Temasek Polytechnic
School of Informatics & IT
Diploma in Game Design & Development
Game Ui/Ux (CGE1C10)

GAME UX

Design Document

Purgatorio



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2200412A
P02

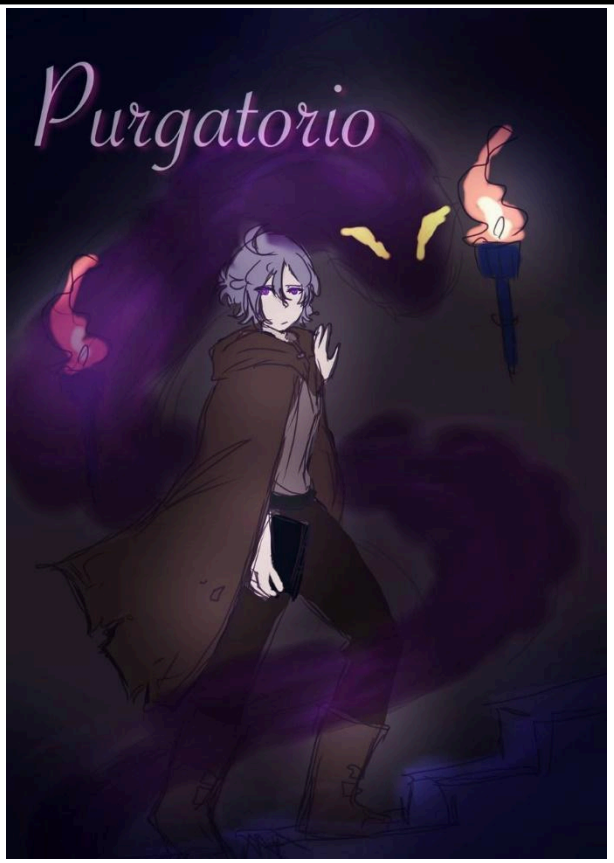
Version# 1.0

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One Page GDD

<table>
<tr><td></td><td>(I know; this is always hard).</td></tr>
<tr><td rowspan="6"> 
</td><td>Purgatorio</td></tr>
<tr><td>(What feature is unique to THIS game?)</td></tr>
<tr><td>Merging and combining units to add passives and change move set</td></tr>
<tr><td>(Make some research for similar games)</td></tr>
<tr><td>Being able to talk and interact with the enemies in unique ways</td></tr>
<tr><td>('Unique' is the key to selling your game)

The way that you treat your units affects future encounters with enemies</td></tr>
<tr><td>(How would you describe this game to a friend)?

You wake up inside an unknown underground prison. With no knowledge of who you are or how you ended up here, travel up through the different floors of the prison encountering potential friends and/or foes as you try to find your way out with nothing but your instincts and a mysterious spirit aide to guide you on your journey.</td><td>(Where are we? (world, events, characters...)

Set in a fantasy world where magic, spirits and monsters exist. Game takes place mainly inside an underground prison, so the overall atmosphere is dark, gloomy, and mysterious. The living conditions here are quite terrible, causing the inhabitants of this underground prison to be quite savage in nature.</td></tr>
<tr><td>(What 'rules' are most important for this game? (movement, health, experience...)

Turn-based combat. You have a team of maximum 4 units. In a turn, each character is able to attack (physical attack), use a skill (talk if applicable or magical attacks), use items or flee.

You can recruit enemies into your party by either talking to them or mind controlling them to join your side after lowering their health points by a sufficient amount.</td><td>- Fear and Hunger
- Persona 5
- Deltarune</td></tr>
</table>

There is a merge mechanic in which you can sacrifice units in order to transfer their passives or moves. Each unit can only hold up to a certain number of transferred passives/moves. They can be removed or replaced at any time but the sacrificed unit will remain sacrificed. Certain enemies will act differently towards you depending on the characters you have in your party and the way that you have been playing the game	- Pokemon Mystery Dungeon
(How does this game engage the player? (levels, history, new content...)	
The player travels through the levels of the prison, trying to find the staircase to the next level to continue. Occasionally there will be a boss enemy for them to encounter before they can proceed. As the player progresses up the levels, the enemies get tougher but also have stronger moves that the player can use if they were to successfully add them to their team. Players learn more about the relationships and dynamics between the characters that they meet throughout their journey and are able to hear more about the outside world from their character dialogues.	
(How does this game look-and-feel like? (graphics, 2D/3D, music, sound, environment...)	
2D top down game. For the overworld screen where the player is walking around, it will be stylised “chibi” art in which the character’s proportions are exaggerated to look more child-like. In combat, the sprites will be drawn in a semi-realistic style. The UI will have a fantasy themed style to it (in terms of border design for boxes or buttons) The camera will be angled in a way that the character’s backs are shown but the enemies are still able to be seen. 2.5 perspective. The overworld soundtrack will be more on the ambient side. Something that contains the sounds of the environment like water dripping from the ceiling but also inspires the feeling of curiosity by, for example, having a few pizzicato notes played on a violin. The battle music will be more intense and gets the heart pumping. Err on the side of a more fantasy grandeur soundtrack.	

DESIGN OBJECTIVE

From the interviews that I have done, I wanted to make a game that incorporates turn-based strategy game mechanics into the storytelling of a game while also having a focus on character building and/or team composition. The game is also dungeon-crawler-esque in order to appeal to the users who did not like turn-based strategy games but expressed an interest in exploring and navigating a game world.

USER PERSONA COMPARISON

Matthew

"I enjoy having to react to my opponent's actions and change my strategy accordingly."

18 | Student | Casual Gamer | Competitor | Likes turn-based strategy

Goals
- To win the matches in their (multiplayer) game

Motivations
- Plays to improve their rank in the game
- Plays to improve their skills at the game

Frustrations
- Game must have a good matchmaking/balancing system in regards to the opponents' strength compared to their own's strength in order to be fun

Actions
- Observes the enemy's actions and from there plan accordingly the best course of action in order to win
- Adapts their strategy on the fly

Mark

"I really like how interactive the worlds in No Man's Sky feel despite them all being procedurally generated."

17 | Student | Casual Gamer | Explorer | Dislikes turn-based strategy

Goals
- To look at different game mechanics in order to appreciate the technical skill needed to program them into the games

Motivations
- Plays to relax
- Interesting game mechanics motivate them to play

Frustrations
- Complexities of a turn-based strategy game makes it hard to get into
- Prefers a faster paced game

Actions
- Interacts with the environment, animals, plants, etc.

Luke

"Turn-based strategy game mechanics can help to enhance storytelling."

18 | Student | Avid Gamer | Storyteller | Likes turn-based strategy

Goals
- To experience a new story

Motivations
- To learn more about the lore in a game (world building or characters)
- There are flashy animations

Frustrations
- Having many unnecessary filler fights that cannot be skipped takes away from the story immersion.
- Having confusing GUI that is not explained properly/at all

Actions
- Enjoys thinking about how attacks can affect the units' movements and how that increases the complexity of strategising in the game which they like

John

"I like to look at every nook and cranny of a game."

18 | Student | Avid Gamer | Explorer | Dislikes turn-based strategy

Goals
- To explore every part of the map in a game

Motivations
- Plays to explore the different areas of the map in games
- Enjoys seeing big numbers

Frustrations
- Turn-based strategy games take too much time
- Does not want to think too much for games

Actions
- Likes to backtrack previously explored areas after gaining new abilities to see if there are new routes that were previously locked to them

Marianne

"I like it when a game is very challenging and difficult."

18 | Student | Avid Gamer | Director | Likes turn-based strategy

Goals

- To defeat enemies using strategy and planning

Motivations

- Enjoys being challenged by the game and having to think
- Likes to collect characters
- Wants to know more about game's story

Frustrations

- Having to restart from the very beginning of a boss fight when they lose is very frustrating. Wishes that the player can retry from a certain stage instead of from the beginning especially if the boss fight is really long
- Overgrinding in preparation for a fight just to find out that they are overlevelled. Not as fun. Can be fixed by showing recommended level on stages

Actions

- Likes building characters in terms of their move sets
- Likes to think of strategies when fighting
- Thinking of type advantages/disadvantages while fighting

USER PERSONA

Alex



"I appreciate games that tell a meaninful story."

Age: **18-25**
Gaming habits: **Avid gamer**
Personality of Play:: **Storyteller**

Personality

Introvert — Extrovert
Thinking — Feeling
Sensing — Intuition
Judging — Perceiving

Problem-solver | Patient | Perserverance | Determination

Goals

- To experience a new story
- To beat the final boss of the game

Frustrations

- Having an overcomplicated combat system
- Having too many filler battles

Bio

Alex is a person who frequently plays games during their free time. They are familiar with most basic game controls and mechanics and love to challenge themselves with turn-based strategy games as it forced them to think and strategise. They are also someone who loves stories and loves learning about the world that the story takes place in through exploration.

Motivation

- To learn more about the game world and its characters
- Enjoys the challenge of the game

Preferred Channels

Traditional Ads
Online & Social Media
Referral
Guerilla Efforts & PR

THE GAME WORLD

The game is set in a fantasy setting with medieval themes. The environment of the prison is made out of brick and stone. The only lighting comes from torches lit up along the walls. No advanced technologies have been invented and most physical attackers are geared up in chainmail and metal armour pieces while spellcasters are mostly dressed in robes having their spells to protect them from external dangers.

The monsters that you encounter as of those you would expect from a castle looking environment. From the small creatures like rats and spiders to bigger more terrifying creatures like gargoyles and dragons.

Being a prison, this place also resides those who are not afraid to dip their hands into the forbidden and taboo. Man-made horrors beyond comprehension also roam the dark corridors of the prison from mad mages creating homunculi and chimeras to resurrecting dead bodies with necromancy. There are also those who have no sense of loyalty, rogues, thieves, mercenaries and the like, unafraid of using backhanded tricks to get what they want.

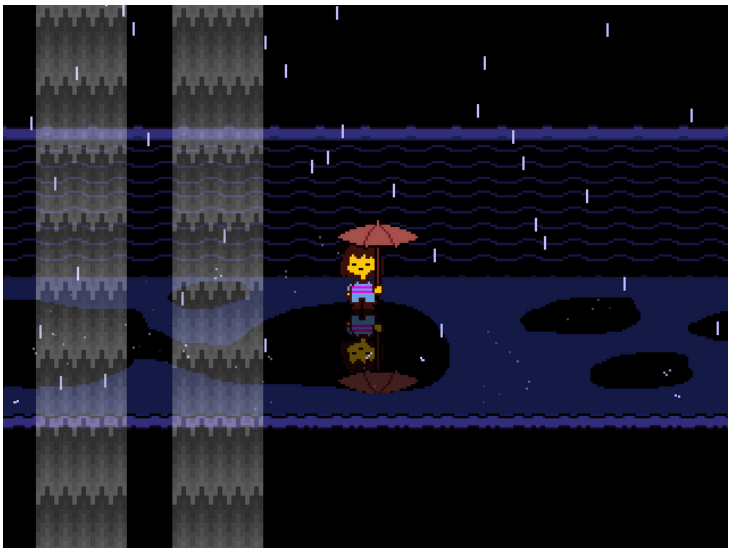
Expect to be able to find loot like weapons or potions lying around on shelves or in chests that you can use to help you on your journey in the game.

