**Purgatory Planning Sheet**

**Synopsis:**

This will be a simple RPG game using the Pygame library, and primarily using Python. This is to learn Python more thoroughly, though in a familiar way.

This will be the next iteration of my previous text RPG game, Purgatory. It will use most of the same game mechanics, using a turn-based system, however there will be visuals to aid it also created by me.

Hopefully this will motivate me to complete this project, as I’ve felt a burnout in coding lately.

I’ve always wanted to explore more elements of RPG making, as one day I do plan on making an indie game of my own. This project would be a step in the right direction, I think.

This game will be based off the first arc in my comic, Purgatory. Purgatory is set up as the main character, Jet, defeating demons based of the 7 deadly sins. This game will just cover the 1st demon in this sequence of events, and possibly I will make the transition to using the Unity engine to make a true game based off this concept, and once I get a better computer.

For now, I feel the Pygame library will suffice enough for what I want to do here.

Not only do I feel this will improve my coding skills, but I have also taken an interest to digital art.

Another goal I have, other than creating a sleek code base using Python, is to improve my art skills, and even learn a new skill set, dealing with pixel art.

I also would like to make animated portraits, though I’m unsure whether to use my comic-art style or to also use a pixel art style for that. I suppose the decision will come with time.

For now, I will focus on the first arc of the story, and perhaps introduce the demon of the second arc towards the end of the dungeon, as I have a solid character design for her and have had it for a while now.

**Story:**

It will be summer vacation and over a 3 month period, Jet has to defeat the 7 demons. There will be special events during the summer also that will help pass the time

The first arc focuses on the demon of Vanity, a demon who is blind, yet can see through a mirror she has. Anyone who looks into the mirror falls in love with themselves if they have some inclination of vanity inside of them. Though Jet, having had low self esteem and low self-worth throughout his life, is impervious to this magic, yet doesn’t know this for certain. He suspects it when he tells his party member, Chase, that he is not worried about Vanity’s mirror. Though before we are even introduced to Vanity, we must explore Jet’s life and relationships with people.

In my original comic, I had it so that Jet had just gotten out of a mental hospital, though I would find it more fitting if he was more of a hikikomori type, and by some force that I have not decided yet, finally goes to school again. He used to be a student of the school, but withdrew after the suicide of his sister, who attended the same school. He couldn’t bring himself to be around those people again, those same people who pushed her to do it. Though there is a darker secret behind her death that the player will not find out until much later.

In the original comic, I made it so Jet was actually a little insane, though I’d rather have a more mature tone in this game and not go that direction. Instead, I’d rather him just be a misguided almost loner-type with a small group of people he used to call friends, and him trying to rekindle his relationship with them. In some way I want to tie those friend characters to the demons Jet has to fight in the other world.

There are a few questions I must answer before I really get into the story mechanics of the game. Why is Jet chosen to defeat these demons? In my original comic, I had it so he meets his sister in Purgatory somehow, this is a callback to Dante’s Purgatorio, but in that setting it is unclear how Dante arrives in the other world. Sure, by Virgil, but how exactly. I am unsure how to do this in my story. In the original comic, Chase, Jet’s guardian angel, was able to open a door to Hell. This was because it was to be revealed in the end that Chase was actually a fallen angel.

This may be a good device to utilize, perhaps Chase wants to redeem himself as Jet does, but doesn’t reveal this to Jet.

Also, in my original comic, I made it so Jet doesn’t actually have a soul. In one of the scenes of the comic, Jet arrives at a “black market” of sorts, where demons sell magical goods to humans who travel through Hell. But they must give up their soul to do so. It was unexplained why Jet does not have a soul, but this was also important because it was how Jet was impervious to Vanity’s mirror.

**Characters:**

**Main Characters:**

Jet White

The main character, and who the user controls in the game. He will not necessarily be a silent protagonist, as the user can choose what he says in conversations with others.

He has messy black hair, big glasses, and wears a suit that looks a bit worn and casual. Also, when going to school he wears his school uniform.

When in the other world, he wears more of an explorer outfit, with an iconic red scarf that belongs to his sister. As well as an eyepatch, because of Rosalind, when being met in Hell, shooting his eyeball.

Chase x (Redoing the last name)

**Supporting Characters:**

Celia

Lucy

**Demons:**

**Art Style:**

The art style will be inspired by other top-down RPG games, such as Pokemon, Legend of Zelda, and the Mother series. Also Eastward, which I think has a beautiful art style.

