



A Side-scrolling RPG by Monica Fannin and Samuel Molloy

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OVERVIEW

INTRODUCTION -

Delve into a brightly colored world where aspects from the 80s combine with a medieval time period for a fantasy side-scrolling role playing game! Our team aims to assimilate the zaniness of 80's pop culture with the fantasy genre through use of pop colors, eccentric characters, and lovely, lovely synthesizers. Witness your rise to nobility by fighting alongside other warriors as either Amelia, Itzuli, or Florence. Will the power you gain be enough to save your village and most importantly, your family?

PLOT -

Amelia's village is ransacked and forced into imprisonment by a neighboring body. As her family is thrown into an inescapable prison, her mother's heirloom provides Amelia with the strength to evade capture. Realizing she has nothing left to lose and no home to return to, Amelia trains with her new power and matures into a warrior fit for battle. Sharpened by her hardships, Amelia sets out to free her family from the depths of Amotladam.

PURPOSE -

The main motivation behind this game was to try and solve the real world issue of cultural and class superiority in modern society. We believe that too many people are judged as inferior based on the culture they come from or even how much money they have in the bank. Through the use of this interactive game I hope to inspire the general populous of young adults to educate

themselves on how to be accepting of people who come from other cultures and levels of society.

KEY ASPECTS -

- *Portrayal of some cultures and historical social issues not usually represented in video games through the lens of fiction.*
- *A blend of 1980's and 1500's aesthetics.*
- *Action based combat that is based on player's knowledge of characters, and skill in applying their abilities at the right time*
- *Character progression based on skill trees.*
- *Enemy placement that resets with every visit to a save point, encouraging players to plan their advance through each level and actions in each combat scenario carefully.*
- *A complex level design with hidden rewards that encourage careful exploration.*
- *A critique on social issues that are still prevalent in modern society, with different characters having different inputs that serve to present a variety of opinions that serve to evoke thought rather than give one end all set of answers.*

GENRE -

Action based metroidvania rpg.

PLATFORMS -

Computer

GAMEPLAY

MOVEMENT AND ENVIRONMENT -

- *To explore the environment the player will use the “wasd” keys and the space bar. A and D move left and right, S crouches, and W and space bar jump. Will be controller adaptation.*
- *Only one character is controllable at once.*
- *Character swapping can only occur while player is grounded.*
- *Character main party has a maximum of four slots, each set one button on the d pad.*
- *Each character has own health and mana value, but if main character’s health reaches 0, player respawns at save point.*
- *Mana regenerates over time, but can also be recovered by defeating enemies (reward for using combo system).*
- *Mage uses mana, archer arrows, and heavy has a strong attack that use mana.*
- *Player attacks are fairly weak, unless they use mana.*
- *Mana drops are more plentiful than health drops.*
- *If health or mana drop is picked up at maximum, rewarded with soft more bismuth.*

- *The player will navigate the map moving between screens. In small rooms the camera will remain stationary, but in larger rooms, the camera will move centered on the player until the player reaches an edge of the screen.*

- *Occasionally at set times, the gameplay will be interrupted by a text overlay and character sprites to deliver the story, much in a similar way to a visual novel. This interface will also appear if the player engages an non player character with the action button.*

- *Various tools will be provided to the player to facilitate a comfortable progression through the dialogue overlay, such as a fast forward button, and auto dialogue toggle button, and a button to bring up a dialogue transcript where the player can scroll through previous lines to find dialogue they might have missed.*

- *Players will not be able to save, level up skills, or regain healing items until they find a Lodestone, many of which can be found scattered throughout the map.*
- *Lodestones function as save points and level up locations. Additionally, they may be used to fast travel to any other previously found Lodestone. Lodestones must be interacted with at least once in order to use them in any capacity (Note: all of the above functions must be accessed through interacting with a Lodestone and opening the menu except for regaining healing items. Simply attacking an active Lodestone will instantly regen healing and mana items).*

