



Monster Battle Super Fight XV

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Changelog

Version	Date	Changes
1.0.0	20/06/2023	Initial Setup
2.0.0	20/06/2023	Final Revision

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Overview

Elevator Pitch

A 2D, turn-based, monster battle game made with pixel art and designed to cash in the nostalgia of playing pokémon games many years ago whilst being playable on almost any device increasing potential markets.

Genre/s

- Fantasy
- 2D RPG
- Turn-based
- Pixel

Influences

Influence #1

- Phantasy Star II / Final Fantasy
- I say Phantasy Star because I never owned a device that played the early Final Fantasy games, but these classic RPGs are all the same – top down map for wandering around the world, and after encountering a monster or other character, switching to a wide-shot of a scene that shows the characters close up for interaction either a conversation or a battle that plays out turn-by-turn.

Influence #2

- Pokémon
- The Pokémon games are similar in style to the RPG games mentioned above but with more of a focus on the monsters, as you battle monsters and also collect monsters to use in battle. The focus on monsters as characters is what made pokémon so successful, and this project hopes emulate that success.

Themes and Gameplay

Project Brief

The game is set in a fantasy realm with classic fantasy game mechanics allowing players to cast spells or do melee attacks and eat food to regain health. Players can also run away from any fight if they feel they will die. The enemy has a changing strategy that can be predicted by the player after enough fights.

Core Gameplay Mechanics (Main abilities, Movement Options etc.)

- **Turn Mechanic** – Both player and enemy can only attack once before their timer to reloads again.
- **Spells** – Spells are slower but allow for a stronger attack.
- **Melee Attack** – Fast but weaker attack that has 5% chance of missing.
- **Healing** – Player can heal within a random range each turn.
- **Running Away** – Brands you a coward and an instant fight loss... but you live.

Additional Gameplay Mechanics (Stage Specific Mechanics/Temporary Gameplay Mechanics)

- **Enemy Strategy** – the enemy's strategy changes during the fight as it loses health in the pattern:
Sleep → **Normal** (weak attack) → **Angry** (strong attack) → **Normal** (weak attack) → **Healing**
- **Sleeping** – At 100% health the monster goes to sleep.
- **Angry Enemy Attack** – Attacks temporarily become stronger below 70% health.
- **Second Normal** – Between 50% and 30% health, the monster is worried and goes back to weak attacks to give the player a strategic opportunity if they notice it.
- **Healing** – Below 30% health the enemy prioritises healing and stops attacking until healed above 80%.

Milestones

1. Level Design and UI

- Setup level design and background as well as UI elements

2. State Machine and Turn-based Mechanic

- Create a turn-based timer and a state machine for enemy to switch attack states.

3. Characters and Attacks

- Create player and enemy characters and animations with different attacks and a healing mechanic coded for each.

4. Working Build

- A bug-free, working build that can load, demonstrate the core game mechanics, and exit cleanly.

Manual

When the game starts or you click a “Try Again?” button, you will be presented with the main menu. Simply click ‘play’ to start the game or click ‘quit’ to exit the game.



A. Player Information

1. **Turn Timer:** When this bar is full you can take an action, but be quick! The longer you take to click your next action, the more hits the enemy can get in!
2. **Health Bar:** If you are getting low, eat an apple. An apple takes one turn to eat.

B. Player Action Panel

1. **Spell:** A heavy but slow attack, guaranteed to hit for at least a little damage with the potential to do heavy damage.
2. **Melee Attack:** A fast but weak attack with a 1/20 chance of a critical failure resulting in a miss.
3. **Apple:** Regain *up to* 30% of your health per apple, but losing one attack turn.
4. **Run Away:** Admit that you are a weak coward who would rather live in shame rather than die with honour! Costs nothing except the respect of everyone including your family.

C. Enemy Information

1. **Turn Timer:** Has the same reload time as your timer, but doesn't start for one turn. Allowing you to get one attack in first if your fast!
2. **Health:** How close are you to winning this monster battle super fight?!
3. **Enemy Status:** Gives you important information about the monster which you can use to learn it's strategy.

D. Quit – Quits the game completely. To return to the main menu, you must: win, die, or admit you are a coward!