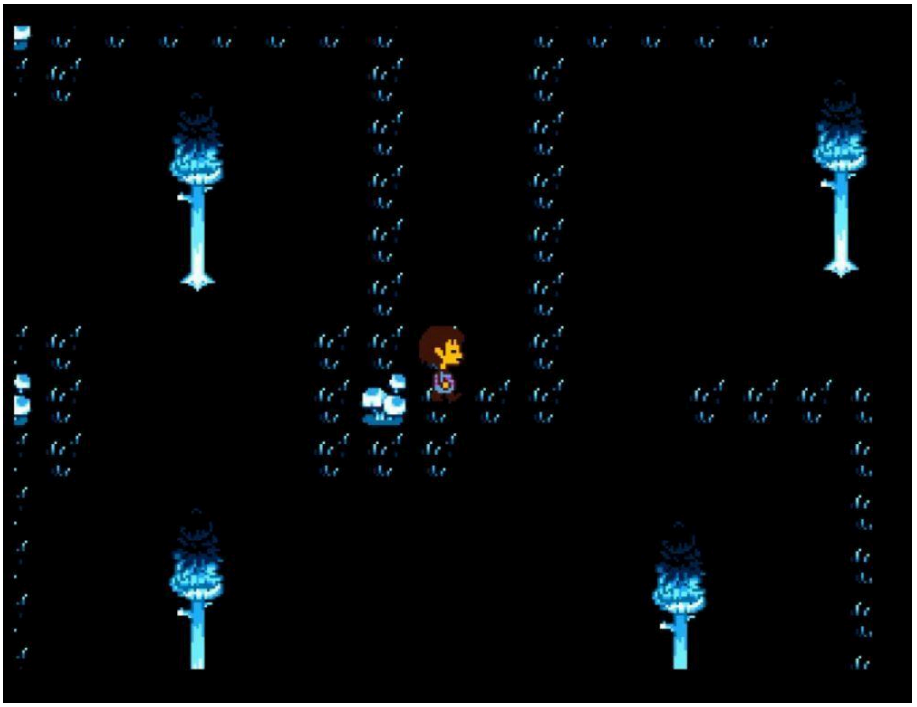
The overall colour theme of the game will have a blue tint to it with the torches introducing a bit of warmth with its orange and yellow hues.

Environment Inspiration:

Blue-ish colour tones similar to the area Waterfall from Undertale

(Undertale)







Wall textures and tiles aesthetics:
(Fear and Hunger)



(End Roll)



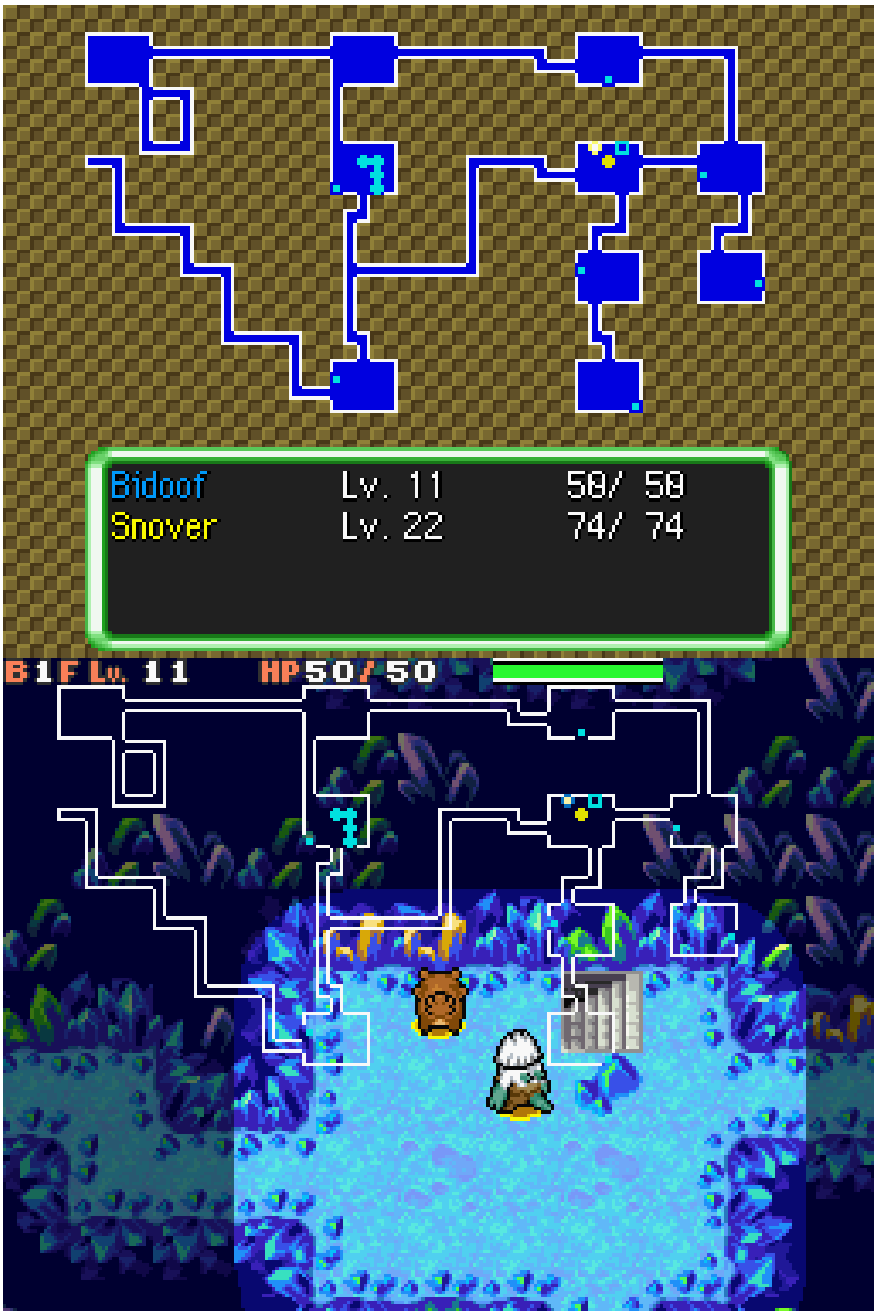


(Pokemon Mystery Dungeon: Explorers of Sky)



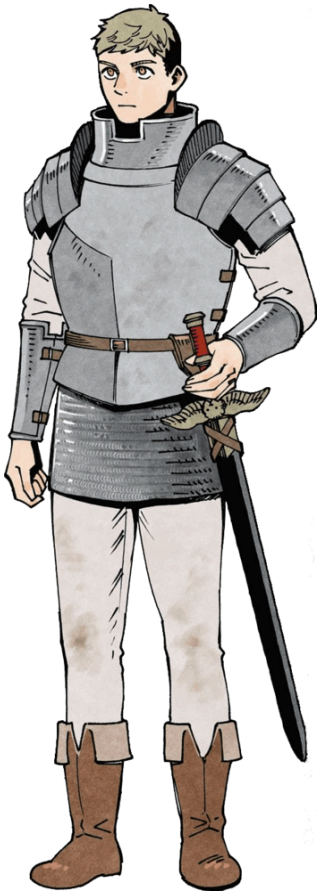
Map layout:

(Pokemon Mystery Dungeon: Explorers of Sky)



Character Aesthetics:

Knight designs:
(Dungeon Meshi)



(Deltarune)



Mages/Spellcasters:

(Deltarune)



(Sky: Children of the Light)



Rogues/Thieves/Mercenaries:
(The Executioner and Her Way of Life)


イラスト：ニリツ



Monster Aesthetics:

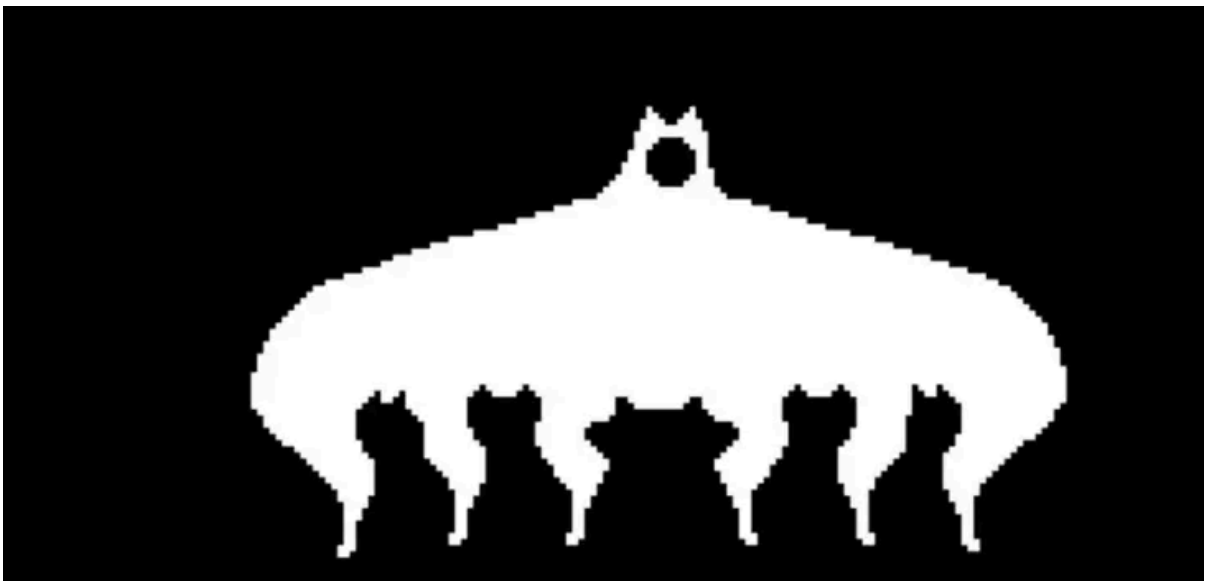
Homunculi:
(My Lovely Daughter)



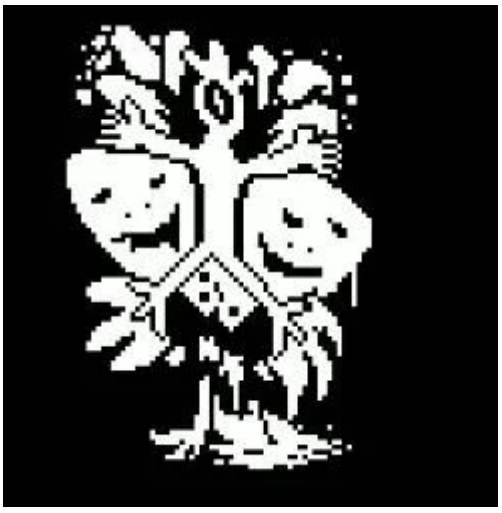


General Monsters:
(Undertale)






* Check
* Mystify
* Hum
* Pick On
* Clean
* Pray



Sprites:



Sound Design:

Overworld OST Inspirations:

Invokes a feeling of mystery and curiosity while having some sense of tension as you explore the unknown.

Darcover Town – End Roll

Something, Alone -- Omori

Puddles -- Omori

Normal End – Wadanohara and The Great Blue Sea

Battle OST Inspirations:

More intense and gets your heart racing/excited for the fight. Not much so a sense of dread but more of adrenaline kicking in as you prepare to fight back.

Confront – End Roll

Wild Battle Music – Pokemon Black and White 2

Flouring With You -- Omori

Stronger Monsters -- Undertale

THE STORY

Quick Summary:

You wake up in a cold dark prison without knowing who you are or what you are doing here. All that you know is that you need to escape. You get guided around by a spirit which tells you that you have the power to manipulate living beings. They act as your guide of sorts telling you the basic mechanics of the game and how to mind control enemies to add them into your party.

As you progress through the prison levels, you will meet others who you can choose to either convince to join your team or mind control them into joining your team. Depending on the actions that you choose, whether to kill them, recruit them, or mind control them over to your team, it will affect how other characters interact with you down the line.

