<Insert RPG title here>

<Insert RPG title here> is a 3D fantasy RPG turn-based game. It features the classic turn-based combat with added mechanics to liven the combat. The game is made with Unity and uses 3D low poly assets. It aims to promote the *Baybayin* script. The target platform for this game are smart phones and tablets.

Game Reference

Okamiden (NDS) and Legends of Dragoon (PS1)

Game Mechanics

* The combat is the classic turn-based system, with each turn decided by a certain stat.
* The combat system has extra mechanics, based on the type of actions the character performs.
* A character can perform a basic attack.
* A character can perform a skill.
* Skills can be melee, ranged, or magic. A corresponding icon will represent the type.
* Performing a melee skill requires to tap in a correct time.
* Performing a range skill requires to tap in the correct locations in the screen.
* Performing a magic skill requires to do a multistroke gesture of *Baybayin* symbols. It also requires a certain resource.
* A player can opt to run from a fight.
* Enemies will also feature basic attacks and skills.
* The player explores an overworld. He or she will encounter enemies and engage them in combat.
* The player can tap to direct where the character can move in the overworld.
* A character has these stats namely: Power, Toughness, Spirit, Vitality, and Speed.
* Power increases the damage of attacks. Skills have different scalings.
* Toughness increases damage mitigation.
* Spirit increases mana, the resource to some skills, and mana regeneration.
* Vitality increases health and health regeneration.
* Speed determines the turn order in combat.
* A character has a level system.
* Experience points are used to increase a level of a character. It can be gained from defeating enemies.
* Gaining a level gives a character points to increases its stats.

Controls

* Overworld
  + Tap is used to direct the character where to go.
  + Tap is also used in interacting buttons.
* Combat
  + Tap is used to interact with buttons.
  + Multistrokes are used in the *Baybayin* mechanic.

UI Prototype

Minimum Viable Product

* One character
* Skill mechanics
* 2 – 3 enemies
* 1 miniboss
* One overworld and one combat environment