Game Design Document

Overview

Hero's Jorney is a 2d turn-based RPG based in a fantasy world. In this world monsters and magic exist. The game's art is all pixel art made in Piskel. There are four unique characters. The classes each character has are unique and not found in the average turn-based RPG. The game follows a cheerful young woman named Pandora. As Pandora you can recruit up to two additional characters to join you on your quest. This quest is to defeat the monsters that are terrorizing the forest near the town. The game ends after you enter the ending area.

Target Audience

The target audience for our game are those who enjoy turn-based RPGS but are sick of the same stories of basic "hero goes on an epic quest to defeat a big bad evil." Our game is meant to be a much more down to earth take on the genre while still staying in a fantasy setting. The idea of our game is that it has a more comedic tone while still staying true to the ideas that make a turn-based combat, a turn-based combat system.

Gameplay

The player will need to use the arrow keys or WASD to move around the world. Using Space will let you interact with both characters, NPCS, and enemies that the player may come across. The end goal is to fulfill a quest given to Pandora at the beginning of the game, and the player will need to defeat a final boss at the end. The first goal is assembling a party out of the characters in the tavern to then go out and fulfill that quest. Interacting with enemies will start a battle with them, in which the controls will then switch to a point-and-click style. At the end, after the final boss is defeated, a short dialogue will play before the game ends. There are also items and other secrets along the way to grab, so there are other things to do besides get to the boss and defeat it.

Game Elements

        In our game, Hero's Jorney(name pending), you play as Pandora. A silly 5.4 main protagonist who has to complete the quest given to her by a kind old man and defeat (ENEMY) in order to save (TOWN). Along the way meet your possible party of four!(counting you) there's a bunch of different friends with different particular sets of skills, for example throwing knives, magic, cooking and more! While traveling in the overworld you'll encounter monster's that you and your party will have to beat!

Classes:

Each character has a unique class and personality, which relate to their motives for helping save the city.

-**Rogue** (Pandora): Pandora is the main character in our game who has been tasked with recruiting party members and saving the town with them. She is brave and ready to take on this task. She has a basic attack that deals a small set amount of damage but has a chance of regaining some of her mana and a skill that allows her to throw random items that deal a random amount of damage. Her skill costs a lot of mana.

-**Poisoner** (Ingrid): She is a sassy witch who typically prefers to be alone. She often experiments with potions, which she uses in battle. Her basic attack has a small chance of poisoning her targeted enemy, while her skill is guaranteed to poison them. Poisoned enemies take damage at the start of their turn.

-**Mages** (Solis & Boreas): Solis and Boreas are twins who have been feared because of their strength, despite not doing anything wrong. They both want people to stop fearing them, but go about it in different ways. Solis, the fire mage, is blunt and reacts to people's judgements before thinking about what she says. Boreas, the ice mage, is calm and tries not to react to what people say. Despite their conflicting personalities, they care for each other and work together in battle. When adding them to the party, they are "one character." Solis' basic attack deals lots of fire damage to a single enemy, while Boreas' deals minor ice damage to all enemies. Their skill swaps between them. The recruitment was a little bugged so they may not be playable in this demo.

-**Dancer** (Dancer): The dancer is a mysterious person whose motives are unclear. They seemed to join Pandora's party on a whim. Their special move allows them to avoid enemy attacks.

