

# Intro

This document contains the general development for what needs/should be implemented in Fantasy Fiasco, along with various ideas and examples of things that I'd like to implement. The accompanying Roadmap gives a nice visual representation of the order that things need to be done in and what has been completed.

This document and map were made shortly after the completion of V0.01, the original demo. All plans and development progress are relative to that point.

# Roadmap

<https://docs.google.com/presentation/d/1DaHKhyKpUYgT8hYbiO4CZY8KCQAW4ngFehupsYdVu8o/edit?usp=sharing>

(Items in yellow can be worked on, items in green are complete.)

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## Map generator

One of the first things that needs to be done is creating an actual level generator. This part of the program will create random levels for the player to explore, or load up special levels for specific parts of the game, such as the starting area and central crystal map. It will also place items, enemies, enemy spawn locations, and the entrances and exits for the map.

The basic plan I have for the level generator is to have it create a three by three grid of rooms with passages connecting them in the same sense as the original Rogue. Area entrances will be in the bottom three rooms and exits in the top three. Alternative algorithms and layouts can be added later as development continues, and will likely be based on the biome of the area.

I will also be adding in more possible tiles beyond the wall, door, and grassy floor tiles in the demo.

## Mouse controls and the "Look at enemy" action

Currently the only way to control the game is through the keyboard. I'd like to add mouse support to the game as well as setup the sub-menu functionality that essentially every action other than move and melee attack will work on. "Look at" will be the first special action on the bottom right tray of the screen and will be how you see the descriptions of the enemies. The way buttons work in Unity will then be used to layout mouse controls over the game map in the top left.

## Combat system

The demo's game mechanics are almost completely placeholder. I need to work out a proper set of mechanics for the game including all the player/enemy statistics, player leveling, how to-hit and damage chances are calculated, as well as other minor things like health regeneration. A basic idea on how player's weapons and armor will work is also going to need to be figured out, even though it won't be implemented at this point.

## Main menu and game introduction

//Requires: Map generator

Once level generation is in, I'll need to setup the framework for the main menu and cut scenes in the game with the introduction. This part is a fairly minor thing that many of the later parts of

the game will build on. It will also allow the game to be reset after game over or the player decides to quit their current game.

## Area changing

//Requires: Map generator

This is the mechanics for changing from one map to the next, as well as setting up different area biomes. Track the player's progress in the game and determine how powerful the enemies should be in the next area.

## Enemy pathfinding

//Requires: Map generator

The current enemy movement is extremely basic, as they just move in a straight line towards the player once activated. I intend to dramatically improve the way that they navigate around the map, as well as add in the functionality to let them randomly wander around.

## Items and player inventory

//Requires: Mouse controls, Combat system

In order for the player to use items there must be an items and inventory system. This is the basic functionality that will allow items to be placed in the world, allow the player to pick those items up, view the items they have, and drop them. I'll also need to be able to sort through the player's inventory to find items of specific types to perform actions like read or drink with.

I also intend to have dual control options, allowing you to choose to perform actions with items from the buttons in the bottom right or from the inventory screen.

## Enemy files

//Requires: Combat system

Currently the game's enemies are all hard baked into the game's code. This part of development will change that and move the enemies into script files accompanying the game. This will make it much easier to add new enemies to the game as well as let players or modders

change what enemies are in the game. At a later point, the option to choose which enemy module to use in your game will be added, allowing modders to completely replace the enemies with their own versions. This would allow people to play versions of the game with different sexual pairings or fetishes as the main focus of the game. For example, they could make all enemies cause a specific kind of transformation on defeat or make all of the enemies into maids.

Most of these options will not be added at first, and will have to wait until other parts of the game are finished first.

## Player creation

//Requires Main menu

This is one of the more interesting parts that needs to be done, as it is here that you choose what kind of game you're going to play. It is at this point you choose your class, body build, sex (once implemented), and the enemies you can encounter (once implemented). The different classes are essentially different starting conditions, somewhat like FTL's different ships. Body builds affect your character progression and slightly change your current stats, as well as serve as the foundation for transformations.

As the player character is a mage of some kind in the story, the different starts are different kinds of magic users.

Some examples of starts I've got in mind:

- Mage (default): General all round stats, but start with higher willpower (lives) and two scrolls of identify. Best for beginners, as it limits the chance of getting really unlucky at the start of the game and gives you a leg up in knowing what items you find along the way are.
- Spellblade: Start with a better melee weapon, high resistance, and higher strength. A fairly basic bruiser style of character. Good for players who don't want to think too much about combat.
- Arcane Archer: Start with a ranged weapon and higher agility. The opposite of the spellblade, someone who's focused on ranged combat out the gate and for those who want to have to think a lot more about how they manage their resources.
- Alchemist: Start with lots of willpower and some random item generation scrolls. This is for players who want to buy their way to victory and be heavily dependent on what the game happens to throw their way for items.
- Bloodmage: Start with a special weapon that grows in power each time you are defeated in combat. However, you gain less willpower on level-up than the other starts.
- Archmage: Hardcore mode, start with higher than usual stats but fall in combat once and you're done.

## Game modes

//Requires: Main menu and area changing.

Let the player decide what kind of game they'd like to play. The two basic game modes I've got in mind are story and survival. Story mode has the player try to reach the center of the false world, retrieve the solaris crystal from its center, then escape out of the second gate. This also includes various cutscenes and boss fights that happen along the way. Survival mode is an endless mode where you just try to see how far you can get before you fall.

## Store

//Requires: items and any other item.