You can also choose to merge the units in your party together to add passives and new moves to the unit of your choice. However, this requires sacrifice of a unit which not all the characters in your party might agree to.

Detailed Story:

Waking up in a cold and dark prison cell, you know nothing of who you are as a person, why you ended up here lying on the damp mossy floor. This is the first character you encounter, yourself.

The Forsaken Child – Protagonist

An androgynous child which looks around the age of 16-17. They don a long flowy dark brown tattered coat and have a spell book with them. They have silver-gray medium length hair and have tied some of it into a messy bun at the back.

Originally tossed into the prison due to people fearing their mind controlling powers and deeming them too dangerous. Left alone in the cell to rot.

Acts as a blank slate for the player to project onto. You name this child and play as them throughout your journey. Choosing whether to try and make bonds with the people you meet, to mercilessly control everyone, using them as a steppingstone, or to slay them all trusting no one but yourself.

Quite an adaptable character as they are able to change their move sets whenever they want by changing which mind controlled unit they are manipulating. They are only able to control one mind controlled unit at a time.

Then you hear a voice whispering to you that they will help you. They say that they are connected to your soul and that they are the source of your power. They introduce themselves as “Vergil”.

Vergil – Guide

Appears to be a purple smoke spirit looking creature. Their form somewhat resembles a snake and they have glowing yellow eyes.

They act as the tutorial for the player as they introduce the different game mechanics to them at the start. They will also be the player’s first deployable unit into battle. Overall weak but more so to get the player used to how the combat system works.

After the initial tutorial stages, Vergil will act more as a companion to talk to and ask about tips or clarifications on what to do next if the player is lost. You will be able to select Vergil in the menu in order to talk to them.

Vergil explains that you have the power to control others and command them. They bring you to a rabid injured rat found at the corner of your prison cell and from there you start your first encounter. In this battle, you learn about type advantages and disadvantages as the rat is unable to hit Vergil while Vergil’s spirit damage is not as effective against the rat. Still, you manage to decrease its health down sufficiently and Vergil tells you to use your control skill on it. Being successful, the rat was added to your party.

Here you realise that upon mind controlling an enemy, when added to your party they become stronger than they originally was. From here Vergil tells you to fight another enemy, a normal gutter rat with the new party member you just obtained. They tell you to mind control this one too and it is added to your party.

From here, Vergil will explain the concept of combining units. Going into the menu, you can choose to combine your units by sacrificing one and adding their passives or moves into the other unit. They tell you to add the poisoned attack passive to the gutter rat, sacrificing the injured rat in the process. From here you also learn about passives and status effects. Vergil will explain how each unit can only inherit a certain amount of passives and moves. You may replace or get rid of certain passives and moves, but you will not obtain the sacrificed unit back.

They now exclaim that you are ready to make your way upwards to find the way out of this prison and obtain your freedom. Here Vergil will explain that they are able to be talked to in the menu lest we need anything from them.

As you travel up the levels of the prison, there is a chance that you will run across various characters in which you can talk to. From here you can choose if you want to try to convince

them to join your party, mind control them into joining or just kill them to gain more experience points to level up your current team.

Other Characters:

<u>Lily – Priestess</u>

A young girl around the age of 16. Dressed in a long robe and carries a staff with her. Her clothes are mostly white with accents of gold while her staff is made of a black metal with a gold sphere on top. She wears a pair of white gloves and white leather boots. Seems quite meek in nature.

One of the early interactable characters that you meet. Meant to serve as a tutorial for the interacting system. Vergil will tell you that you can choose to talk to her to convince her to join you in escaping. You may also choose to mind control her and her stats will be buffed or just kill her and gain more experience points for yourself.

Begs you not to kill her and reveals from her dialogue that she has an older brother in here as well that she was separated from. Uses mostly spells to attack. Most of her spells are not focused towards dealing damage so she's easy to deal with if you wish to mind control her or kill her off. If you were to ask her to join your team, she accepts easily as well as she'd rather have someone by her side despite the risk than to remain alone to fend for herself.

Mainly a healer/support character. Skills does magic damage while her basic attack does physical damage.

<u>Maxwell – Paladin</u>

A young man around the age of 20. He is donned with a lot of silver armour and a sword made of light. His armour looks worn from wear and tear, showing his experience despite his young age. Has very strong morals which causes him to be quite a headstrong and rash person. Jumps to conclusions. Lily's older brother.

You meet him a level after Lily's level. He is quite hard to talk to as he does not trust anyone in this prison. Found himself trapped here along with his sister after falling through a sinkhole. After falling, they both got separated from each other. Desperately wants a way out but most importantly, wants to reunite with his sister.

Serves as an introduction to the different relationships and dynamics that characters can have with each other. If you were to have Lily on your side during this battle, his stats will be lowered greatly and is easier to convince to join your side.

If you were to have mind controlled Lily however, he will become buffed and significantly harder to kill although he will deal less damage to Lily herself.

If you don't have Lily in you team/killed her off, he will think that Lily is still wandering around the prison and you can use that as leverage to convince him to join your team by saying you'll help search for her together with him.

He is mainly a DPS character, meaning that he deals a lot of damage. Only can do magic damage however as his sword is made out of light. There is no way for him to do physical damage.

Egor – Ex-Village Chief

A rugged looking dwarf around his mid 40s. He has a sturdy stocky build. Body is covered in scars; it is obvious that he has experienced a lot of fighting. Wears an iron chest plate and a fur loincloth. Wields a giant axe.

This character is mainly a tank/support character. He is able to rally up your troops in order to increase their attack or defence. He is also able to make enemies target him for a turn. Unable to do any magic damage and all his skills are purely support skills. His only form of attack is his basic attack which is to swing his giant axe.

Was sent into prison for political corruption and laundering of money by taking advantage of his high position in his village. He is a greedy fellow and is easily swayed by material gains. You can use this to your advantage if you wish to convince him to join your team.

Endings:

Depending on how you treated the characters and the different choices that you make affecting their friendship bar with you, you will get different endings.

Ending 1: After gaining freedom, you continue to travel around with your companions.

Ending 2: After gaining freedom, you split from your companions and go your separate ways.

Ending 3: A party member betrays and backstabs you as you were about to step out of the prison, leaving you to bleed out just inches away from freedom.

Ending 4: You leave with your army of mind-controlled units and conquer the world; showing that it was a pathetic attempt of trying to get rid of you just by merely throwing you into this prison.

Ending 5: You sneak out alone with only Vergil by your side as you seek out a purpose in life after gaining freedom.

The endings will just be shown with text accompanied by in-game CGs (drawn cutscenes).

GAME DESIGN

Controls:

Uses the control system most commonly used for RPG Maker games.
Arrow keys – To move the player character and to navigate menus.
Z – Confirm button.
X – Return / Back button.
C – Menu button
Shift – Hold to run/dash

Game engines:

RPG Maker (Preferably)

Pros:

- Is mostly used to make games similar to Purgatorio
- Has all the necessary built in features to easily create a turn-based game such as tiling and character generation

Cons:

- Costs money to use
- Uses Javascript which I am not as familiar with for coding games

Unity

Pros:

- Is free to use.
- Have experience using it from previous subjects.
- Can create 2D games.

Cons:

- Doesn't have built in features specifically for RPG games since the engine is made for a more general range of games
- Have to create things like dialogue systems all by yourself

Will probably develop the game with Unity just because I am more familiar with it and I do not need to pay for a whole new software and learn a whole new language for game coding.

Exploration:

Player moves through a map trying to find stairs to progress upwards to the next floor.

Player is able to return to previous levels if they want to.

Enemies are visible as other sprites which allows you to choose to actively attack them or actively avoid them.

Map on the top left is able to show player enemies and sometimes even things like chests or loot if they have characters with that passive on their team.

Player is able to find loot from interacting with things like shelves or finding random chests scattered around the map. The loot can range from items like healing items or weapons that can be swapped with existing party's weapons to make them stronger.

Shows staircases too.





Inspiration:

(Pokemon Mystery Dungeon)



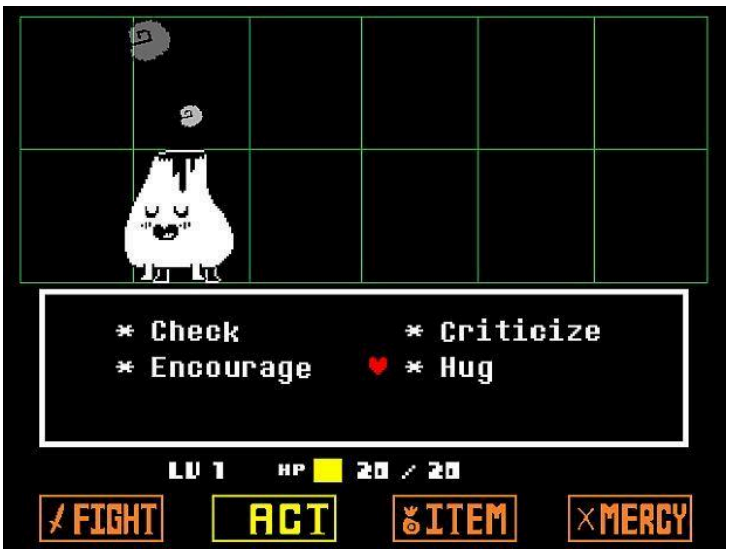


Talking mechanic:

Able to talk to enemies to convince them to join your side. Able to talk to any enemy but they might not respond if they don't understand your language. Choose the right dialogue options in order to convince them to join your side or to cause certain special effects. Talking takes up an action so you will skip that character's turn. If the enemy agrees to join your team, battle stops there.

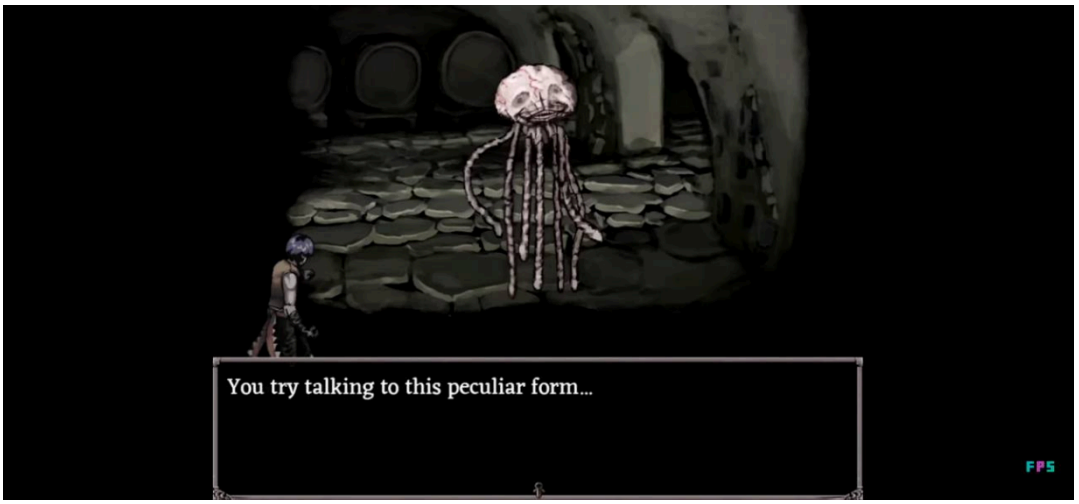
Inspiration:

(Undertale, ACTing system)



(Fear and Hunger, Talking system)

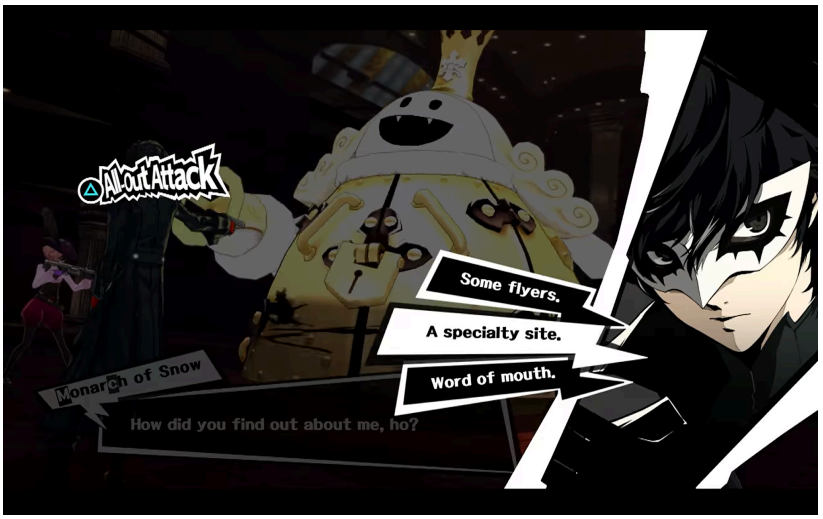




(Persona 5, Negotiation system to gain a new persona)


Monarch of Snow
Hee-ho, I knew it! You have too much passion on your face to be my enemy, ho.


