Taddle Fantasy

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1.1 Game details

The game with be turn based using an JRPG inspired design. The game will start with one character and will eventually end up with a maximum of 3 characters.

1.2 Battle system

The battle system is simple, choose your action using a drop down box. After the selected action the user simply needs to click the "Attack" button and the page gives a 1-2 sentences detail on the damage on the character and the enemy.

1.2 Battle system

Example:

The user to choose to use the finishing move then clicked on the attack button. The page refreshes and there will be a message:

"X-Raid used the attack Raid Critical Finish. It totally wiped the enemy into smithereens leaving 0 hp!"

Key notes:

Using an item will prevent you from using any skills for that turn.

1.3 Acquiring additional Characters

Clearing the 2nd and 3rd dungeon will unlock the two characters Courageous and Gunner respectively. Upon acquiring them the game will add one more drop down for a skill set based on the characters you have in your team.

Key notes:

You can select the option to "pass" once you have more than one character active in battle. However, you cannot allow all characters to pass for that turn.

1.4 Inventory

There are a 2 categories for this game, these are:

a.) Utility Items

Revive Crystal – Set the hp of the fallen character to 50%

Guard Crystal – Set the damage taken to 50% for 2 turns

b.) Healing Items

Potion – Recover 25 HP

Great Potion – Recover 50 HP

Grand Potion – Recover 75 HP

1.5 Character Stats

There will be 3 stats that will be available for upgrade in this game. It is the following:

a.) Bars
The bars improve the HP and MP bars

b.) Melee Attack Improves melee attack damage

c)Ranged Attack Improves ranged attack damage

1.6 Skills

1.6.1 Main Characters

X – Raid - the front line and the all-around character. Skills are all melee with medium to high damage.

Basic Attack(Melee)

Hammer Strike (Melee)

Sword Slash (Melee)

Mighty Critical Strike (Melee)

Mighty Critical Finish (Melee, AOE) (Special)

1.6.2 Secondary Characters

Courageous - the defensive type. Skills are focused on increasing defense and taking damage with minimum loss in HP, attacks are melee with medium damage.

Basic Attack(Melee)

Courageous Stance (Defense +)

Sword Attack Fire (Melee, AOE)

Sword Attack Ice (Melee, Stun)

Courageous Critical Strike (Melee)

Courageous Critical Finish (Melee, AOE)

1.6.3 Third Character

Gunner - the ranged type. Skills are focused on delivering high damage from a distance but given a low damage melee attacks.

Basic Attack(Melee)

Charge Attack(Ranged, Lose 1 turn)

Consecutive Shooting (Ranged, AOE)

Snipe Shooting (Ranged)

Command: Attack! (Melee and Ranged Attack +)

Courageous Critical Strike (Ranged)

Courageous Critical Finish (Ranged, AOE)

1.6.3 Boss Characters

Area A – Count Salty

Basic Attack (Melee)

Salt Stun (Melee, Stun)

Salt Smash (Melee AOE)

Basic Attack (Ranged)
Napalm Strike (Ranged AOE)
Full Assernal (Ranged AOE)

Area C – Commander Revol

Area B – Aranbura Mage

Basic Attack (Ranged)

Hold Magic (Ranged, Stun)

Forbidden Magic: Ruin (Ranged AOE)

Area D – Hazardous Zombie (Final Boss) Basic Attack (Melee) Zombie Swarm (AOE Ranged) Dead blades (Melee) Critical END (Melee) Hazardous Zombie Critical Finish (Melee AOE)

