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**Changes:** All of it, because I didn’t have a team and never submitted a pitch document.

1. **Game Concept**

1.1: One sentence pitch: *A Game of Squares* is a turn-based RPG game composed entirely of right angles and a unique grid-based combat system.

1.2: Core concept: A *Game of Squares* is set in a top-down, two-dimensional plane. There is virtually no story to be had, simply an implied goal of getting through the rooms and killing anything in the way. The party consists of the HERO, a blue square whose main purpose is dealing damage; the PRINCESS, a pink square that specialized in healing; and the BEAST, a small green square that can attack enemies from unexpected angles. These carefully vetted heroes must go forth and defeat the evil BAD GUY before he does… unspecified bad things, because there’s not really a story and he looks obviously evil, so go forth and kill him.

The game is a turn-based RPG, with an overworld to explore separate from the battles. Battles take place on two grids that the characters can move around, with abilities sacrificing movement for unique effects. This system is designed to place a large amount of emphasis on positioning to account for the random nature of the enemies and spreading out damage taken to not lose a party member.

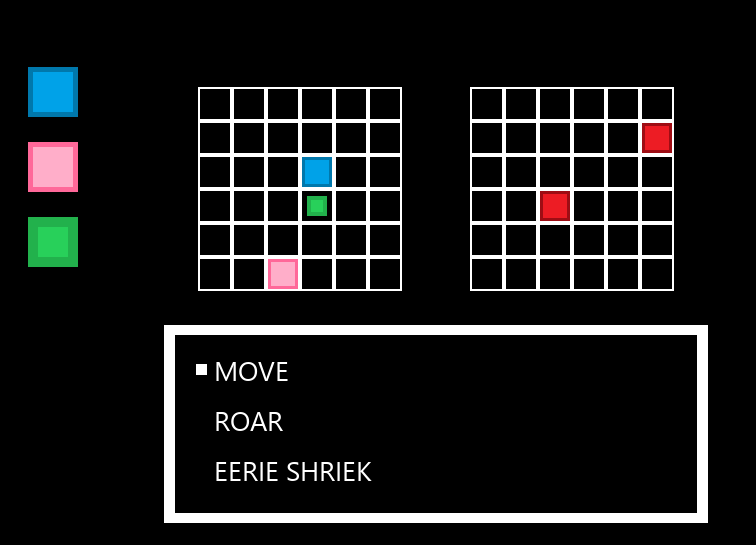
2. **Gameplay Overview**

2.1: Overworld Gameplay: *A Game of Squares* follows a right-handed arrow button layout while on the overworld. Movement is done using the arrow buttons, which move the player icon in the corresponding cardinal direction. There is no diagonal or oblique movement. On the overworld there are threatening entities, denoted by a red square. Coming into contact with an enemy will result in a battle. Moving off the edge of the screen will move the player into the next room.

A green tiled bathroom

Description automatically generated

2.2: Battle Gameplay: Battles are menu- and turn-based combat. The battlefield is a set of two 36 square grids next to each other, corresponding to positions on the battlefield; the left set belong to the party, and the right set belongs to the enemies. Actions enemies or the player takes change positions on the battlefield; it is vital for players to manage their positions effectively to succeed at the game. Each ally has an individual health bar, and will die if it is depleted. They will come back to life at one health after three turns, whereupon they may be healed. The entire team dying will result in a Game Over.



Each Party member has a choice of three actions they can take during their turn, including movement, an attack unique to them, and a special attack that must be charged through taking action. Moving will additionally result in a basic attack dealing 10 damage to be fired from the destination towards the right.

A picture containing object

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Both enemy and ally characters have two stats; speed and health. Health is the amount of damage they can take before they die and speed determines the turn order. All allies have 100 health, but it varies among enemies. They may also charge an ultimate over five turns, though combat starts with the gauge 60% full to ensure its relevance in normal encounters.

Each party member has a specified role that they excel in:

* The HERO deals a large amount of area of effect damage
* The PRINCESS is a healer, and can effectively keep party members alive.
* The BEAST specializes in ranged attacks that keep him safe

2.3: HERO actions: The HERO’s basic ability, GALE SLASH, deals 15 damage to all enemies in the same row as him. His ultimate RAZOR CYCLONE, is essentially three GALE SLASHES, hitting the row above and below him as well as his own row for 15 damage. Enemies hit then explode and damage all adjacent enemies as well as themselves for 5 extra damage.

2.4: PRINCESS actions: The PRINCESS’s basic ability, HEAL, restores 10 health to the targeted party member. Her ultimate, FINAL SUCCOR, restores 50 health to all party members.