△All-out Attack
Monarch of Snow
How did you find out about me, ho?


△All-out Attack
Some flyers.
A specialty site.
Word of mouth.
Monarch of Snow
How did you find out about me, ho?





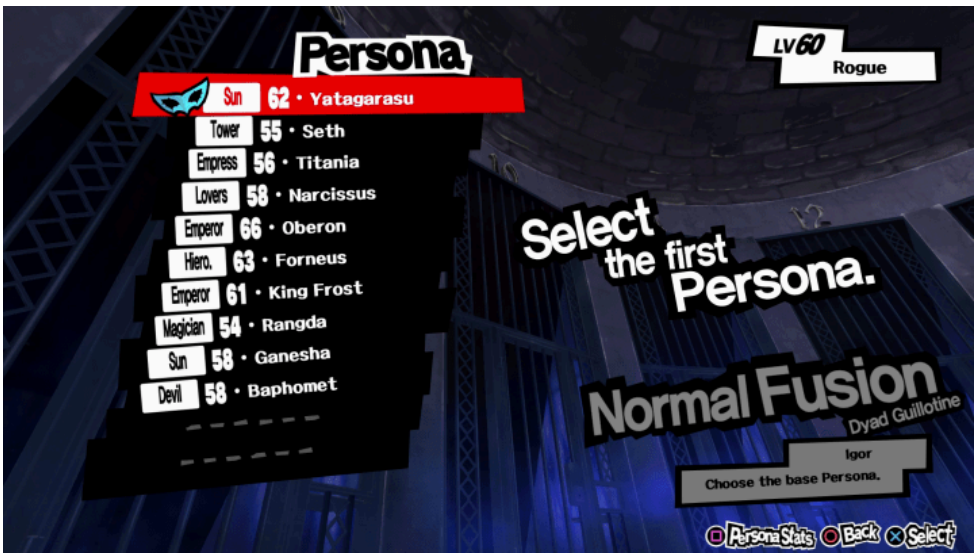
Combination mechanic:

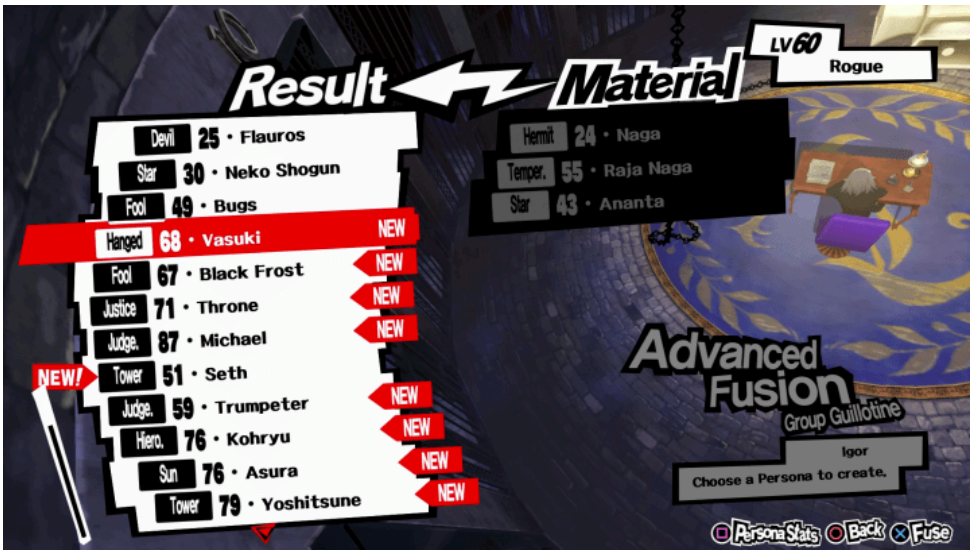
You're able to combine your units together to add or modify passives and add new moves. You'll be sacrificing one of your units though so choose carefully who you sacrifice.

Each unit has a limited amount of slots for inherited skills and passives. You can choose to remove them at any time, but the sacrificed unit will not come back.

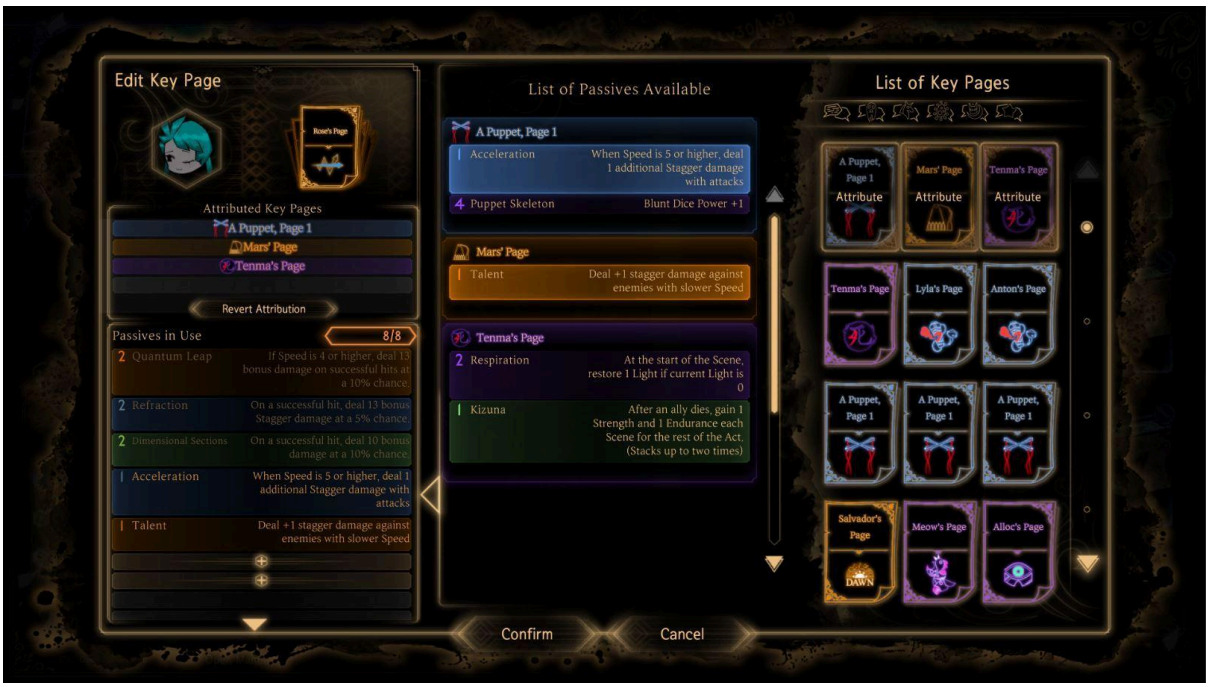
Inspiration:

(Persona 5, Fusing of Personas to create a new one)





(Library of Ruina, Adding passives from a different key page into the equipped one)



Adaptive storyline character interactions:

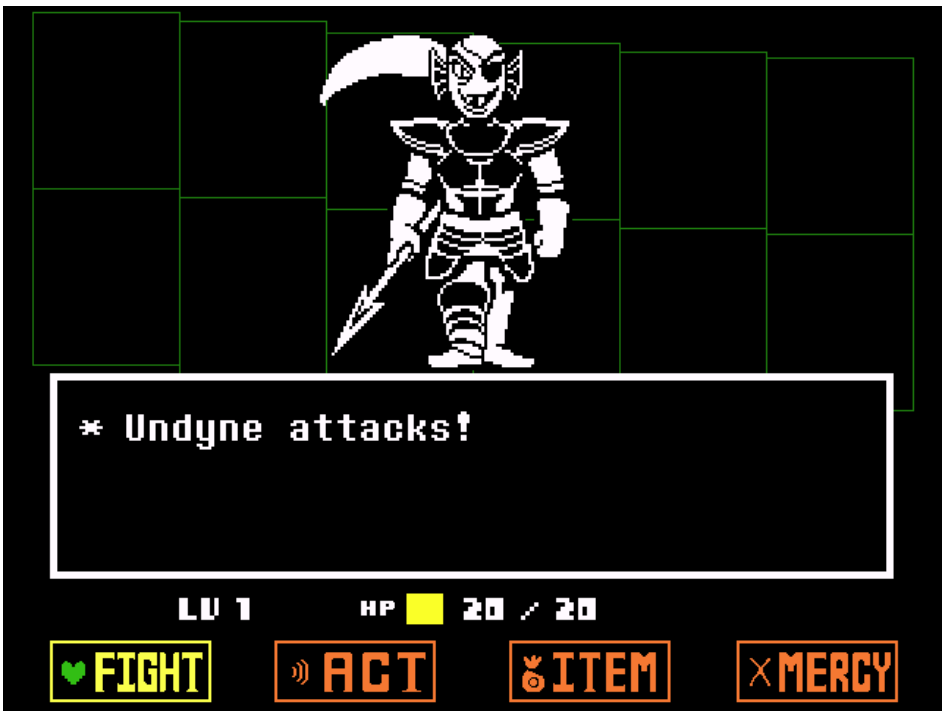
Throughout the game, some characters have special dialogues or act differently depending on how you have played the game/interacted with earlier characters.

Characters may be easier to defeat or easier to convince to join your team if you have a team member who they know (Lily and Maxwell) while they might be more hesitant to join your team if you have characters whose personalities clash.