COMBAT -

- *On the world map, the player will find many enemies patrolling.*
- *Touching the enemy will result in the player taking damage, player must attack enemies instead.*
- *Player has two types of attack, normal and Feats, Feats use mana. Feats also do more damage.*
- *Feats of glory and loyalty.*
- *Damage types, archer = ranged, mage = mystic, heavy = physical.*
- *Jump button, attack button item button/swap item button, special attack button scheme (all directions). Character swap, interact, menu button, map toggle.*
- *Combo systems, character change combo systems, heavy and light attack combo systems. Emphasis on character swap combos.*
- *Status effects, like stun, staggering, guard break.*
- *Beating a difficult enemy makes it more likely that Calcite (health potion) will drop*

CHARACTER TYPES -

- *The flow of combat will largely be determined by how a player utilizes characters as each character is of a different class. The three classes are as such:*

- *Duelist: A melee class that does Physical Damage. Can only attack enemies closest to the center of the field. Have a small pool of mana.*
 - *Archer: A backline unit that does Ranged Damage. Although they can technically melee, they are better attacking from a distance, as they have relatively low defence and deal much more in ranged damage.*
 - *Mage: A backline unit that does Mystic Damage. Have a high amount of mana, but can eventually run out. When they reach 0 mana, their 'Defend' action is replaced with a 'Meditate' option, where they can regenerate a small amount of mana, but they are mostly defenseless during this action. Can also melee, just not very well.*
- *Each damage type has both a type it is strong against and a type it is weak to. Physical attacks are effective against Ranged units, Ranged attacks are strong against Mystic units, and Mystic attacks are strong against Physical units.*
- *Enemies drop Soft Bismuth, which is leveling currency.*
 - *If all player characters reach 0 health points in an encounter, then the player is brought back to the last used Lodestone and all Soft Bismuth is lost.*
 - *The longer a player goes without encountering a Lodestone or dying, enemies become more difficult, until the player dies, and the difficulty is reset to its normal state.*
 - *If the player chooses to teleport to a previous lodestone then the enemy difficulty will increase each time*
 - *Enemy difficulty should be measured in terms of ai aggressiveness and attack damage. Possibly higher hp as well.*

LEVELING AND SKILLS -

- *When the player is at a Lodestone, they can level up individual character skill trees with Soft Bismuth.*
- *Every character skill on the skill tree has a required amount of Soft Bismuth to be unlocked. If the player does not have enough to unlock something, they cannot save Soft Bismuth in anyway.*

Whatever Soft Bismuth is not used must remain in the player's hand and can be lost at any point from a failed encounter.

- *Each Character has their own respective skill tree, which will be divided into three main trees dedicated to the following.*
 - *Movement: basic jump and run speed. Upgraded jump and dash will never be high enough to replace exploration items.*
 - *Glory: Offensive skills that can focus on doing damage or debuffing enemies.*
 - *Loyalty: Any techniques that benefit the player party, such as healing/mana restoration, advancing along the timeline, or buffing stats.*

ITEMS & POWER-UPS -

- *Health is restored by use of Calcite. The player is initially given five to use as they please. To replenish this supply, the player must visit/strike a Lodestone.*
- *The maximum supply of Calcite Solutions can be increased by finding Carbon Powder throughout the map and using them in the Lodestone menu.*
- *The player will occasionally find key items that will allow them to explore more of the environment beyond the min path, and in some cases even open shortcuts. The player will start with a Magnetic Crystal, an item that allows the player to find hidden items and point out hidden passageways.*
- *There are two types of consumable items that players can find in the field:*
 - *Offensive: can apply debuff or damage to an enemy.*

- *Passive: can apply buffs to allies, and in some cases restore health and mana to multiple allies.*
- *Items can be found in the world or dropped by enemies.*