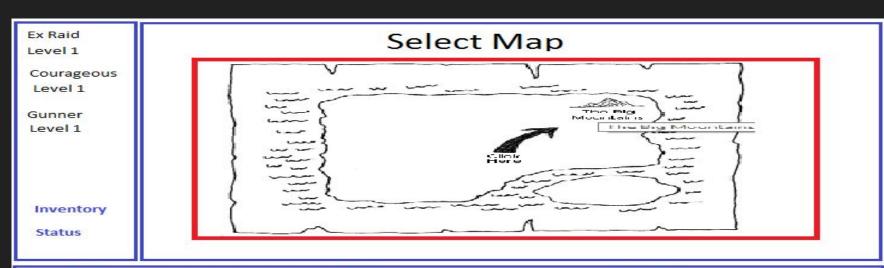
Site Map

Welcome message here



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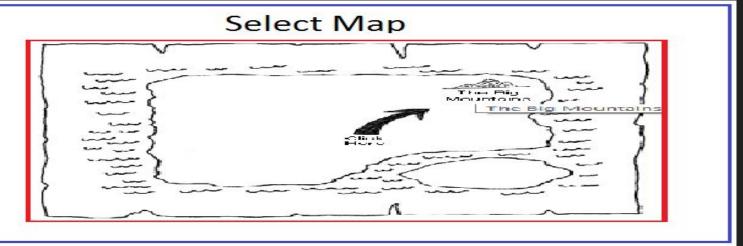
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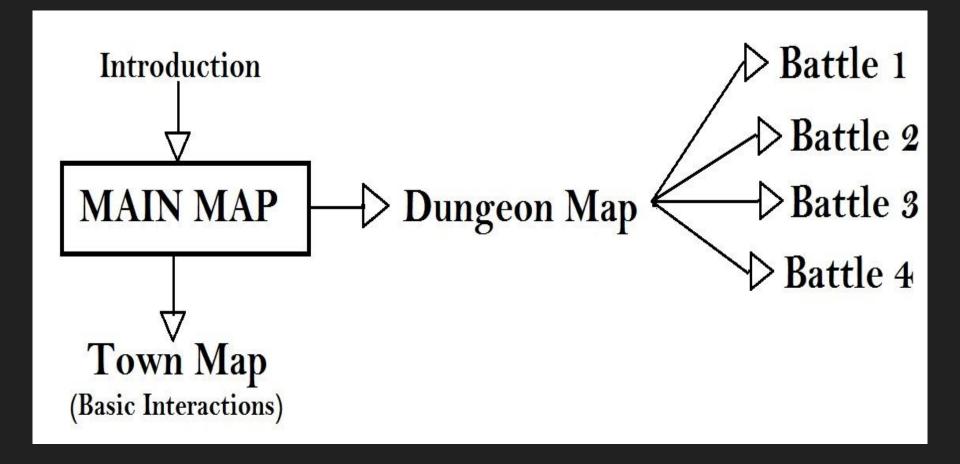
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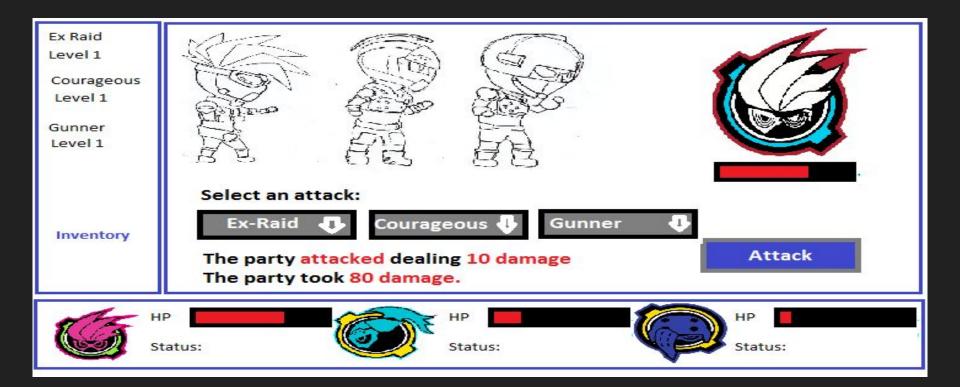


Inventory





Combat Action



Combat Action