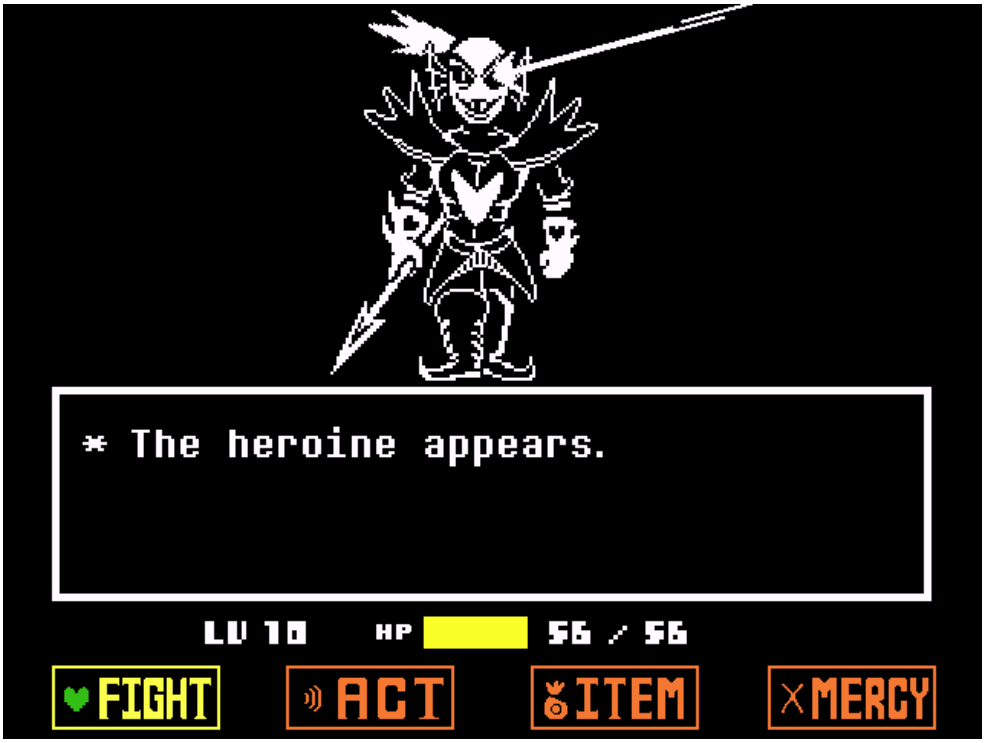
Inspiration:

(Undertale)

This is how the boss fight between the character Undyne looks like in a pacifist/neutral run



This is how the fight between Undyne looks like if you were to do the genocide route in which you actively tried to kill every single monster. Her stats are greatly increased from the pacifist/neutral run. Her attacks are also different.



Friendship Bar:

Throughout your journey, you will sometimes encounter random events that let you increase or decrease your friendship bar with your party members. For example, Maxwell is

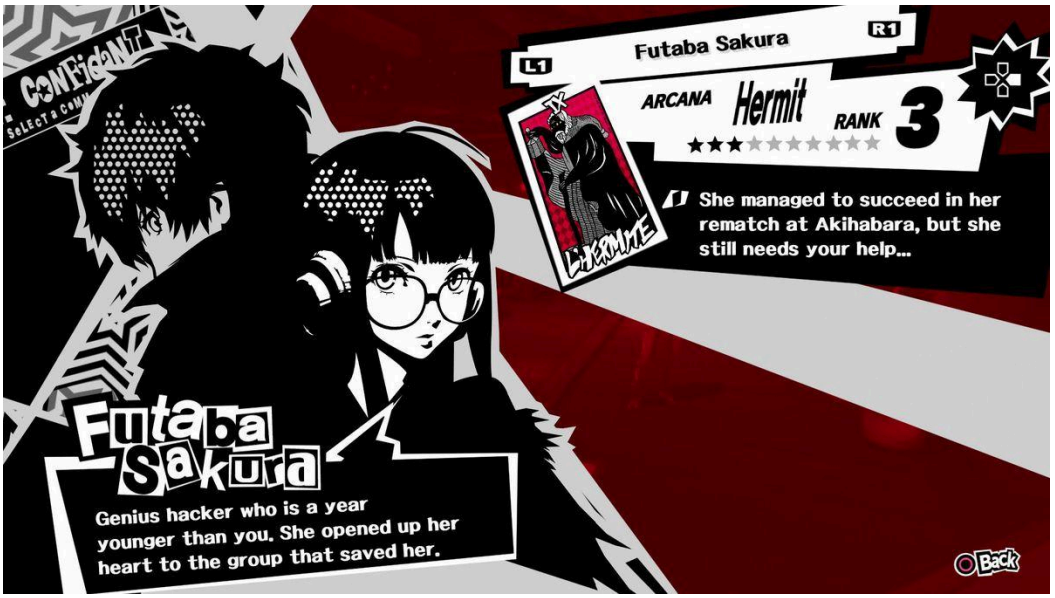
a righteous sort of character. If he sees that you acted to rob from someone, his friendship will go down. If you decide not to, his friendship will go up.

As the friendship bars go up, it will unlock new passives for the characters that make them stronger which encourages the player to try to do things that will please the characters in their party. However, there might be parties with opposite wants like Maxwell and Egor with Maxwell wanting to do what is right while Egor priorities things that benefit him materially. So players will have to choose which character to prioritise and balance their friendship bars.

These friendship bars will also affect the ending the player gets at the end.

Inspiration:

(Persona 5 Royal, Confidant System: Raising the levels enables passives that can aid the player in both battle and outside of battle game mechanics)





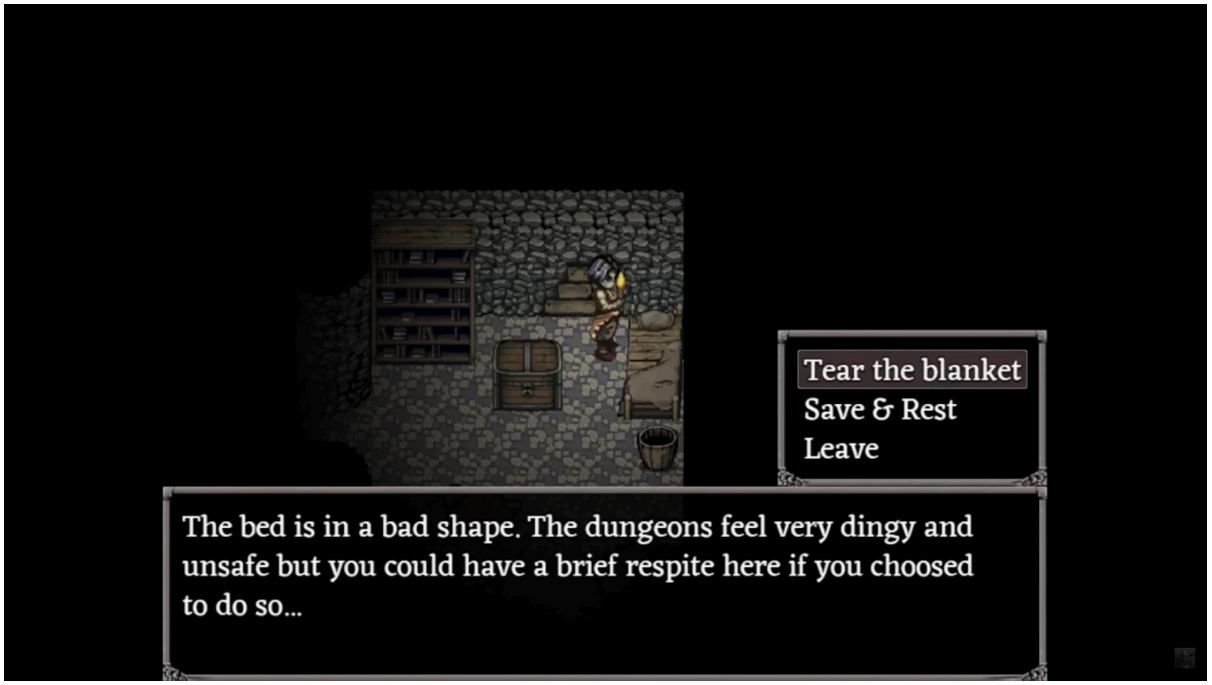
Saving system:
As you explore, there will be safe rooms that you can take a break and save your progress in as well as heal your party members. Here you can interact with your party members as well.

Inspiration:

(Persona 5)



(Fear and Hunger)