2.7 BEAST actions: The BEAST’s basic ability, ROAR, deals 7 damage to the targeted enemy regardless of position. Its ultimate, EERIE SHRIEK, deals 10 damage to all enemies.

3. **Enemy Overview**

3.1: Overworld Enemies: Enemies in the overworld follow a simple patrol route at all times and do not react to the player. Some rare patrol routes also change the base movement speed of the enemies, making them much harder to avoid. The miniboss and final boss are required fights, and instead stay still and occupy a room with doors that will not open until they are defeated.

3.2: Enemies in Battle: In battle, enemies behave differently from allies. They can move in any direction they want, but only one square. Movement and actions are determined almost entirely randomly.

3.3: ENEMY actions: The most basic of combatants, simply referred to as an ENEMY, will not basic attack after moving- it instead has a 50% chance to fire an attack and a 50% chance to move. In general, their main purpose is to be meat shields for the more dangerous WIZARDs, but they can be threatening if they begin to group up. It has 100 health. At the beginning of the game, these are the only enemies that spawn.

![A picture containing screenshot

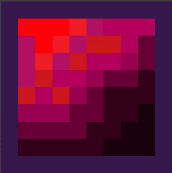
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3.4: WIZARD actions: The WIZARD is nearly identical to the ENEMY. However, instead of an attack, it shoots a fireball that detonates on the first ally hit for 15 damage to them and 5 damage to all adjacent allies. WIZARDS are much more threatening than ENEMIES, and can very easily be lethal if allowed to continually hit multiple allies. They have 120 health. The miniboss is three WIZARDS; after it is defeated, WIZARDS will begin spawning among regular encounters.

![A picture containing screenshot

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3.5: BAD GUY actions: the BAD GUY is the final boss of the game, and by far the most threatening character in the game. Unlike lesser enemies, he will attack after moving and retains the WIZARD’s ability to cast fireballs if staying still. Furthermore, he has his own ultimate; he teleports to the location that allows him to hit the most allies, then fires a massively powerful beam hitting the rows above and below him as well as the one he’s currently in for 25 damage to everyone hit. It is HIGHLY recommended that the PRINCESS’s ultimate is saved to alleviate the damage. BAD GUY has 500 health, and killing him beats the game.



4. **Environment Overview**

4.1: Overworld structure: The overworld in the game consists mainly of a linear path from the beginning to the end. Exploration is possible, but directly limited by progression along the main path. Below is a general map of the overworld(each pixel corresponds to a single room):



The intended progression is from the Field(green) to the Castle(purple), by passing through the Mountain (brown) and Sea (blue) .

The overworld is designed so that enemies may be rather easily avoided in wider-open regions such as the Field or Mountain, but are extremely difficult to dodge in smaller ones like the Dark Castle. Furthermore, enemies respawn after entering combat or leaving a room; only the most recently slain enemy stays dead. Since there is no tangible benefit to fighting enemies, it is theoretically possible to completely avoid all of them, but the game is designed to prevent that- the second to last room in particular is effectively impossible to avoid combat in.

There are several rooms that simply contain enemies doing stupid things for entertainment value. These rooms are simply intended to be short breaks and reminders that this is a game and its supposed to be fun.

5. **Art Direction**

5.1 Character Design: Every single character in this game is a slightly differently colored square. This design choice was made for two main reasons: 1.) To save time due to lack of a dedicated artist, and 2.) The game works perfectly well with its minimalist art style. The only exception is the BAD GUY, who is intended to look like he’s a slightly pulsating mess to make it absolutely clear that he’s evil. The WIZARDS also glow slightly to be magical-looking, but retain a simple two-tone character design.

5.2: Environment Design: Much like how the main characters are squares, everything in the entire game is at a right angle. It intentionally has a blocky design, going well beyond pixel art to sell the idea that this is a world of squares and rectangles and even the idea of other shapes barely exists if at all. This follows a similar philosophy to the character design, though the environments use duller colors and lighter saturation to make sure the characters pop at all times.

5.3: Effect Design: All effects are equally simple. The main character’s effects are all the same color as the wielder’s, while BAD GUY’s mega beam retains his red, black, and purple color scheme. The WIZARD’S fireballs break this rule by being orange, but this was simply to make its nature as a fireball clear.

5.4: Sound Design: Sound effects were kept simple on purpose to go with the art style. The music was mainly chosen through time constraints, but it fits well enough to not be obtrusive. Of not is that the Castle actually has a different, more intense theme than the rest of the overworld to make it clear it is the final area. Several sound effects (the ones for ally abilities) were acquired royalty-free. from zapsplat.com.

6. **Team Bio**

Kevin McAllister- Junior at ASU, Computer Science Major, Game Development 1 student, and sole person working on this game. I did it all myself, go me.