The main challenge is that I have not done much pixel art before. Being able to simplify details into a small space about 50 pixels tall or less is rather daunting. I am currently taking tutorials online to get better, but I feel this will be a big challenge to do, though one I am willing to do.

To avoid slowing down the coding part of this project, I will either make simple assets or perhaps get assets online to use in its place as I get my grounding on the mechanics of the game.

What size should the game window be? I want to base it off past game consoles, and maybe scale it up after. Something to think about when actual development begins.

**Game Elements:**

**Time**

Possibly have a calendar system similar to Persona? The length of the game can go through an entire school year, though this demo obviously just the first dungeon, so first month or two.

**Dialogue System**

Each main character will have a dialogue tree associated with them, leading to different changes in Jet’s morality stat. This stat will determine the ending, perhaps something like what is in Fallout: New Vegas, where each character is explored and how their life plays out after the vents in the game. For this project, just Celia’s ending will be explored.

The dialogue tree will have different conversations that happen based on what the player chooses. A tree can get progressively worse or better, depending on those choices. Perhaps instead of each choice leading to a different tree, there can be a way to “hop” from the “bad” branch to the “good” branch. Something to think about.

Each dialogue option can be binary, adding or subtracting from the overall morality stat, or perhaps even a third option in which the stat will stay the same. It also needs to be decided if maybe there is one overall morality stat, and one associated with each of the main characters.

Perhaps there can be an overall good or bad ending, as well as an exploration of how each character’s life plays out, this may be a viable option because it can give the user a choice on which characters they value, and which they don’t.

**Turn-Based RPG System**

I’m thinking a classical turn-based RPG. The original Purgatory program was based on the combat systems of Octopath Traveler and Persona 5. Basically, Jet and Chase would each get a turn and then each enemy would get a turn. The order of play is dependent on a stat, much like in Octopath. So not all allies will go at the same time, and not all enemies will go at the same time, it is dependent on a stat. In the original program, this stat was called “speed,” perhaps in this iteration it can be called something else, like agility.

In the original program, there were different weapons you could use based on the class of the character you made. Your party members were predetermined but used unique weapons of their own.

Chase by default will be a cleric, but maybe will have the possibility to change classes? Something like in Fire Emblem or Octopath, where class changes either to upgrade their current class, or change classes completely. Maybe the user should be able to choose Jet’s class, or Jet will start out with a class and can change later. In the comic, he wields a sword, so maybe he can start out with something that uses a sword.

**School System**

I’m not entirely sure how to implement this system. Perhaps Jet can have the option of going to school instead of the dungeon, much like in the Persona series. However, this isn’t unique. On the other hand, if Jet simply just goes to the dungeon, it wouldn’t make sense because of all the school he is missing.

**Save Mechanic**

I must choose either letting the user save whenever or having save points throughout the world. Save points would probably be easier, as the user would be outside of battle and in a place, I can just load in for later.

**Big Boss Events**

The main boss in this will be Vanity, although in the comic there are instances of smaller battles that need to be done before the big battle at the end of the arc. For example, when Chase first opens the gate, a monster escapes that Jet must defeat. Another is when they enter inside and get the attention of another monster, which Chase persuades to leave them alone. In the game, however, this can be another battle.

**Store**

Something similar to Undertale’s or Octopath, where there is a merchant, perhaps a unique merchant depending on the type of shop, as well as a set of items to be sold. Certain shops will sell special items or rare weapons that the player can work towards

**Walking around with party members**

After each dungeon is completed, the player will have another party member added to their arsenal. They will be able to switch out party members and go into the dungeon with their unique skillsets

*Maybe the user will have access to all the characters to begin with, and can learn about each character while fighting in the dungeon, much like Fire Emblem.*

If this is the case, then going to school can probably just be done away with all together. Maybe since the prolific horrors happening at the school can account for why school may be closed/why the whole group is not attending.

Is there any way to introduce the characters one by one into the game? Maybe they each have a relationship level with the player, and it needs to advance before the player can bring them into combat. Someone like Celia, for example, would be easier to recruit if I go in the order of rescue in the original comics. Maybe whoever you go down the dialogue tree first you can recruit.

