

Sentient Combat Mechanic

Design Document

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Introduction

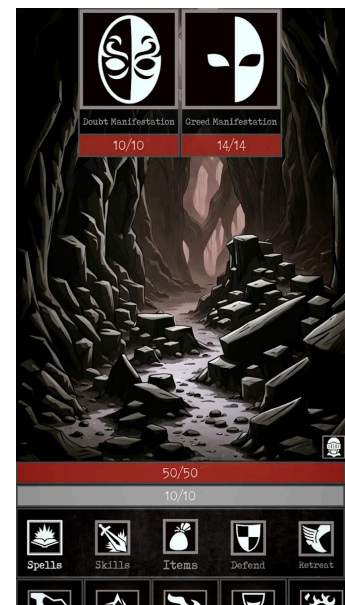
Game Summary Pitch

Sentient Combat Mechanic is a turn-based RPG text-based game in which you play as the combat mechanic itself. Helping The Hero defeats the Demon King and not by other characters. The player will decide each fight of the character in the game using a simple GUI. Each decisions cost AP (Action Points) that will decrease or increase based on player decisions.

Inspiration

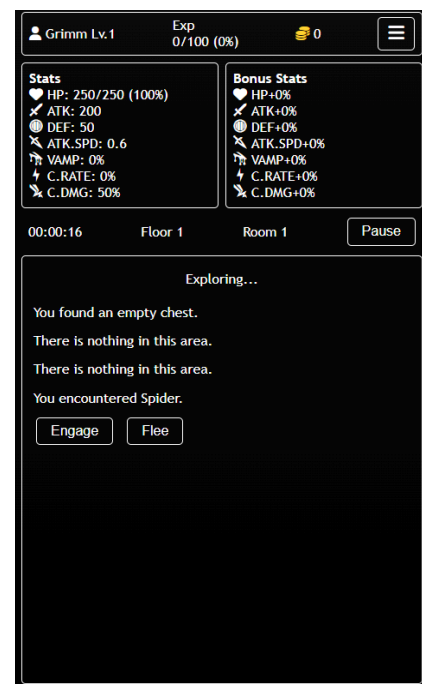
Grim Quest

Grim Quest is a mobile app games, where the player played as adventure, the player must navigate dungeons to seeks loot and enemies. The simple combat mechanic and the dark-fantasy UI, which text as a primary source of information and entertainment is amused to me. Thus, taking the basic theme of text-based as this inspiration.



Dungeon Crawler On Demand!

Another Text-Based RPG, and the most closest resemblance for the look I want, the player can decided each stats and name at the starts of the game and then exploring. Each auto action happened will be displayed at bottom sections. Which perfectly what I aim for.



Player Experience

The player will see simple GUI which character it control on. When battle is happening, each character will decide by random of actions it will do. Based on this decisions the player must decided. Multiply, Let it, Nullify. Each will costs AP, the currency for each decisions. Each actions has their own AP. The player must manage AP while making sure the character not die. If they want. Each outcome will results in simple different ending, consists of 3.

Platform

The game is developed on PC, and released on the browser. With just simple control of buttons, the game can be expanded to Windows PC, Linux, MacOS, and Mobile.

Development Software

- Godot 4.3 for programming
- Paint.NET for graphics and UI
- FL Studio 21 for all music and SFX

Genre

Singleplayer, Text-Based, RPG, Turn-Based, Strategy.

Target Audience

With a simple control only with a single click everybody can do it, if they can click of course. But with the strategy aspects, maybe not all can fully enjoy it. Although the strategy are not to advanced compared to other RPG games.

Concept

Gameplay Overview

The player take control of Sentient Combat Mechanic, congrats you became the one you hate the most! 🤖 The player will be the decide factor of whose going to win and lose, of course with cost using the AP (Action Points). When one of the battles finished, the player will take decided on the next battles. This will repeat till one character too strong to beat or the demon kings has been defeated.

Theme Interpretation (*You Are The Weapon*)

The theme "You Are The Weapon" is being interpreted by... You, duh. As the Sentient Combat Mechanic you take role on deciding on how the battles going to end. Just like how on selection of weapon will be deciding factor, like bringing scissor on a gun fight! Although the action is randomized, but still the outcome. Is you to decided, persumably.

Primary Mechanics

History Panel

The panel on the left side with a big rectangle is your history panel. What happened on the game will be displayed on there, what character, what actions being used, is it a success, a fail, or something else. **You're main source game information history.**

Character Information Panel

The panel on the top right side with a name and a level. Self-explanatory, this is the current character you will be deciding for, **this panel contain character name and current levels.**

Character Status Panel

The panel on the middle-top right side with an icon and a label. This is the character main status information, containing HP, MP, STR, DEF, VIT, DEX, INT, CHR, SEN, EGO, CAU, and lastly **FAT**. Now that mouthful. This status will be the effect factor of each actions success and failure. Although with the short time frame I can't utilized all of it, nonetheless when the times come, I'll utilized it. **In short, this is the main source of succes or not the actions is.**

