

Game Design Document

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Concept

Catch creatures and train them for battling. Experience a fun story by traveling through the region. Win tournaments and defeat each tournament head to eventually challenge the League. Stop the infamous Aurum organization before they can take over the region.

Catch monsters with magic cards. Catch monsters the Aurum org has cursed through special silver cards. Heal them through cleansing and they develop a strong friendship bond with you. Inspired by Pokemon Colosseum and XD: Gale of Darkness.

Art



(Picture taken from the videogame TemTem as visual inspiration for the intended art style.)



(Picture taken from a Pokemon game's minigame "Pokemon Amie" as visual inspiration for the planned minigame.)

Gameplay

- Catch and collect numerous different monsters.
- Collect tournament coins after you beat them and it will qualify you to fight the league.

- Raise friendship level with your creatures through minigames.

Game Mechanics

The creatures are captured through magical cards. The evil org catches and curses the monsters to do their bidding. Players can use silver cards to catch cursed creatures. Cleanse the creatures through friendship minigames and gain their trust. Cleansed creatures start at 0 friendship points, while wild caught creatures start at 5.

The friendship minigames involve brushing, playing with, and petting the creatures. Every time the player brushes, pets, or plays with the creature it increases friendship points. There should be a meter somewhere showing the amount of friendship points so far.

Wild creatures are caught with magical paper cards. Lower the creature's health first to be more likely to catch it.

Game Rules

- **Win Condition:** Player wins by winning battles, tournaments, and quests that stop the evil organization.
- **Lose Condition:** Player loses and gets Game Over screen by losing battles. Game starts over at last save.