

Design Document for :

Blackout

2D RPG with TBS

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Written by Remax

Version 1.0

Game overview

**Philosophy**

This game is just the first project game of our team. We hope to make this game a great RPG game. The art will be new and the engine will be written in C++.

Common Questions

**What is Blackout?**

Blackout is a RPG game with side-view TBS battle scene. The game theme is “School life”. We want to make it special.

**Why create this game?**

We want to show the world that a high school boys and girls can make something great outside school subjects.

**Where the game does takes place?**

The game mostly takes place at school building and house complex but as we go deeper into the game we might found our self in a different world.

**What do I control?**

You control the heroes with keyboard keys when walking in the map and you can use both keyboard and mouse to select actions and items when doing battles.

**How many characters do I control?**

In the game you control 3 main characters. The characters are specialized in their own ability. There are a healer, a damage dealer and a tanker.

**What’s the different?**

In most RPG game the theme are fantasy world, Journey to a new continent, Magical world and much more. We realized that there is less likely that an RPG game have school life theme. Although we tend to make it a fantasy game but I will as best as we could to make the game theme match the type.

Features

**General Features**

2D Graphic

32-bit colors

High resolution (720p)

**Gameplay**

Top-view walk map

Side-view battle map with exciting animations

Minor Visual Novel is inserted in the game

A lot of interesting stories and quests.

The Game World

**Overview**

The game world will be held at school building and around. The game may continue on in another place it will only be on a short period of time. The game world will view on top-view 2D graphic.

**Walk map feature**

The map will be filled with many decorations in the map. In the walk map most entity will have each own sprite (animation sequence). Some entity such as ground, rocks, walls, windows, bushes and doors might not have sprites because they don’t move much.

**World map feature**

The world map will show you the school building’s map and when outside it will show the city map

Physical world

**Monsters**

The monsters existed in the map may have aggressive behavior and is able to chase you if startled. Moving on to another map will be as easy as any top-view RPG games.

**Weather**

The weather in the game will be based on events in the game. It may looks strange but the weather may not change in cases where you didn’t trigger the event. Event describes here is refereeing to quest or encounter that let you continue the game’s story.

**Day and Night**

Day and Night in the game won’t be realized since most of the game takes place indoor but in some place that are exposed to the outside world. The day and night will also be based on event.

**Time**

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Rendering System

Overview

The graphic of blackout is 2D. Rendering System in the game will use SFML2 as a graphic library.

Camera

On walk map camera’s perspective is top-view. The camera will be based from hero movement.

On battle map camera’s perspective is side-view. The camera will be on fixed state if no action is taken. The camera will move a little when battle turn changes side. When special moves is used, the camera might shakes, tilt, zoom in and zoom out, and much more. The background will not follow camera completely to create some minor 3D effect with 2D graphic coordination.

Game Systems

**Visual Novel System**

The visual novel system is as good as any normal Visual Novels with the capability from parsing text from loaded text file. The parsing is based on patterns made by the programmer.

**Walk Map System**

The walk map engine is made into 2 separate developments, the graphic and the coordination. Monsters in the walk map will use BFS method to find ways to chase hero if startled. The walk map is filled with entities (trees, bushes, walls, rocks, ground, etc.).

**Battle map System**

Battle map’s background camera looks kind of 3D as explained before. Battle map will use easy to pick up select system to pick skills and there will be a lot of animations algorithm for this system.

World Layout

Game Characters

Overview

How do we create it?

Enemies and monsters

User Interface

Weapons

Music and SoundFx

This document is incomplete.