**Game Notes: School Based RPG**

**Game Properties:**

* Title ideas:
  + School Days
  + School Daze
* Graphic Style: 2D RPG, 16-bit graphics
  + Assets should feel modern
  + Colors should be bright (Think Pokemon HeartGold and SoulSilver)
  + Anime styled characters
* Rating: E 10+ - Teen
  + Mild language
  + Violence
  + Crude Humor
  + Simulated Gambling

**Mechanics:**

* + - Multiple endings:
      * This game should have multiple ways of beating the game. Preferably one ending for each main mechanic. For example maybe one should be combat centric, one should be relationship centric.
* Combat System:
  + Combat will be in a real time (I.E The Legend of Zelda), however the player should have the choice to use a aiming/targeting system similar to the V.A.T.S system in the Fallout series. Or maybe the player could use a Z targeting system similar to most modern Legend of Zelda games.
  + Elemental damage (Fire, Water, Electricty etc.)
  + Each character should have the following stats:
    - Attack: This affects physical damage output.
    - Defense: This affects physical damage taken
    - Intellegence: This affects skill damage output
    - Focus: This stat affects how many skills a player can use. (Think MP)
    - Speed: This stat affects how fast a player attacks and moves.
    - Stamina: This is the player's health (Health should recover over time and should be affected by this stat.
* Relationships System:
  + The player will be able to interact with their various classmates and will be able to befriend, ship (influence NPC dating).
    - **Befriending:** will allow the player to recruit their friends into their party to accompany them on quests and adventures. A hidden friendship stat could give the player a chance to receive items from the friend and damage could be increased. It should be possible the character could attempt to sacrifice themselves for the player if the friendship is good enough (think Persona 4).
    - **Ship:** This will allow the player to affect the relationships between characters. For example, if classmate A likes classmate B, if both are friends and in the party classmate A could try to impress classmate B by having higher damage and by trying to protect classmate B more often or maybe going berserk if classmate B is knocked out in battle or hurt.
* Quest System:
  + Quests are requests given to the player by other character's in the game. There should be different types of quests such as Relationship quests, Class quests, Karma quests.
    - **Relationship:** These quests should be given to characters who are almost the player's friend or who are the players friend. These quests will improve the player's friendship with said character and the player may receive a reward for quest completion. If the quest is given up though, that will lower the friendship by a slight amount.
    - **Class:** These quests are given to the player from the player's teacher or from a character who is a part of the school's staff. These are kind of like story quests as they give the player more detail about the subject they are learning about. These quests will give out the most experience, and the best equipment (for the class chosen). An example of a quest like this could be a player who has chosen the biology class needs to collect DNA from a specific animal so the player must find and fight that animal to obtain the DNA.
    - **Karma:** These quests can be given to the player from pretty much any character in the game. These quests will affect how other characters treat the player. For example if the player is given a karma quest from a character who wants them to fight the bully for them this could cause other classmates to see the player as a sort of hero and they may receive quests or make it easier to recruit friends. If these quests are given up, nothing negative happens.
* Multiple classes to choose from:
  + Science
    - Computer science
      * This class specializes in crafting and using computing devices to their advantage. Users in this class will have to manage battery, processes, memory and hard drive space. Battery will allow the device to be used but once it dies the device cannot be used. Processing will allow the player to run multiple skills at one time, Memory allows how many times the skills can be out at the same time. Hard drive will be how many skills the computer will know. Virus busting, networking and computer repair will be a frequent focus in quests.
    - Biology
      * This class specializes in cloning and hybrid creation of animals. Users in this class will do less combat themselves and instead will use companions they make to protect them and perform tasks. A common task players will do is collect DNA from animals by entering combat with them. Killing an animal will yeild more DNA but will cause your professors and classmates to look down on you. Protecting habitats from poachers and deforestation companies will be a frequent focus in quests.
    - Nursing
      * This class specializes in crafting medications and remedies and healing yourself and party members. This class does not have very much combat potential but does is more of a support class. The player will be focusing on keeping their party members alive, healthy, and powerful. Quests will be more focused on retrieving ingredients for medications and medical supplies, it might even focus on crafting such supplies.
    - Geology
      * Terraformation? TBC...
  + Arts
    - English
      * Think Scribblenaughts? TBC...
    - Musician
      * This class will specialize in crafting musical equipment and instruments. In this class the player can be able to cause damage by playing their music loud or can buff party members with some nice motivational music or by playing music that calms them down. Quests for this class will be more focused on crafting instruments, fixing instruments, and solving problems at gigs/concerts.
    - Cook
    - Artist
      * Again think Scribblenaughts except with visuals not words.
  + Athletics
    - Sports
    - Combat
    - Justice