Maps
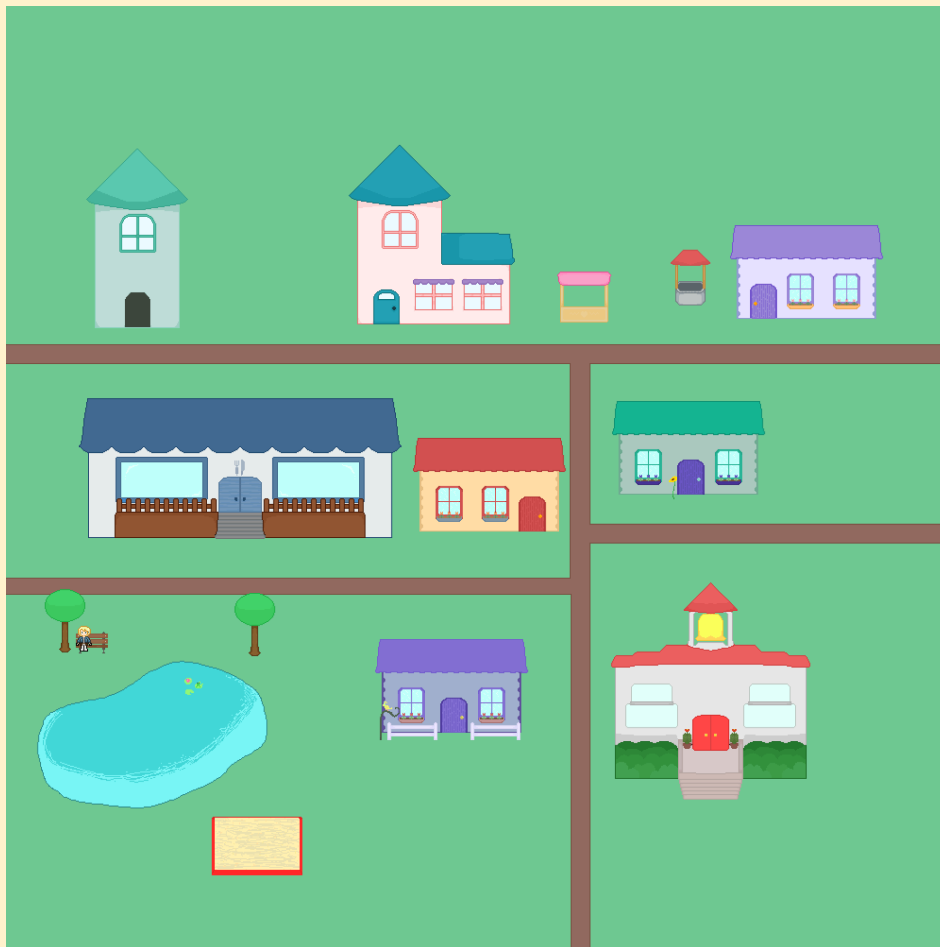
This game features two different maps. One being the town pictured to the right.
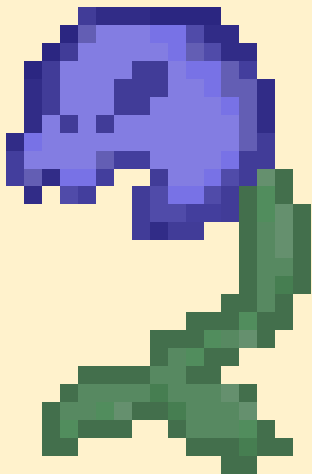
The other being the forest pictured below.

The assets for both maps were made using Piskel. For the town map the layout of the buildings in the map was made in Piskel. For the forest map we made 2d assets for rocks, trees, and bushes then put all those in Unity and made the map in Unity itself.

Enemies
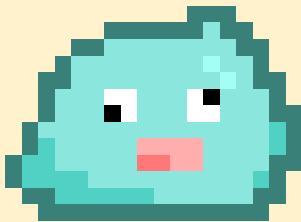
This is a Slime. It simply just has an attack that deals damage.

This is a Hydrain. Its attack is supposed to drain your health and give it to itself.

NPCs

These are the NPCs you can see in our game. You can interact with the top two while the third girl stands at a stall. They exist to make the world feel more alive.

Playtest Form Responses:

[Feedback for Weeks 1-4](#)
[Feedback Week 5](#)
[Feedback Week 6](#)
[Heroes Jorney feedback.xlsx](#)

Artistic Direction

      The game's artstyle will be 2D pixel art. With so many popular 3D RPGs at the moment, this game's art style will make it unique. We want players to see this game and notice the differences it has in art style compared to others of its kind. Also, the game will be comical, fun, and lighthearted, which will be shown through the art of the characters and environment. Each character has unique abilities and personalities, reflected through their designs. This shows that the game is fun and immersive because the characters' designs relate to who they are and their role in the story. Beneath this is the base sprite for all the characters.
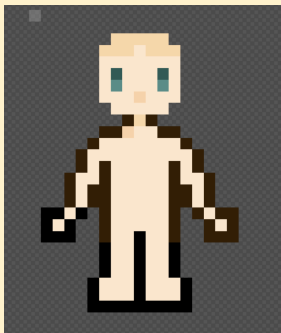
Character Design Choices:

Pandora - Pandora is a character Hailey made a while ago. We agreed that she was fitting as the main character because of her varied personality. Also, we wanted a rogue, and her bag of goodies made her the perfect fit for this role.

Ingrid - Before coming up with the witch idea, our team came up with the idea of a poisoner. We all liked this concept and had many ideas of where we wanted to go with it. We decided to make her a witch because it gave her a reason to constantly be brewing potions. Her purple color scheme reflects that she is a poisoner, while her big hat and the rest of her outfit reflect that she is a witch.

Solis/Boreas - To put a unique spin on the classic mage class, we decided to make these two twins that take up one character slot. They both have similar robes to show that they are mages. However, Solis has a red robe since she is the fire mage, and Boreas has a blue robe since he is the ice mage. Other than the differences in color, their robes are matching. The mix of similarities and differences in their outfits represent how similar they are despite their bickering.

Dancer - The dancer is an evasion tank. We felt this was a nice twist on the dancer trope because in most turn-based RPGs dancers act as supports not tanks. We came up with the idea after Hailey was messing around in Piskel. The warm color scheme contrasts the cold personality they have.

Credits:
Josiah Ford - Writer, Programmer
Ryleigh Pagluiso - Writer, Artist
Hailey Sheppard - Team Lead, Artist
Matthew Turrigiano - Combat Designer, Programmer