Character Active Effects Panel

The panel on the middle-bottom right side with an empty box with a text called "Active Effects:" WOW! What a surprised, I thought it would be called something else! This panel display current active effects on the character you'll decided on. **It will display the operations (+, -, *, /) the affected stats, and the stats effect name. (e.g. -20 DEX (Sticky)).**

Global Information Panel

The panel on the bottom-top right side with a text and AP count. This panel will display all global necessary... Nah just kidding, **this only display the character turn and the current AP you have.**

Button Sections Panel

The Panel on the bottom-bottom (This is make 0 SENSE) right side with... A button. 2 Buttons. Bruh. It has the "Battle" button where you start the battle of the characters and a seconds buttons for settings. Huh? For what? For settings duh! **In short, this panel where you start a battle and settings some volume.**

Choose Decisions Panel

To be honest, I don't know what to call. But one thing for sure is that this is your primary gameplay will be. You can pick 3 of decision to make. Multiply the actions, Let it be, and Nullify the actions. Each decisions associates with AP. Some decrease, and one increase. The miserable you're decision is. The lower it's cost (some even restore (Nah IT IS Restore the AP)). I'm sorry if this make 0 SENSE. **In short, Top Button will benefits the chosen character, the middle benefits none, the bottom benefits the enemy character. Explore it!**

Hero Selection Panel

Before going to the juicy 🍷 yummy 😊 part of the gameplay. You need to pick 4 of the characters to give your blessing on (Chosen Hero). It can be Warrior, Mage, Rogue, and Paladin. Why? Because I can. But then... What happen if my hero die?! 😞 Well lucky you! You can pick another one! You're just a heartless sentient combat mechanic not a emotional sentient combat mechanic. The panel will pop up at start or end of the battles (Can't do it when fighting the demon king). The selection based on the character that's going to battle eachother. You can decided at beginning or at the end of the battle. Or none! I don't care, It's your playing not mine! **In short, at the beginning of the game you can pick character to get your blessing. If die, you can pick another based on whose is fighting right now. Only if there is not a demon king.**

Characters

OH MY GOD. DOES READING THAT FUN?! PLAY THE GAME!! I mean... Each characters has their unique stats and actions. Where some characters, not all characters. Not because Im not compotent! Nuh uh! Is because time, YES! Will unlock new actions. Currently is the Warrior, Paladin, and Rogue. Maybe, I forgot lol. Play it and found out! **In short, each characters has their unique traits of stats and actions.**

Demon King

It will applied random debuff when encounters and the stats is higher than other. When a level 1 character is fighting this dude, it will automatically scale it up to make it a "little" bit easier to fight. Use that information how you like.

Art

Theme Interpretation

Mostly white and black. Thats it. What? What did you expect on a TEXT-BASED games? A fricking 4k pixel graphics? **Well the themes is actually a dark fantasy black and white themes with some bit of sinister and playful happening 8bit retro styles.** Though the time is not supporting. Thus, make my creative brain goes sad and pour it on here!

Design

A 8x8 for icon, 16x16 for cursor, and 32x32 for logo. Each with black and white blue eyes dragon! Actually just black and white.

Audio

Music

OOOOHHH MUSIC! YES! MY SPECIALTY! Nah just kidding, I'm suck ass. Wait actually I DON'T WANT TO SUCK ASS. 😞 The music is inspired by any old RPG Maker Games! only Japan though. I want to make it sounds fantasy and sinister with that scream "Royalty free music that Japanese dude make". But I'm not Japanese mind you! The focus are on the melody, with having 3 / 4 and some 4 / 4 Time Signature to achieve those fantasy feels! And to make it autentique, I use only soundfonts file, especially "Touhou" and "Undertale". **In short, a dark sinister (not too much) fantasy musics with focus on melody.**

Sound Effects

I hate sound designs. **The sound effects is created with some crash (*cymbals, not literal crash*) sounds and synth VSTto make the retro feels and computerized sounds.** Of course with some effects!

Development Timeline

Minimum Viable Product

This timeframe are nonSENse, But this is the rough timestamps. My condolences.

1. Design Documents (Jan 20, 2025)
2. Setting GUI Setup (Jan 21, 2025)
3. Programming Character, Stats/Status, Actions (Jan 22, 2025)
4. Setting Dynamic GUI (Jan 23, 2025)
5. Programming Battle Loop Mechanic (Jan 24, 2025)
6. Programming Player Decisions Mechanic (Jan 25, 2025)
7. Programming Action-Stats Relation Mechanic (Jan 26, 2025)
8. Programming Updating Character, Stats/Status, Actions Codes (Jan 27, 2025)
9. Drawing Icons Sprite (Jan 27, 2025)
10. Programming and Audio Making (Jan 28, 2025)
11. Programming Advanced Combat Systems (Jan 29, 2025)
12. Making the Ending and Main Menu (Jan 30, 2025)
13. Adding Characters, Actions, and Status Effects (Jan 31, 2025)
14. Re-Design Documents (Jan 31, 2025)
15. Submit (25 MINUTES LEFTS AAGGAGAGAG)