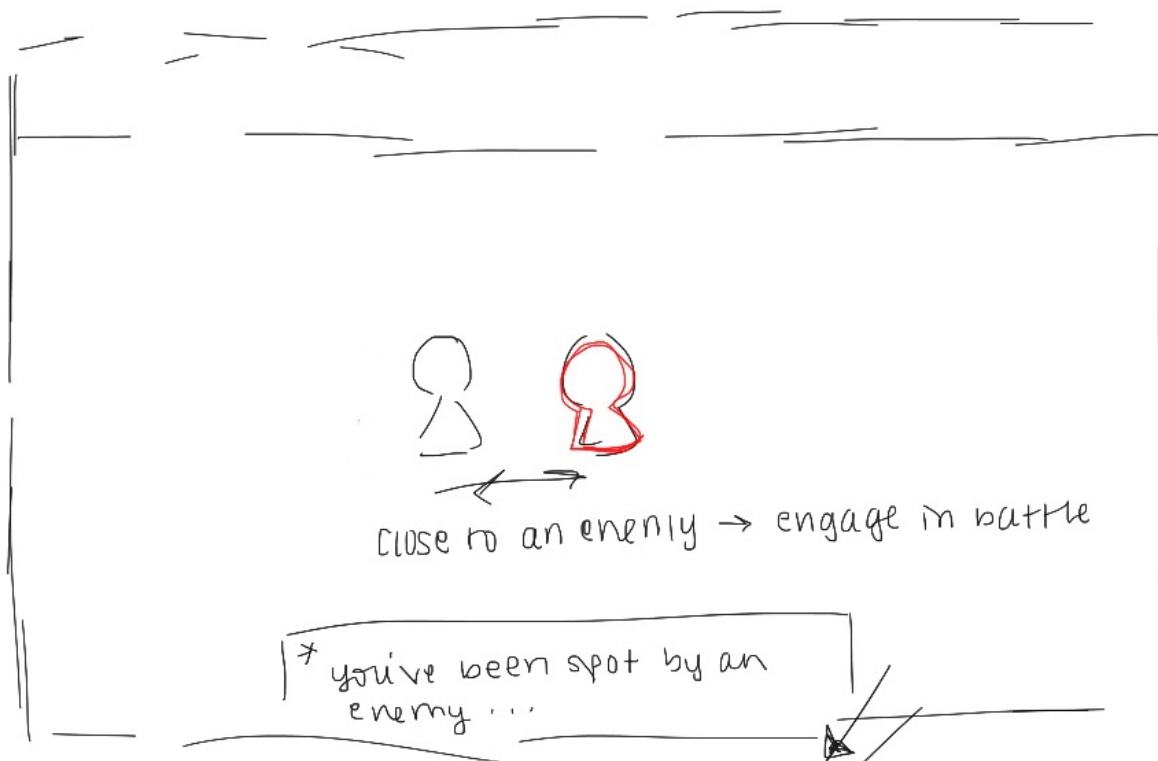 - End game: upbeat

★ Sketches/Ideas

cat

FIRE

dragon...?

DOG

— spirts

sweet
puppy

raincoat
& umbrella
weapon

↳ water elem.

rooster?

lives are
in capsules

glove
paw
to attrack

snake

darker bg

characters walk either
right or towards player

TITLE

glowing light

light source

☑ Instructions

☐ Start game

some sort of icon/img

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bag

map fills screen

press z to access

toggling of items bar

ITEMS

objective
Quest you're on

weapons

collectables

when an item category is chosen, menu-popup appears displaying those items

description of sel. item

who's speaking

text box

Hello, my name is...

press A to cont.

PAUSE

paused

Some sort of img/ scene relating to theme

▷ resume
▷ instructions
▷ restart game

options

close to an enemy → engage in battle

* you've been spot by an enemy · · ·

main battle scene

how effective your move was

1   HIT 20   80/100 enemy health

100/100

2

enemies glow before attacking

— battle —

when your turn pops up

| fight | defend | items | |

OR 💕💕 💕💕 💕💕 💕💕 💕💕   have the hearts fill up w/ diff frames 4 tiles

player & companion info

NAME
HP | 100/No
NAME
HP | 100/100

▷ enemy 1
▷ enemy 2
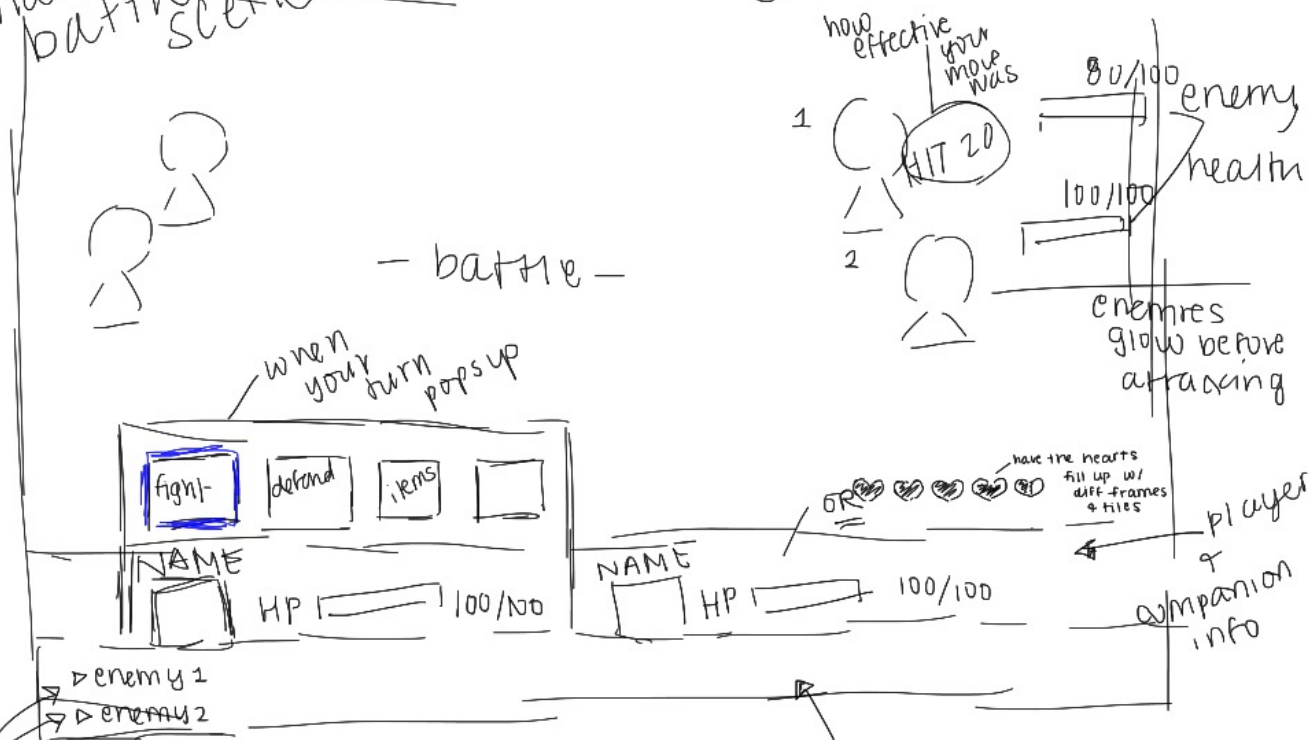
text about moves made / what's going on

choices will be displayed

when fighting
— have to match sequence of keys displayed on time
determines your attack effectiveness / dmg

↑ → ↓ ↑ → A ↓