# 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 2<sup>nd</sup> and 3<sup>rd</sup> 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)

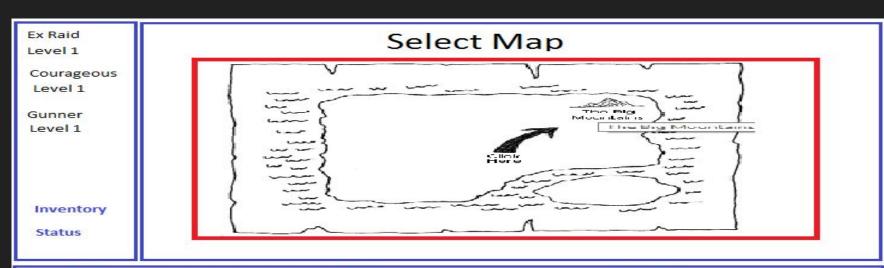
# Site Map

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Continue button here.

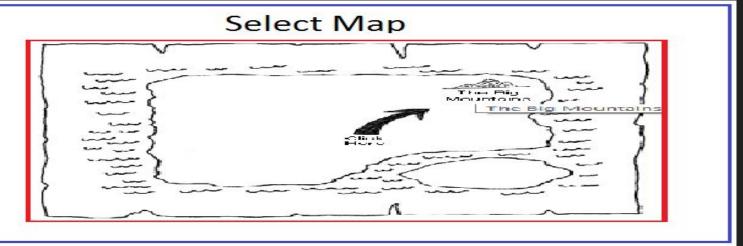
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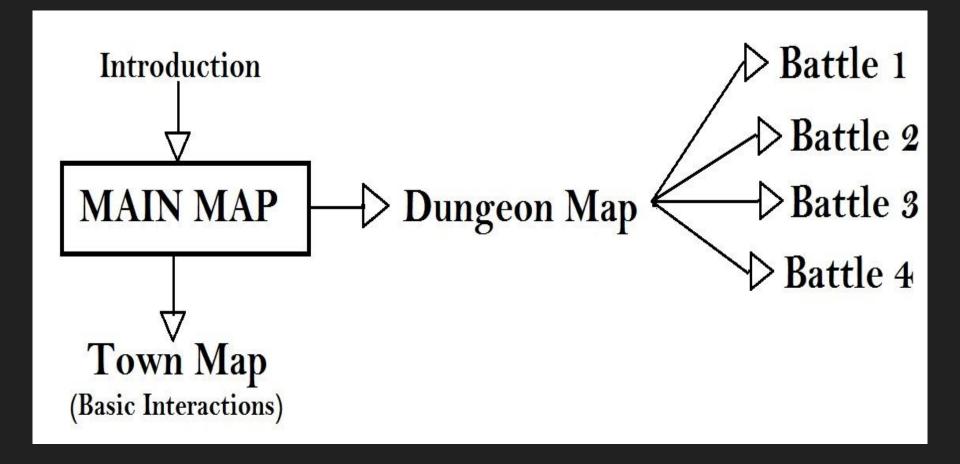
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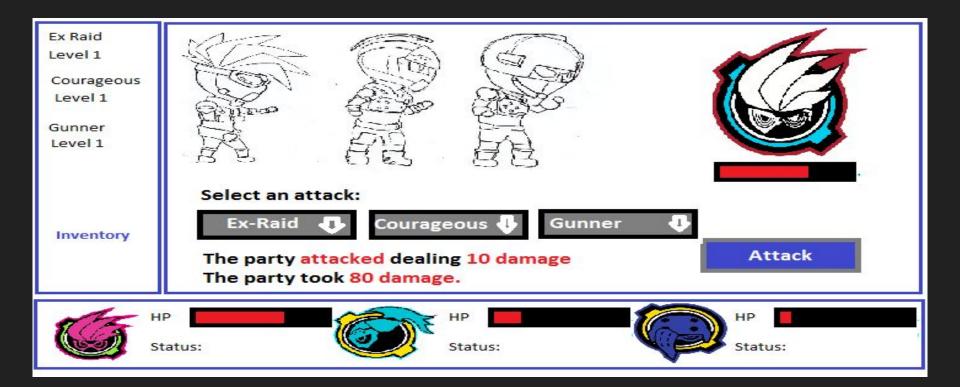


Inventory





### **Combat Action**



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