DIFFICULTY -

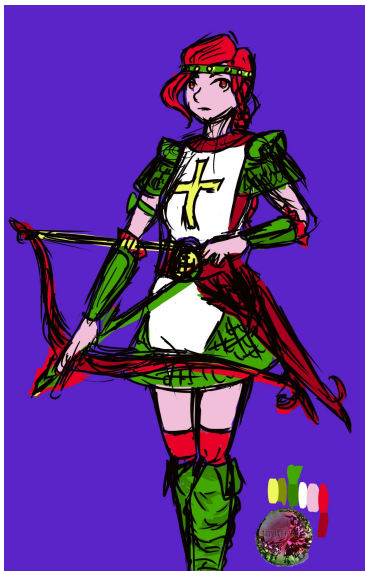
- *Enemy difficulty scales with the environment as well as how long the character has gone without dying or saving at a lodestone, making it worth the players time to invest in purchasing skills and working on combos*
- *Enemies can only raise in difficulty so far depending on area. For instance, enemies in the first zone can only reach up to level 5.*
- *The boss(es) will be at a set level with set skills, meaning the player can't just not level to avoid increasing enemy difficulty.*

CHARACTERS & INTERFACE

MAIN CHARACTER -

Amelia Tourmaline

- Archer
- Name Meaning: Amelia means, “Industrious,” or, “Striving.” A [Tourmaline](#) a multicolored type of gem that can be found naturally in the British Isles.
- Inherited a crystal like magnetic pendant from her parents that allows her to see the more of the world than most.
- During an enemy raid of her hometown, her family was imprisoned by the enemy while she escaped using the pendant to find a hidden escape route.
- Now without a home, she has infiltrated the ranks of the enemy army in hopes of building enough esteem and authority to free her parents and hopefully others who have been taken prisoner in the enemies violent advance.
- Loves: watermelon, hunting, high places
- Dislikes: the smell of alcohol,
- Flint arm guards for the fire ability



ENEMIES -

Spanish Guard
Melee and Ranged Unit

FRIENDLIES -

Itzli

- *Mage/Metallurgist*
- *Name Meaning: Itzli is Aztec for, "Obsidian."*
- *Bismuth patterned tattoos*
- *Sweatshirt hoodie drapery*
- *Pale blue/turquoise tattoos*
- *Glow orange*
- *Black-Purple cloths*
- *Barefoot*

Florence de las montañas (Real name: Florencia)

- *Heavy/Duelist*
- *Name Meaning: Florence is the gender neutral form of Florencia, deriving from the Latin, "Florentia," meaning, "Prosperous," or, "Flourishing." The second part, "de las montañas," means, "of the mountains," in Spanish.*
- *Mineral inspiration: Fluorite, a colorful mineral that forms in cubic patterns. Found naturally in the Mexican area of North America. It is rumored to have healing properties. [Glass-Clear Phantom with Chalcopyrite](#)*
- *Fluorite*
- *Jock themed*
- *Dislikes: the sea*

SKILL TREE

Amelia

Movement:

- *Wall jump ability*
- *Dodge roll*
- *Increase base movement speed 5% (can put 3 levels for maximum of 15%)*
- *Increase jump height by 5% (can put 3 levels for max 15%)*

- Double jump ability
- Short dash ability
- Short dash distance increased by 10% (lvl 3 20%)
- Short dash in air
- Increase dodge roll invincibility frames by 2 (base 10, max lvl 4 = 22 Invincibility frames)

Glory:

- Increase attack speed by 10% (5 lvls, max level = 35%)
- Increase normal attack damage by 5% (5 lvls, max level = 25%)
- Increase special attack damage by 5% (5 lvls, max level = 25%)
- Fire damage added to special, does damage every second for 5 seconds, damage value = to 10% of special attack damage (3 lvls, max = 20% special damage per second with a duration of 10 seconds)
- Reduce special mana consumption by 5% (5 levels, max 25%)
- Increase normal attack combo hits number (starts at three hits, can be leveled twice to make a five hit combo)
- Increase special attack combo hits number (starts at three hits, can be leveled twice to make a five hit combo)
- Fire damage has 15% chance to stagger enemy
- Hold down special attack to fire multiple arrows, fires three in rapid succession, charge time = 3. Does not combo. (upgrade twice to increase arrow count to five and seconds to charge down to 1)
- Able to alternate normal and special attacks in a combo. 3 hits, does not upgrade

