

Ruby Red

by qengu

Introduction

Game Summary:

Ruby Red is a game about strategically crafting and giving items to villagers to help them defeat monsters; the result will be the acquisition of even more valuable items for crafting and eventually reach the end goal of providing the villagers enough to finish off the war with the monsters.

Genre: Singleplayer, Crafting, Management, Rogue-lite, Medieval

Inspiration:

Potion Craft

Potion craft is a major inspiration for the aspect of the game pertaining to selling items to NPC's looking to buy items to fit their needs. The setting of the game is also partly inspired by Potion Craft.

Stardew Valley

A certain game mechanic (the impression system) as described below is heavily inspired by the Stardew Valley fishing minigame.

Game Concept

Story Overview and theme:

The story takes place in a village, placed in a **high fantasy** setting. In a sudden turn of events, the village is being attacked by an influx of mysterious monsters that have not been seen in centuries.

The player plays as a member of the village named **Ruby** (*starting from now, the name **Ruby** and "the player" are interchangeable terms and refer to the same entity*). She was once an infamous witch known to have caused chaos, thought to be dead. However, **Ruby** in reality is alive and living in

said village; regretting her past, and once having had the largest bounty ever seen on her head, she chooses to live in hiding.

This influx of monsters catches Ruby in a dilemma; she knows she cannot fight these monsters off since that would reveal her identity, however, if she does nothing, she knows the village will fall.

To remedy this situation, Ruby decides to open a weaponsmith. Instead of fighting in the frontlines, she can fight from the backlines by instead using all her past knowledge to craft weapons for brave villagers willing to fight off these monsters. This way, she can help the village fend off the monsters, while keeping her identity secret.

Relation with theme (“You Are The Weapon”):

Ruby chooses to help the village by crafting armour/weapons for the villagers instead of fighting the monsters directly herself. There are two possible interpretations of the theme in this story:

1. A “weapon” is a tool that can create great effects, however such effects are dependent on the wielder. Without the abilities of the wielder, a weapon is useless on its own. On the other hand, the wielder has a heavy dependence on the weapon of their choice. Without a weapon, a combatant cannot do much by themselves. Thus, a weapon and its wielder form a symbiotic relationship. This is analogous to Ruby and her village. She cannot do anything by herself as she does not want to reveal her identity, however, the village cannot do much without her help. In other words, the player (Ruby) is the weapon that the villagers yield.
2. Ruby quite literally crafts weapons for the villagers to wield during their fighting.

Gameplay Loop

NPC's will come up to the player requesting items. The player will have to craft items to sell to said NPC's. Sometimes, the NPC's will specify items they desire, however, other times NPC's will only specify their needs, and the player will have to interpret appropriate items to provide. The materials for crafting the items to sell to NPC's will be provided by the NPC's the day after, depending on the NPC's satisfaction with the item they were given the previous day and an *impression* minigame as described below in the gameplay mechanics section. Higher satisfaction means a rarer and more number of materials given to the player. (In this document only, the term *item* refers to entities that is to be sold to the NPC's, and the term *material* refers to the entities that are involved in the crafting of the aforementioned *items*. This is to distinguish the two separate entities).

In terms of relation to the story, the items the NPC's give to the player is from the enemy drops they obtain from the enemies they killed the night before. NPC "satisfaction" refers to if the NPC is able to kill the enemies, and if they survive from the night before.

As expected, rarer items are able to be crafted into better items for the NPC's, increasing their satisfaction and as a result giving a higher chance of them giving rarer and more abundance of items.

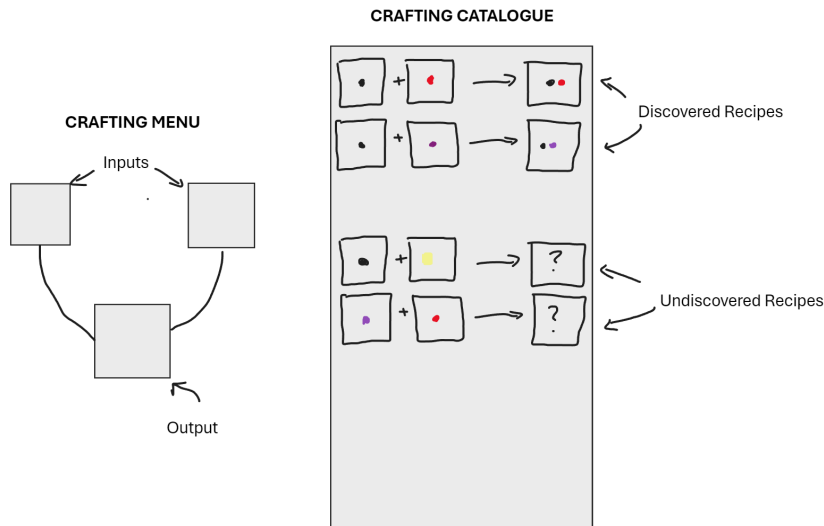
Game Logistics

In order to determine whether the player has given the NPC's satisfactory items, a scoring system will be made. Passing a certain threshold each day is mandatory in order to survive and continue the next day.

Game Mechanics

Crafting Mechanic:

A brief sketch of the UI for the crafting is shown below:



The crafting menu is where the crafting actually happens. There are two boxes for inputs, where the player will place the items and the output is where the final product appears, based on the input.

The crafting catalogue is a list of crafting recipes that the player has already discovered. This means the materials needed to craft an item and the final product is known. There are also undiscovered recipes, this means that the materials needed to craft the item are known but the final product is a mystery. In order to find out what the final product is, the player will have to craft it. The input items will be a hint as to what output item it is. For example, if the input materials are a book and a shard of ice, the output may be an ice spell.

Development:

Game Engine: Unity 6000.0.23f1

Art:

- Unity Asset store
-
- itch.io asset store
- <https://leohpaz.itch.io/rpg-essentials-sfx-free>
- <https://grafxkid.itch.io/cave-tileset>
- <https://glionox.itch.io/items16>
- Credit needed:
<https://edermunizz.itch.io/free-pixel-art-forest/download/eyJpZCI6MTIxNjU4LCJleHBpcmVzljoxNmM3OTM2ODM3fQ%3d%3d%2eeK5%2bZnw4LYZkWtETSj7zKj%2bVbjQ%3d>

- <https://poppyworks.itch.io/silver>
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Fonts:

<https://ninjikin.itch.io/font-antiquity-script>

- Aseprite (if needed)

Scheduling/Development Map for MVP (minimum viable product):

Systems:

Item/Cards

Crafting Catalogue

Inventory

Crafting

Impression

NPC interaction & dialogue

Day/night

Scoring

Story

Final touches:

- Make dialogue box text display over time.

Product roadmap		
Task	Notes	🔍 Status
Finish GDD Draft		Done ▾
Item/Card System		Done ▾
Crafting Catalogue	*Where all your crafting recipes are kept	Done ▾
Inventory		Done ▾
Crafting System		Done ▾
NPC interaction & dialogue (including what they want)	Coding the dialogue from the NPC's and the items they are requesting	Done ▾
Day/night system		Done ▾

Product roadmap

Task	Notes	 Status
Scoring	This system is completely backend and is for determining whether the player is successful	Done ▾
Material Collection		Done ▾
NPC giving player items at night		Done ▾
Graphics		Done ▾
Shop and implement undiscovered items		Done ▾
Tutorial		Done ▾
Intro scene		Done ▾
Incorporate Everything together		Done ▾
Create more days		Done ▾
Audio		Done ▾