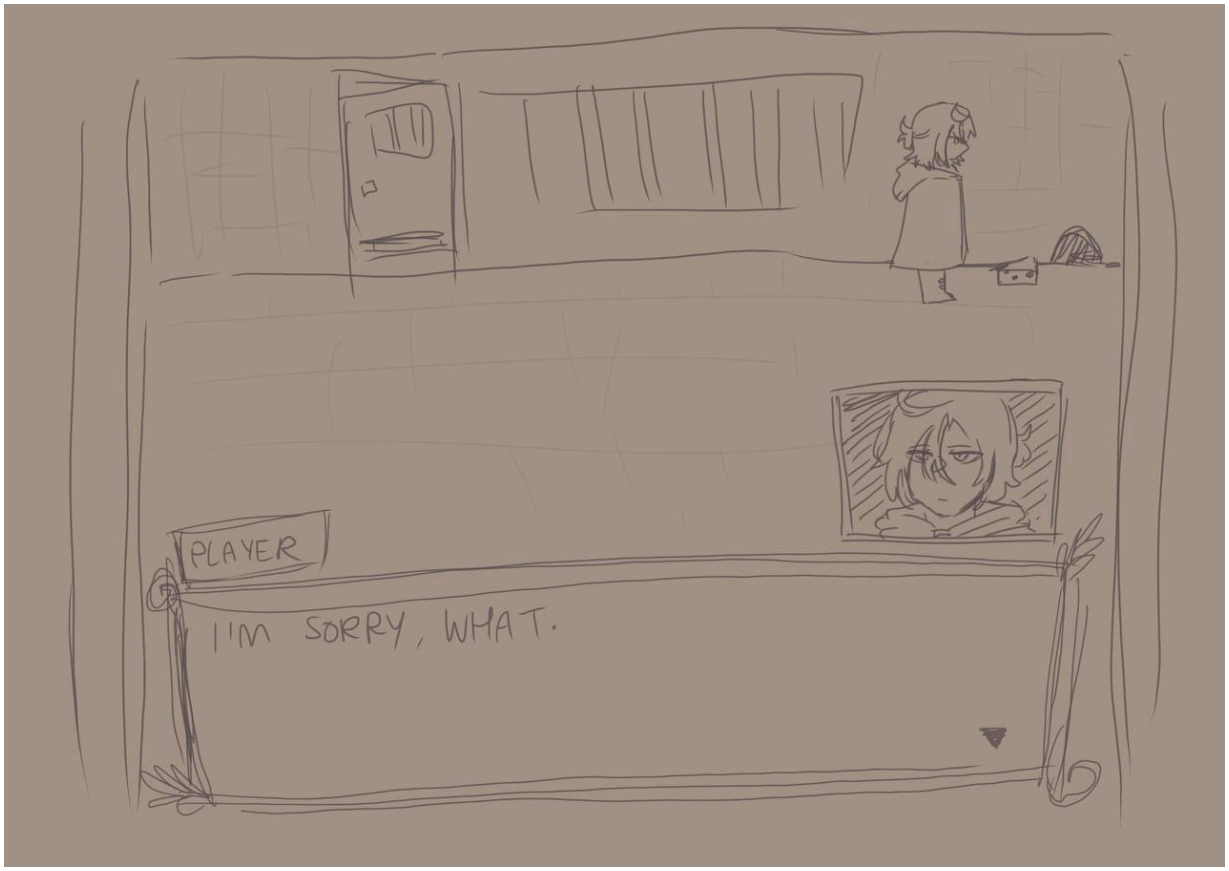
UI & SCREEN FLOW

Purgatorio Title Screen



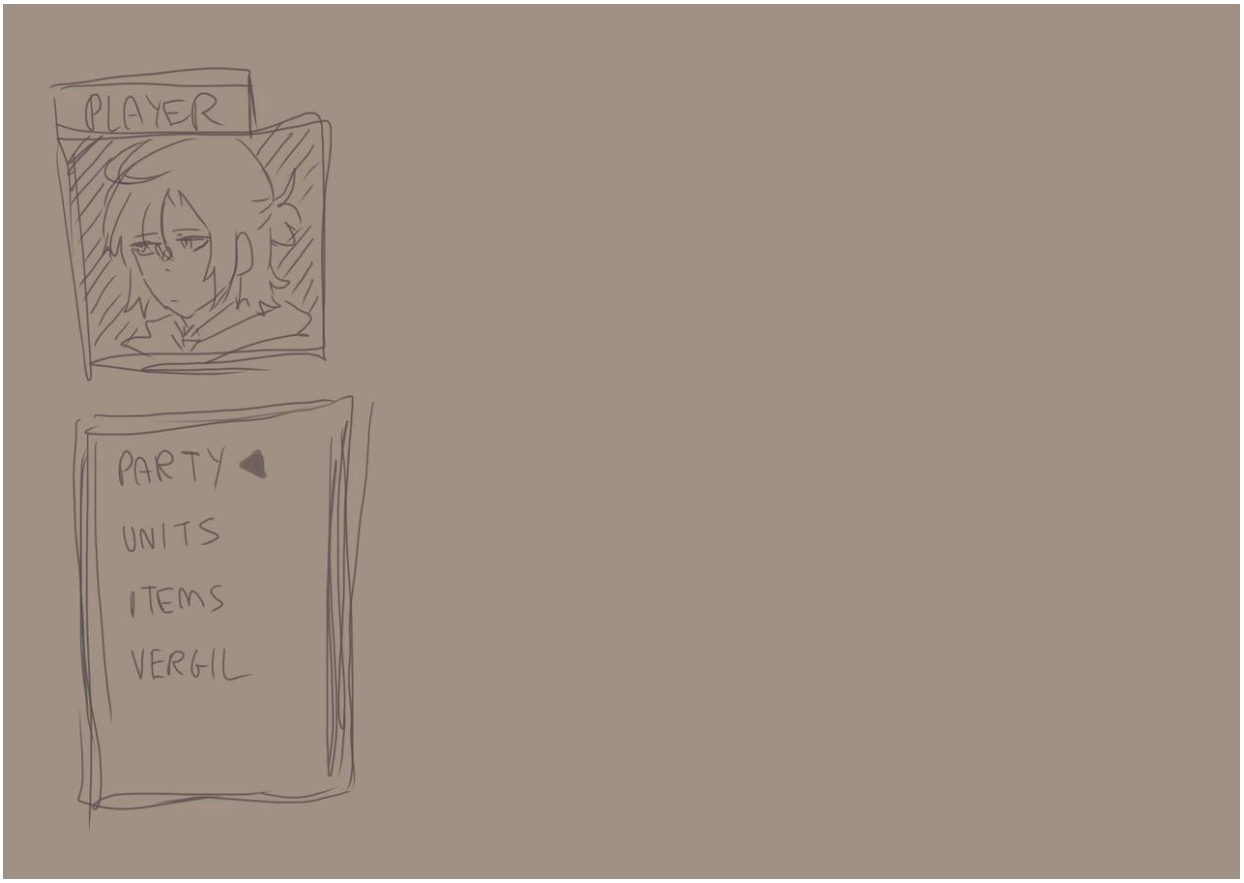
Example dialogue:



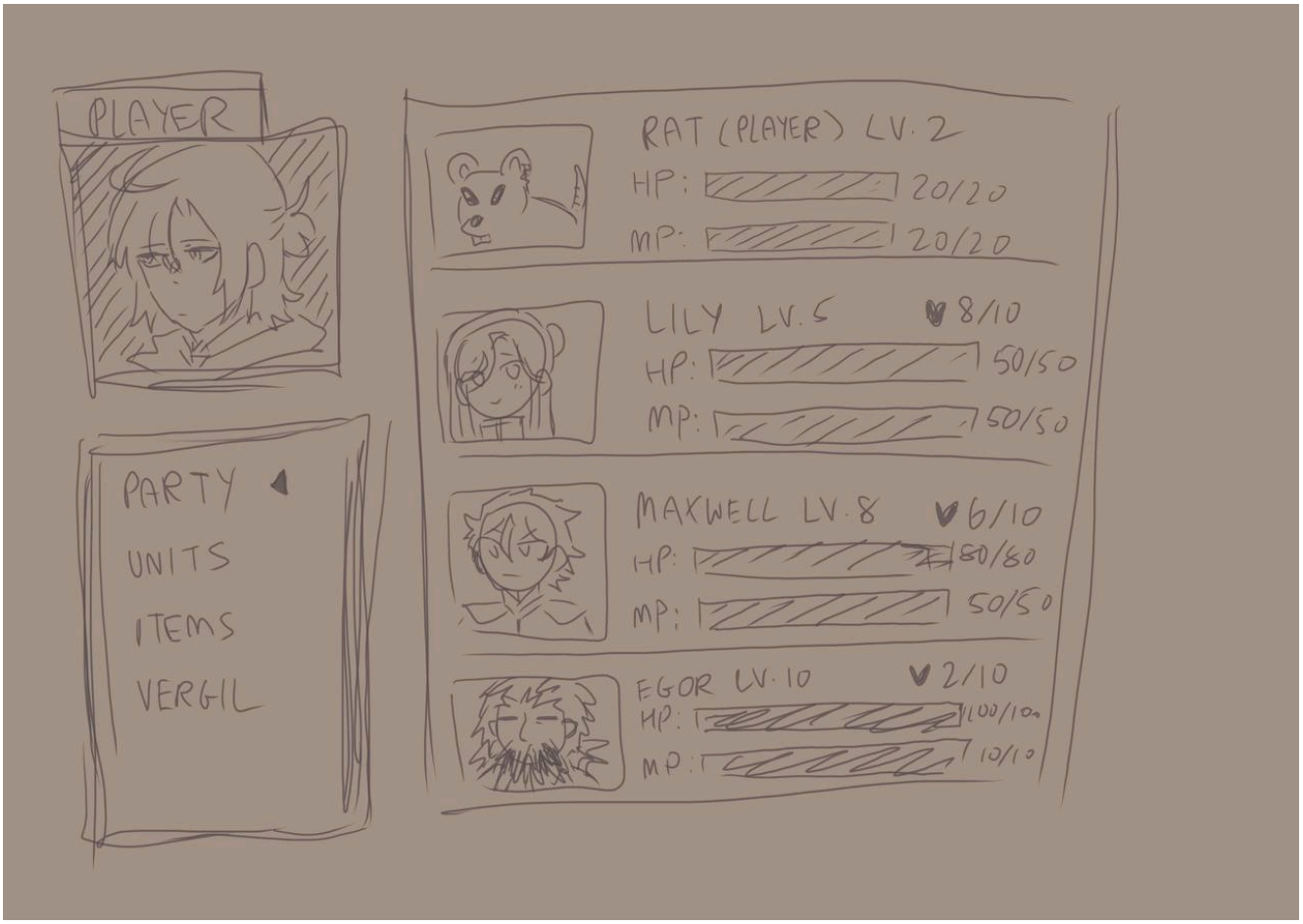


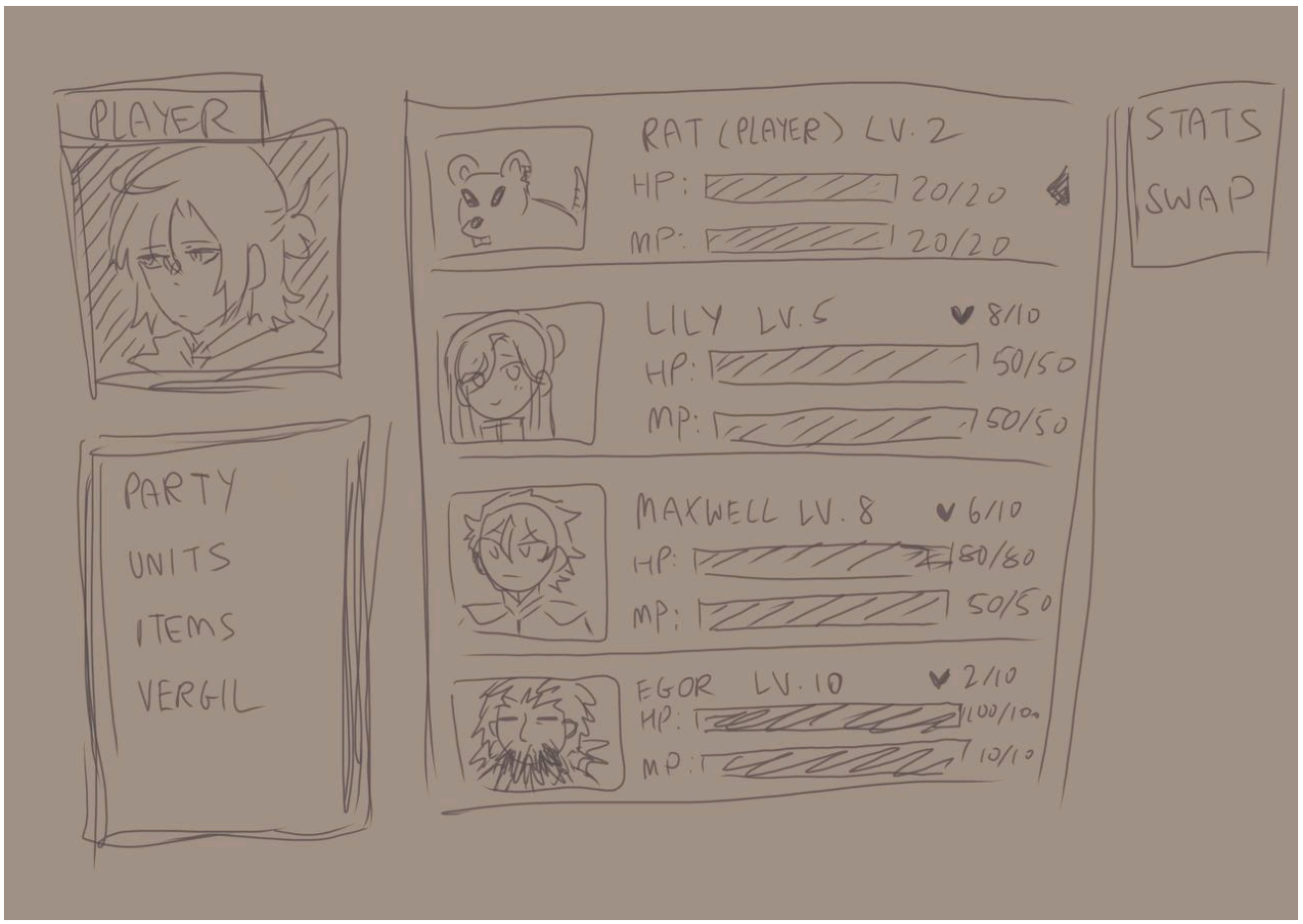
Menu:

(Overlays on top of the current scene behind)