Loyalty

- Full combo will buff all ally attack speeds for 5 seconds. Repeated use does not stack effect, just refreshed effect
- Swapping between allies increases the damage of allies' next hit by 10%
- Swapping to an ally restores 5% of that ally's mana
- Attacking from a greater range will increase ally defence by maximum of 10% for 5 seconds, does not stack, repeated use refreshes buff.

Florence

Movement

- Block. (replaces crouch) 50% for 1 second. Can move while blocking.
- Increase damage blocked to 60% (lvl 5 times, max = 100% negation)
- Increase duration of block to 2 seconds. Level once more for maximum of 3 second block duration

- *Mirror: if blocking while stationary, retaliates 5% of damage from received attack onto enemy.*
- *Charge: Dash forward for 3 seconds*
- *Armored charge: if blocking when initiating charge, knock enemies in path backwards and reflect 25% of damage from all incoming attacks.*
- *Touchdown: finish charge with downward slam that does area of effect damage. Level up this skill to increase area of effect.*
- *Increase movement speed by 10%*

Glory

- *Increase normal attack damage by 10% (3 lvls, max level = 25%)*
- *Increase special attack damage by 15% (3 lvls, max level = 30%)*
- *Sundering damage added to special, has a 25% chance to decrease enemy defense stats by 50%. Does not stack (5 lvls, max = 75% defence reduction)*
- *Reduce special mana consumption by 5% (5 levels, max 25%)*
- *Increase normal attack combo hits number (starts at three hits, can be leveled twice to make a five hit combo)*
- *Increase special attack combo hits number (starts at three hits, can be leveled twice to make a five hit combo)*
- *All attacks have a 15% to stagger.*
- *Hold down special attack to charge hit. Charge for maximum of three seconds and add 15% to attack damage (5% per second) (Slower animation+particle effect)*
- *Able to alternate normal and special attacks in a combo while guarding (crouch input). 3 hits, does not upgrade.*

Loyalty

- *Full combo will buff all ally defense for 5 seconds. Repeated use does not stack effect, just refreshed effect*
- *Swapping between allies increases the damage of allies' next hit by 10%*
- *Swapping to an ally gives them invincibility for 15 frames. Being swapped to also applies the effect on this unit.*

Itzli

Movement

- *Levitate: hold jump button in air to levitate and move on a horizontal axis for a few seconds*
- *Short range teleport*
- *Wall jump*
- *Increased jump height*
- *Increase teleport range*
- *Increase levitate duration, increase movement speed*

Glory

- *Critical hit damage*
- *Increase size of spells (spells combo from normal attacks, but not into other spells or normals)*
- *Increase normal attack combo. Start max 2, end max 7*
- *Increase damage of spells*
- *Rhythm: Normal attacks increase in damage with each hit in an unbroken combo*
- *Does damage when touching enemies while airborne*

Loyalty

- *Hp item heals self and allies (50% effect on allies)*
- *Damage dealt with normal attacks restores ally sp by 25% of damage dealt*
- *Healing buffs ally defence*
- *Defending restores small amount of mana to allies every seconds, but drains this unit's mana*
- *Swapping to allies does area of effect damage that knocks back enemies*
- *Hitting with normal attack buffs ally defense*

INTERFACE -

Within the start menu there will be a "New Game" option. There will also be a "Continue" option. There will be up to five save slots. If all save files are occupied, the player can use the "New Game" option to overwrite previous save slots. There is no need for a delete game option.

Map overlay can be brought up with the "m" key

Visiting or hitting a lodestone will automatically save progress.

Opening the menu does not pause the game.

REFERENCES -

[Game Website](#)

Side Scrolling Video Games

- [Dragon Fable](#)



- [Child of Light](#)



Our Map

