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Game Design

Forgotten Schism

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**1. Concepts**

**1.1. Introduction**

As a final project submission, we decided to create a video game. Since both of us had different ideas but both revolved around the RPG genre, we decided to blend our two styles together to create a unique game. The point of this is to create a game that incorporates unique features to enhance the player’s gaming experience.

**1.2. Type**

Our game will be a tactical-RPG. Role Playing Game basically revolves around the character’s development through a story and/or a quest. A certain degree of customization is also included to make the character unique for each player. A tactical-RPG is a subgenre of the RPG which includes tactical element. The gameplay is somewhat similar to a game of chess, where the player progresses through a certain number grid maps and has to manage multiple units and make them fight against opposing troops.

However, one of the tactical-RPG’s main flaw is that its story is very linear. Some games give the illusion of liberty in the story by giving them choices. Unfortunately, the choices only affect the story on the short term and often have no critical impact on the main plot. We want to exploit the concept of a dynamic story, which would allow the player to alter the game’s main plot based on the way he will play the game.

**1.3. Referred Platforms**

The game will be released for the Windows platform and is developed using C# and the Microsoft XNA engine. Since the vast majority of users run their computer on Windows, this will allow us make the game available for the largest crowd.

We haven’t yet decided on a way to publish the game. An interesting option so far would be to publish it on Steam since it will allow us to publish it for free under the Indie Games category.

**1.4. Legal Notice**

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**1.5. Game Description**

*World Map:* In between battles, the player will have the opportunity to move on the world map. There, he will have the opportunity to manage his army. It is also possible to travel between the available destinations on the world map.

*Management:* As the leader of his own army, the player will have to manage his army. On the world map, the player will have access to a management screen where he can see and change each unit’s formation, equipment and inventory.

*Battlefield:* Upon reaching a new destination, the player will progress through the story and in most case, will have to fight his way through enemy troops. The battlefield consist of a grid map where the units are deployed and both the player and the enemy can, turn by turn, issue orders to their units either by moving them around the map, attacking an enemy, or supporting an ally.

*Classes:* Each character in the game can specialize in a specific class which will grant him access to different battle skills and abilities on the battlefield.

Fighter: Basic combat unit specialized in close-range combat.

Caster: Magic unit that uses his powerful spells to fight his enemies.

Healer: Master of enchantments who support allied units by healing them.

Archer: Combat unit who attacks from a distance. Can’t attack close range.

Scout: Utility units with enhanced movement. Rely on their speed to beat his opponents.

*Recruitment:* As he progresses through the game, the player will have to build an army in order to defeat his enemies and accomplish his quest. In order to do that, the player will have to recruit allied troops to his ranks.

**1.6. Key Features**

The game’s main key feature is the concept of a dynamic story. As stated before, tactical-RPG are very linear story-wise. In order to go around this, enhance the gaming experience and increase the replay value of the game, we decided to incorporate a dynamic story, allowing the player to alter the story’s main plot depending on the way he will play the game and complete each level. The changes will also affect the gameplay. It will affect the player’s destinations in his quest, the maps you will get to play in, having units join and/or leave your army, and what troops you will be up against on each map.

**2. Scenario**

**2.1. Objectives of the Game**

Through each map, the objective is to defeat the enemy commander.

**2.2. Progression of the Game**

|  |  |
| --- | --- |
| *What is done:*   * Screens Design * Engine’s basic classes * 2 character sprites | *What we plan to be done in the near-future:*   * Creating a story * Have a sprite for all 5 classes * Start coding the game |

**2.3. Mission Structure & Challenges**

Each level (or mission) will consist or a grid map with enemy units. The player will have to deploy his own units and defeat the enemy commander. The story will be altered depending on how the player will beat the map. For instance, the player can decide to either eliminate every single enemy on the map or go straight for the enemy commander and spare the other enemies’ lives. This will affect what might happen after the battle. Also, by having a unit explore a certain part of the map, the player can discover a new path and gain access to an alternate location. If the player chooses to travel to that destination, new events might happen which would make his quest easier, or harder, or even make him reconsider the path he currently chose to walk.

**2.4. Puzzles Structure**

N/A