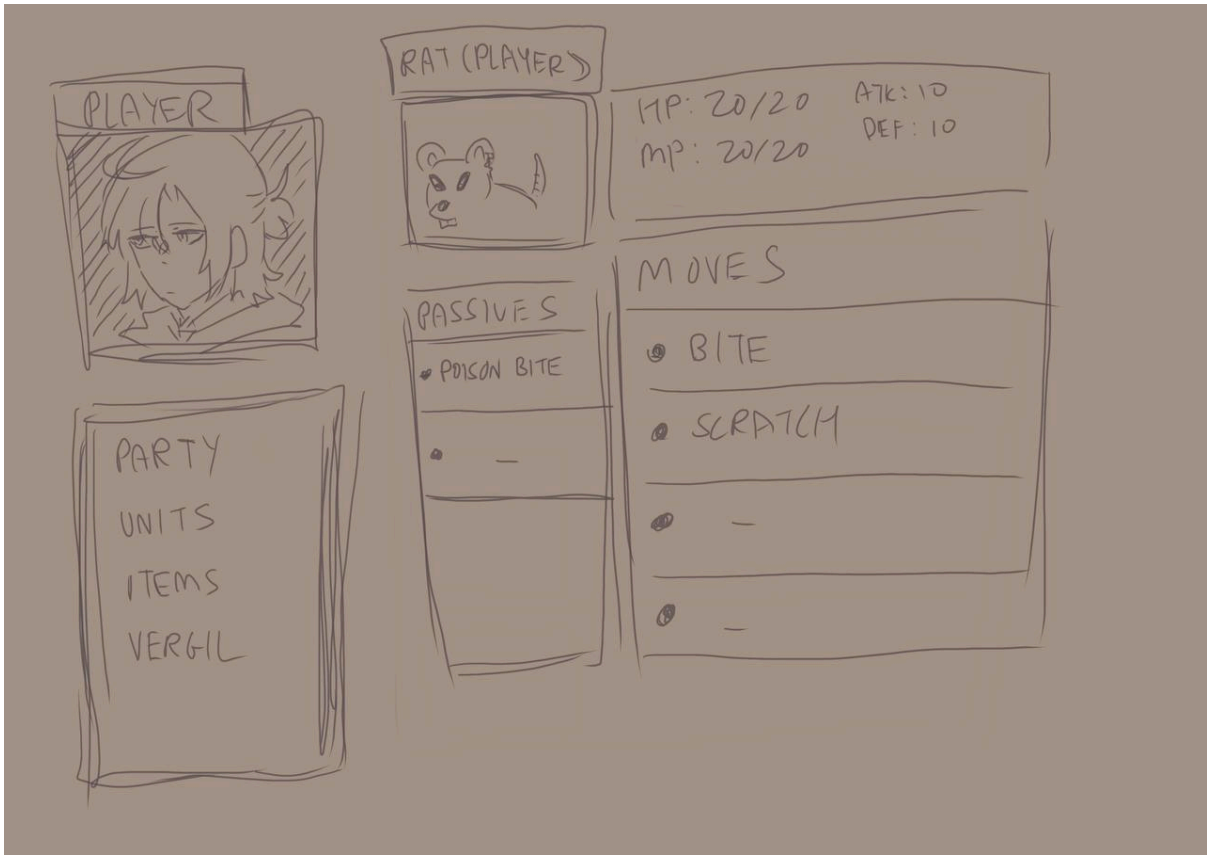


Party:

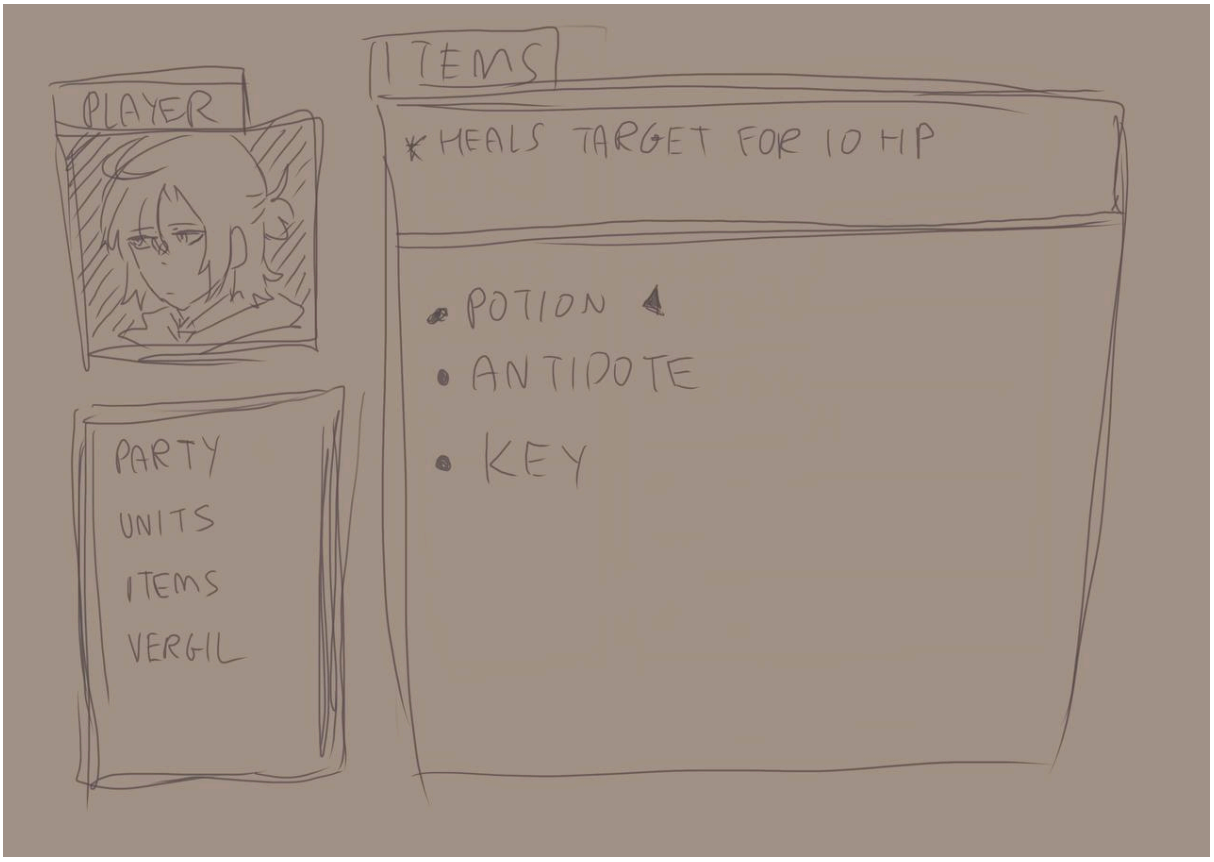

PLAYER
PARTY
UNITS
ITEMS
VERGIL
RAT (PLAYER) LV. 2
HP: 20/20
MP: 20/20
LILY LV. 5
8/10
HP: 50/50
MP: 50/50
MAXWELL LV. 8
6/10
HP: 60/60
MP: 50/50
EGOR LV. 10
2/10
HP: 100/100
MP: 10/10


PLAYER
PARTY
UNITS
ITEMS
VERGIL
RAT (PLAYER) LV. 2
HP: 20/20
MP: 20/20
LILY LV. 5
8/10
HP: 50/50
MP: 50/50
MAXWELL LV. 8
6/10
HP: 80/80
MP: 50/50
EGOR LV. 10
2/10
HP: 100/100
MP: 10/10
STATS
SWAP

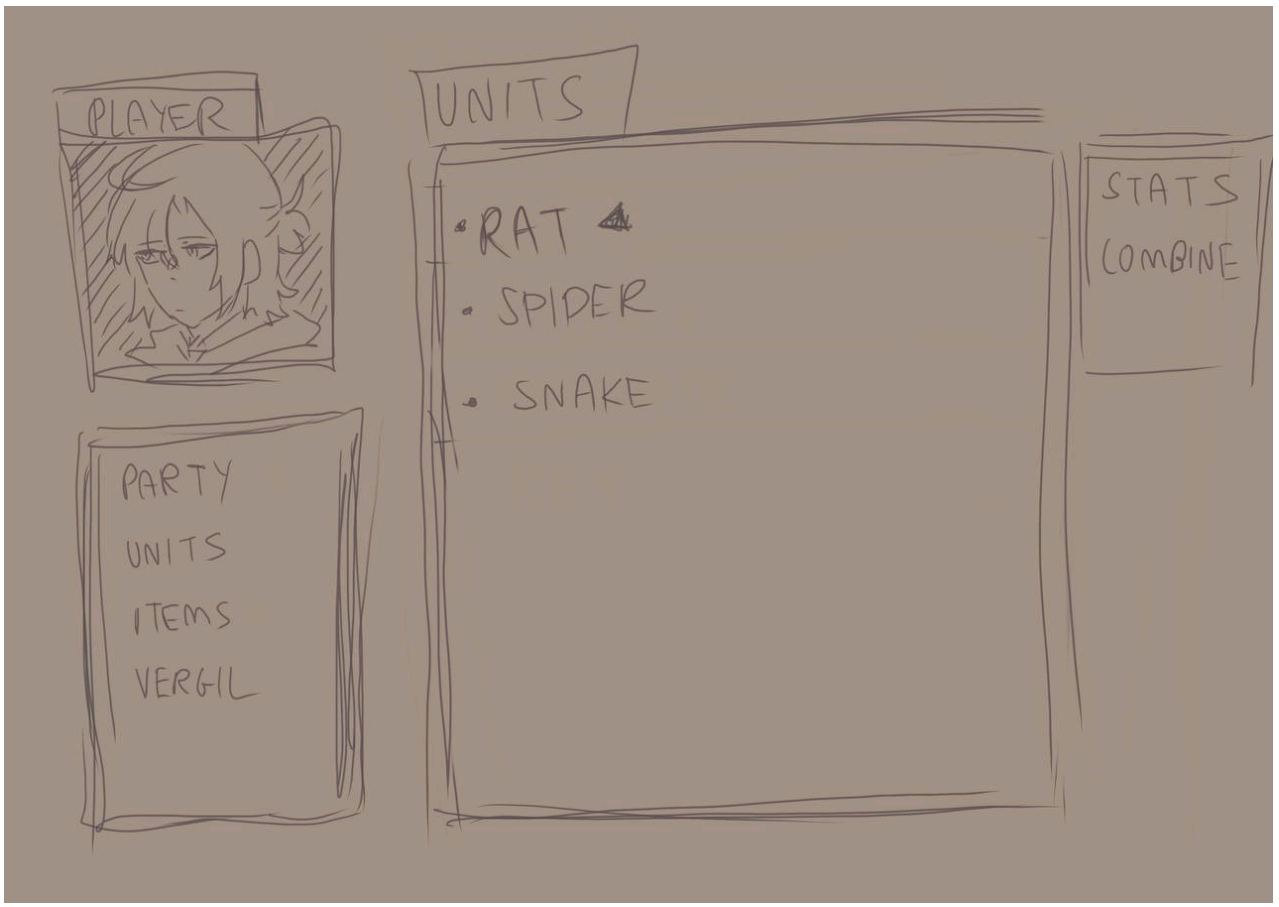
Stats:

