The Alchemists Party

[Working title]

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## 

## 1. Introduction

### 1.1. Pitch

Take the role of an adventurer with the class of Alchemist, being the one to make and bring into battle potions and related objects, but with a catch. With no “infinite” or “hidden” inventory system, you must bring your potions in your bag, manually grab them out, and store loot you find along your way

## 2. Game Overview

### 2.1. Game concept

The point of the game is to put some realism back into a game in the form of what if you didn’t have the large, almost infinite inventory system that many other adventure RPGs have, requiring you to manually store your items, weapons, and potions in your backpack. Along with that, you still have that role of being the fantasy alchemist, making new materials and potions, transmutations, and related things while going on adventures into dungeons for new materials.

### 2.2. Audience

This is targeted at a younger audience, between older kids to young adults, specifically those who are interested in typical fantasy worlds and RPGs, specifically ones that have a calm environment and story. Other games that would appeal to the target audience might be (TO-DO)

### 2.3. Genre

Adventure RPG

### 2.4. Setting

Takes place in a colorful, fantasy world that’s very cheerful and without large immediate threats.

### 2.5. World structure

The world is split into two main categories, the main town/castle where the players would stay to make items or do things in their own house/space and the outside world, which would have various dungeons that the party can explore.

### 2.6. Player

A single player plays as an Alchemist in a party with 3 other NPCs, a fighter, a wizard, and a rouge.

### 2.7. Core loop

Moving around the world, going from making potions and talking to NPCs to dungeon exploring and fighting shadows that spawn within them with potions while supporting your other party members.

### 2.8. Look & Feel

Look refers to the game's visual style (graphics, animations, color wheel, etc.). Feel refers to the playability and the parts of the game that can affect the user such as story or music. And something important to remember: the “look” influences the “feel”. You can images of other games/media as a reference.

## 3. Gameplay

### 3.1. Objectives

What is the main objective for the player? And what are the secondary objectives? Ex: The main objective is beating the final boss in the final level, the secondary objectives are fetching the hidden pieces in the earlier levels, discovering the story secrets through the map and beating the secret boss.

### 3.2. Progression

How will the player progress throughout the game? It can be anything from how they advance to the next area to how the leveling influences the world around the player.

#### 3.2.1. Difficulty curve

A somewhat optional section, use this if the difficulty setting of your game is not as simple as different attribute values, as for example, if the enemy learns from the player’s actions and adapts to it, and how it will affect the progression of the game.

### 3.3. Play flow

Similar to the Core Loop section, here you’ll detail the expected flow of gameplay from the player’s perspective, not just the core loops of it. Mention if they are expected to do a couple of side missions before a main one, if they will gather collectibles to enhance their abilities at a specific point in the game, etc.

### 3.4. Difficulty

How will the difficulty of the game affect gameplay? How many different levels of difficulty will be implemented?

## 4. Mechanics

Most of the time, you will customize this section of the GDD to each of your games. For example, if your game has combat in it, you want to include a segment of “Combat” and one for “AI”, or if your game has a unique system for spawning, you’ll want to mention how it works.

### 4.1. Rules

The general rules of the game, what are the limits of the player’s actions.

### 4.2. Game universe

How the game universe works. Mention here the stuff that is done outside of the perception of the player, like restocking inventories of key NPCs.

### 4.3. Physics

The overall physics of the world. Is it realistic? Low gravity? Destroyable environment?

### 4.4. Economy

Does your game have an economy? What is the currency? How many currencies does it have? How does the player gain and lose currency? How is it balanced?

### 4.5. Character movement

The range of movement that the player has within the game world.

### 4.6. Player interaction

What can the player interact with?

#### 4.6.1. Game menus

A brief mention on how the game menus work and what options are available to the player.

#### 4.6.2. Saving

How will saving work with the game? Are there save points? Can the player save anywhere?

#### 4.6.3. Game options

What options can the player change from the menus?

### 4.7. Assets

A list of the main assets that the game will use, split by type: “Player Model, Player Texture, Enemy Model, Terrain Material, Enemy Death Sound, etc.

## 5. Graphics and audio

### 5.1. Visual system

An overall mention of how the visuals of the game will work, and if there’s a reason behind it. Is it 2D or 3D? Cell-shaded, minimalistic or realistic?

#### 5.1.1. Player camera

How will the player see the game? If you have different types of cameras, mention them.

#### 5.1.2. Landscape

What will the landscapes of the game appear? This is extremely important if your game is a platformer.

### 5.2. Interface

What will the user interface look like? How will the player interact with it? How will it affect gameplay?

### 5.3. Audio system

An overall mention of how the audio of the game will work, and if there’s a reason behind it. If your game has in-game voice chat, be sure to include it here.

#### 5.3.1. Game music

What type of music will you use in the game? This segment can be quite large for some games that have music as one of their main assets for gameplay/storytelling.

#### 5.3.2. Audio look & feel

What does the game’s audio want to convey? How is it going to feel for the player? Tense? Whimsical? Transmit a feeling of dread?

## 6. Story and narrative

### 6.1. Backstory

What events of interest happened before the start of the game?

### 6.2. Main plot

What’s the main plot of the game? Just write the most important stuff here in a condensed form, remember that this is a game design document, not a web novel.

#### 6.2.1. Plot progression

How will the plot progress throughout the game?

### 6.3. Cutscenes

Don’t mention specific cutscenes (Just do it if they are extremely relevant to the game), only mention how you will use cutscenes in gameplay.

## 7. Characters

### 7.1. Main characters

Who are the main characters in the game? If you have more than one, then add a small description of all subpoints from this segment for each one of them.

#### 7.1.1. Backstory

#### 7.1.2. Personality

#### 7.1.3. Appearance

#### 7.1.4. Abilities

#### 7.1.5. Relationships

### 7.2. Supporting characters

Who are the main enemies? You don’t have to include all the previous subpoints for this one, just a brief description of them.

### 7.3. Enemies

Who are the supporting characters? As with the supporting characters, you don’t have to include all main character’s subpoints, except if the enemy description plays a huge part in the overall plot of the game.

## 8. Game world

### 8.1. Look & Feel of the world

Similar to 2.8, but in this case, you’re just talking about the game world, not the game in general.

### 8.2. Locations

What are the most important locations in the game and how will they be relevant to the game?

#### 8.2.1. Connection to the plot

Add this one for every mentioned location to tell how they will connect to the plot.

### 8.3. Levels

Just as each one of their names say, briefly describe the levels of the game (If there’s any).

#### 8.3.1. Dungeons

#### 8.3.2. Story

#### 8.3.3. Special Requests