**Talking to other characters**

Each character and potential party member will have a problem that the player will need to navigate through and solve through dialogue. Perhaps another way also, since Jet as a character isn’t acclimated to solving a bunch of problems. Perhaps there can be a neutral option for Jet to recruit the member, but the bonuses they have are locked away behind a separate dialogue tree. If you fail the dialogue tree, then you won’t be able to recruit them at all.

Different endings can happen depending on who you ended up recruiting. Maybe there can be a member among the party who if you recruit, leads to a bad ending.

**Interacting with objects**

Objects can be interacted with using a dedicated button. Players will navigate a menu with different options on to what they can do with the object. Perhaps different objects can have different tags and those tags are associated with different options.

**Small town with shops**

There will be a market in the other world, as well as the real world. They will each sell different items at different prices. Kind of like what is present in Yandere Simulator. Just a small section of shops.

**School**

The school will be closed for most of the game except for when Jet is sent there to investigate something. Perhaps the first day of the game though will be the last day of school, and Jet can be acquainted with his friends again. Maybe he wants to tell them that he will be attending next year and wants to hang out with them over the summer to get things back to normal again.

**Church (living place)**

**Specifics About Mechanics:**

**Dialogue System**

*How to initiate?*

There can be a resting are in the dungeon where Jet can interact with party members, maybe they ask for Jet to speak to them in the town or at school, as they don’t want to proceed with the tree inside the dungeon or such.

*How to gain points?*

Correct dialogue options with add +1 to a morality stat associated with that party member, the higher the stat the more likely you will gain access/get a good ending with them. Neutral options +0 and bad options -1. An arbitrary value will be chosen, and once that threshold is reached you will gain access to that character. Different party members have different abilities.

*Will characters have a mood?*

This will also be tied to the “morality” with the character, directly correlated with each other. A positive value will mean they are on good terms, 0 neutral or maybe a range, and negative will be bad terms. Perhaps a range for neutral could be -10 to +10 points.

*How will dialogue change?*

This will also have to be tied to the stat to some way, maybe there will be a point of no return where the dialogue choices will not have any good options or no bad options.

**Turn-Based RPG System**

*Will we be able to run away?*

*How to access items?*

*How are moves that can be used established?*

*Switch weapons?*

*Use items?*

*When does the battle end?*

*How will XP work?*

*What kind of rewards?*

**Save Mechanic**

*Where will save points be?*

*What will they look like?*

*How many save files will be allowed?*

**Big Boss Events**

*When will they happen?*

*What makes them different from other battles?*

*What kind of rewards?*

**Store**

*How will currency work?*

*Can you sell? How to determine for how much?*

*Will different stores sell different things?*

*Secret items, how to obtain?*

**Loot**

*Where will rare loot be found?*

Perhaps there will be random encounters with powerful enemies like in Persona 4 with golden hands, and there will be rare loot this way. Or maybe there will just be a random chance of good loot spawning with each battle.

*What kind of loot will there be?*

A large amount of gold (or whatever currency there will be) and perhaps a special weapon. Different weapons will be associated with different classes, like a sword with swordsman/warrior. Perhaps a weapon can spawn randomly or based on the class you are, though different weapons can be utilized by different party members.

*Can this loot be sold?*

Either it will have a high value, or these items have some special property that won’t allow them to be sold.

*Special interactions with people to get loot?*

At the end of the dialogue tree maybe either the player or the companion will get a new item that will be an upgrade. I’m leaning more on the companion getting the upgrade, a much more powerful unique variant of the weapon that they start out with.

**Walking around with Chase**

**Other Character’s Abilities**

Chase

Healer. You will immediately have access to him after the first interaction with the dungeon. He is primarily a healer but can also use holy magic that doesn’t do as much damage.

He will still have dialogue options, that perhaps will upgrade his class. Maybe each class will have a path to upgradability along the line, and Chase will be the first to introduce the user to it.

Celia

Lucy

”Dancer” Type, one who specializes in buffs/debuffs in battle and perhaps dark magic, like in Octopath. The weapon of choice will be a fan, and an ornate version adorned with gold will be the upgraded version at the end of the dialogue tree.

**Interacting with objects**

**Small town with shops**

**School**

**Church (living place)**

**Level Designs:**

**Exploration**

**Enemies**

**Weapons**

**Order of Events:**

**Items:**

Healing:

Magic up:

Buffs:

Debuffs:

Special?

**Weapons:**

**Armor:**

**Moves to Learn:**

Possibly from demons you meet?