Something a bit special I came up with based on the game's current mechanics. In this game, the player is able to lose multiple times to enemies without getting a game over until after their willpower is completely exhausted. This willpower score represents their hold on the magic that keeps them from losing. They can earn willpower through some effects or by leveling up. The stores in this game actually use your willpower as a currency, as the player uses their magic to invoke their power. They can do things like change your statistics or create items for the player, letting you trade your lives for other advantages.

## Potions and scrolls

//Requires: items.

These two things are the basic elements of discovery from the original Rogue. Each one is a single use item with a predetermined effect, but which potion and scroll does what is randomized at the start of the game. You have to find out what the yellow potion does by drinking it or throwing it at an enemy and living with the consequences. The scrolls have to be read. Of course, there is a way to help out with this, which is the all important scroll of identify, which will tell you exactly what one thing does when used. I'm also going to be kind enough to pre-identify the scroll of identify in the default game start, as well as give the player two copies of it. As identify scrolls and teleport scrolls are my two favorites from the original game of Rogue, I am very happily putting them in the game.

## Food and the minotaur

//Requires: items and enemy pathfinding.

The original game of Rogue used food as a means of forcing the player to progress from one level to the next, preventing you from endlessly farming enemies on one floor for experience. I'll be using a similar mechanic, except that instead of risking starvation, going hungry will cause invincible minotaurs to spawn in that will endlessly hunt the player until the player's hunger ends (either by the player eating or being 'fed' by a minotaur). Naturally being fed by the minotaur will cause you to lose willpower (lives), but will also cause the player to permanently grow hungrier faster.

## Equipment

//Requires: items.

Your weapons and armor. Things that give you that edge in combat. Most of the time you'll start with a simple staff and robes, but you can find other tools around the dungeon. Just watch out, some of them may be cursed and you won't be able to remove them without help!

## Alternative enemy sexes

//Requires: enemy files and player creation.

Once enemy files and player creation have been done, I can start writing non-futa variations of enemies. I'll also be able to implement the functionality that lets the player choose what enemy sexes can possibly appear in the game, very important functionality for people who might want to mod the game and add their own content to the game.

## Alternative player sexes

//Requires: enemy files and player creation

I'll also be able to implement the ability to choose a different sex than male for the player character. Same with content for those other sexes. Some of the enemies' existing scenes can be adapted to work with other sexes, but others will require entirely new scenes written. This is an important step for modders who intend to write content for multiple player sexes or want the player's sex to be able to change. I'll also be adding in the option to say if you want the player's sex to be change-able in the main game once transformations have been implemented.

## Account progression

//Requires: player creation and game modes

One really important thing for modern roguelike games is the progression system, this is some sort of reward for an unsuccessful run through the game so that it wasn't just a waste of time. Many of these games will increase the player's starting stats, add more items that can be found in the game, or give the player different starting conditions.

My plan for progression in Fantasy Fiasco right now is a system where you can both earn things like new starts through completing specific tasks like reaching a certain point in the game, completely transforming into something else, or obtaining a set of items. I was also thinking of creating a game shop where you can trade in points you earn for each area cleared and level of experience earned on your runs.

## Full story mode

//Requires Game modes

This is essentially all the remaining components of the game's story mode. All the story events, boss fights, and ending needed to make the story mode a complete experience.

## Wands

//Requires: potions and scrolls

Wands are essentially multi-use scrolls, though they have a different set of effects. Wands have a reputation of being some of the most powerful items in roguelikes, as they can usually do things like transform enemies into different forms or unleash powerful attacks. Normally using one will tell you what it does, but you won't know how many charges are left until nothing happens when you use it unless you use an identify scroll on it.

## Transformations

//Requires: player creation and food.

Allowing the player to be changed in the game from items like talismans, potions, or enemy loss scenes. This can be limited to only scrambling the player's body build, changing their sex, or becoming a different species. They can be single step, or go through a series of changes. For example, each minotaur rape can turn the PC more and more into a mini-minotaur whose body continuously produces cum or milk out of your precious food. Sex-changes and full body transformations must be separately enabled before they can happen.

## Rings

//Requires: potions and scrolls and equipment



Another mainstay of roguelikes. Rings are items that the player wears and will produce continuous effects so long as you keep them on. You can wear up to two at a time. Like potions, scrolls, and wands, they have a set of pre-determined effects that are randomly assigned to the different rings and you need to use identify scrolls to find out what they do. Unlike the other randomized items, wearing a ring will usually not reveal what it does. Like equipment, rings can be cursed and prevent the player from removing without help.

## Talismans (amulets)

//Requires equipment

Talismans are my own creation. They serve a role similar to rings, but their effects are not tied to a randomized set. Instead these powerful artifacts have a set of effects for the player to discover through play. You may only have one talisman equipped at a time. Example: Talisman of the cat. Wearing this will always increase the player's agility, but there is a chance that after a while the talisman will become cursed and start turning the PC into a catfolk which makes them take passive damage when cat-like enemies are nearby.

## Ranged combat

//Requires Equipment

Once equipment is in the game, I'll be adding ranged weapons and ammunition to the game. This will let the player fight enemies at a distance by spending that ammunition. This type of attack uses a different statistic and is generally a safer way to fight. I'll also be adding the throw action at the same time, letting you affect enemies with potions and use up items for weak one time attacks.

## Enemy traits

//Requires ranged combat

This will allow enemies to do things like ranged combat or affect the player on defeat beyond just draining willpower. This will also be needed to set up a grappling system, a pregnancy system, and to let enemies change their environment such as the butterfly's powder.