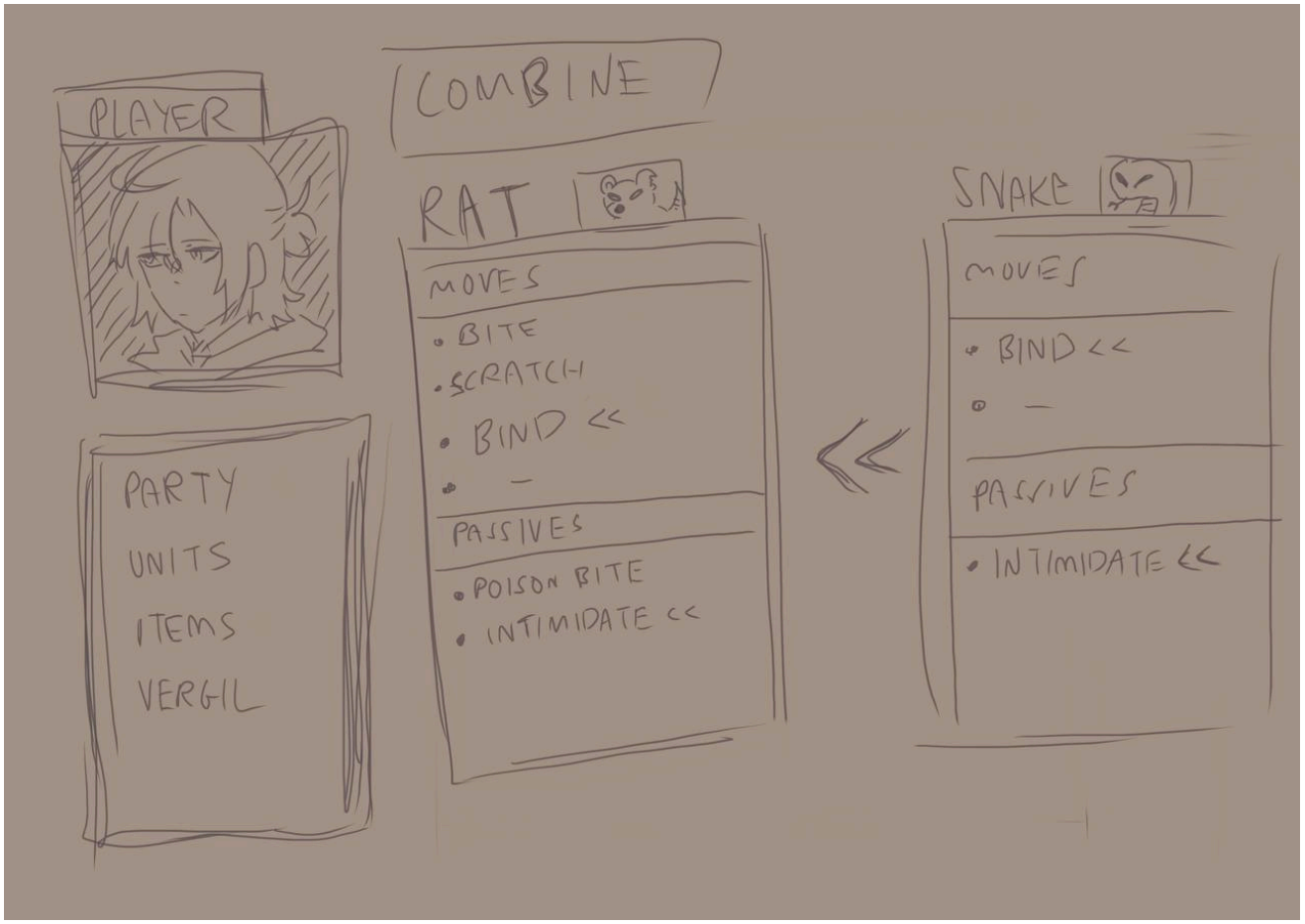

PLAYER
PARTY
UNITS
ITEMS
VERGIL
RAT (PLAYER)
HP: 20/20
MP: 20/20
ATK: 10
DEF: 10
PASSIVES
POISON BITE
MOVES
BITE
SCRATCH

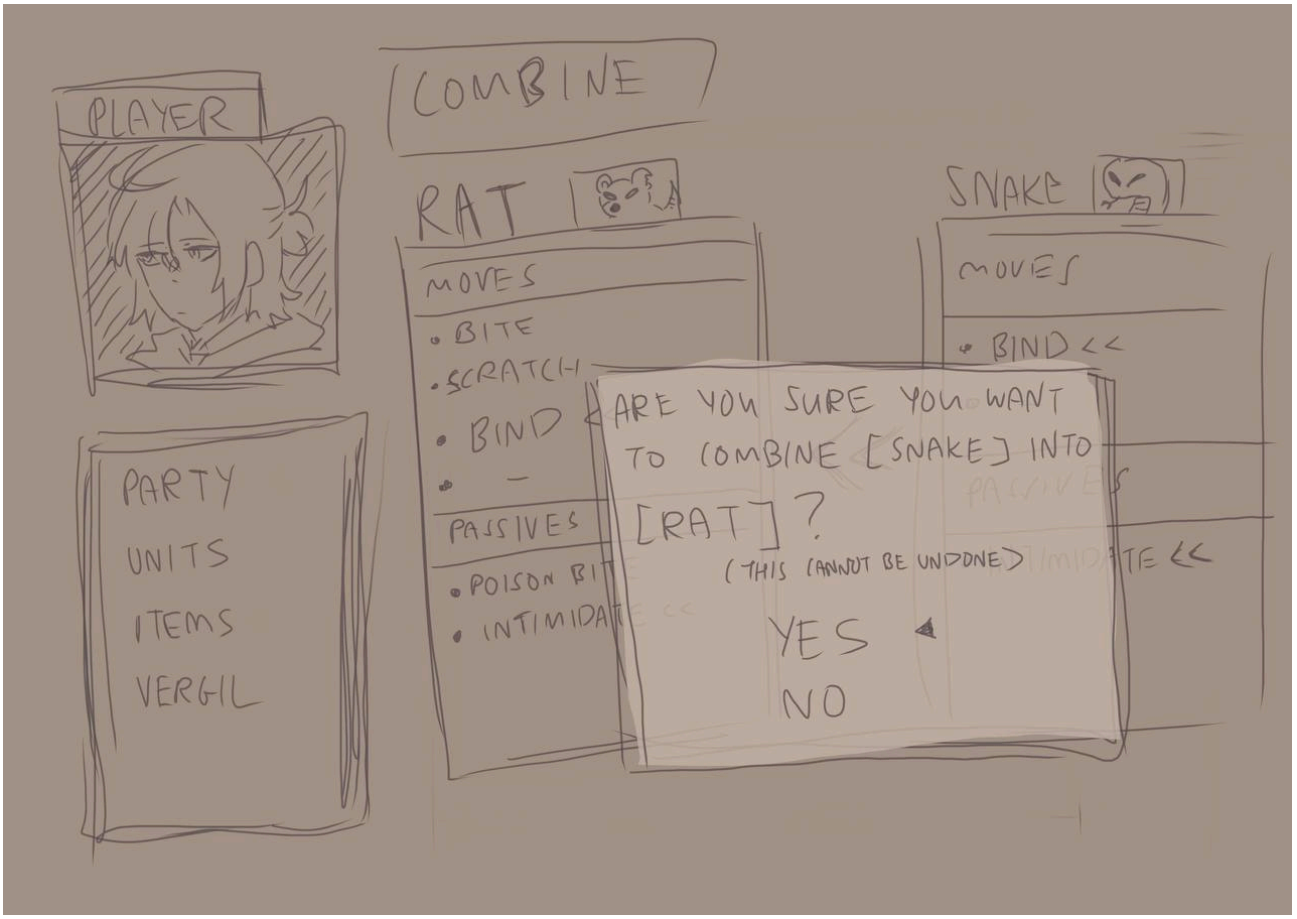
Items:



Units/Combine:

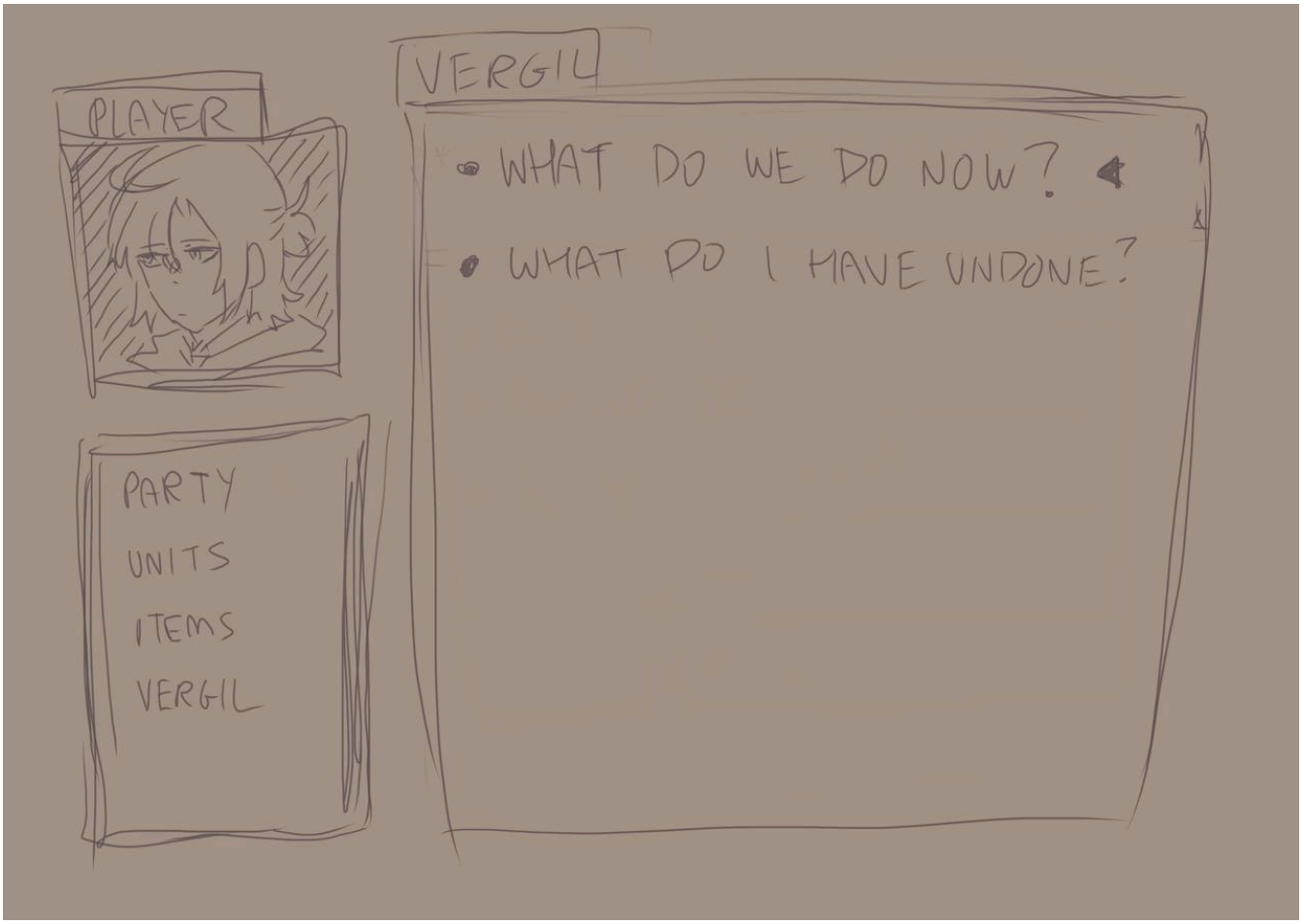

PLAYER
UNITS
• RAT
• SPIDER
• SNAKE
STATS
COMBINE
PARTY
UNITS
ITEMS
VERGIL


PLAYER
COMBINE
RAT
MOVES
• BITE
• SCRATCH
• BIND <<
• —
PASSIVES
• POISON BITE
• INTIMIDATE <<
<<
SNAKE
MOVES
• BIND <<
• —
PASSIVES
• INTIMIDATE <<
PARTY
UNITS
ITEMS
VERGIL


PLAYER
COMBINE
RAT
MOVES
• BITE
• SCRATCH
• BIND
• —
PASSIVES
• POISON BIT
• INTIMIDATE <<
SNAKE
MOVES
• BIND <<
PASSIVES
INTIMIDATE <<
ARE YOU SURE YOU WANT TO COMBINE [SNAKE] INTO [RAT]?
(THIS CANNOT BE UNDONE)
YES
NO
PARTY
UNITS
ITEMS
VERGIL



Vergil:



(Leads to Vergil talking in the overworld)



Overworld:

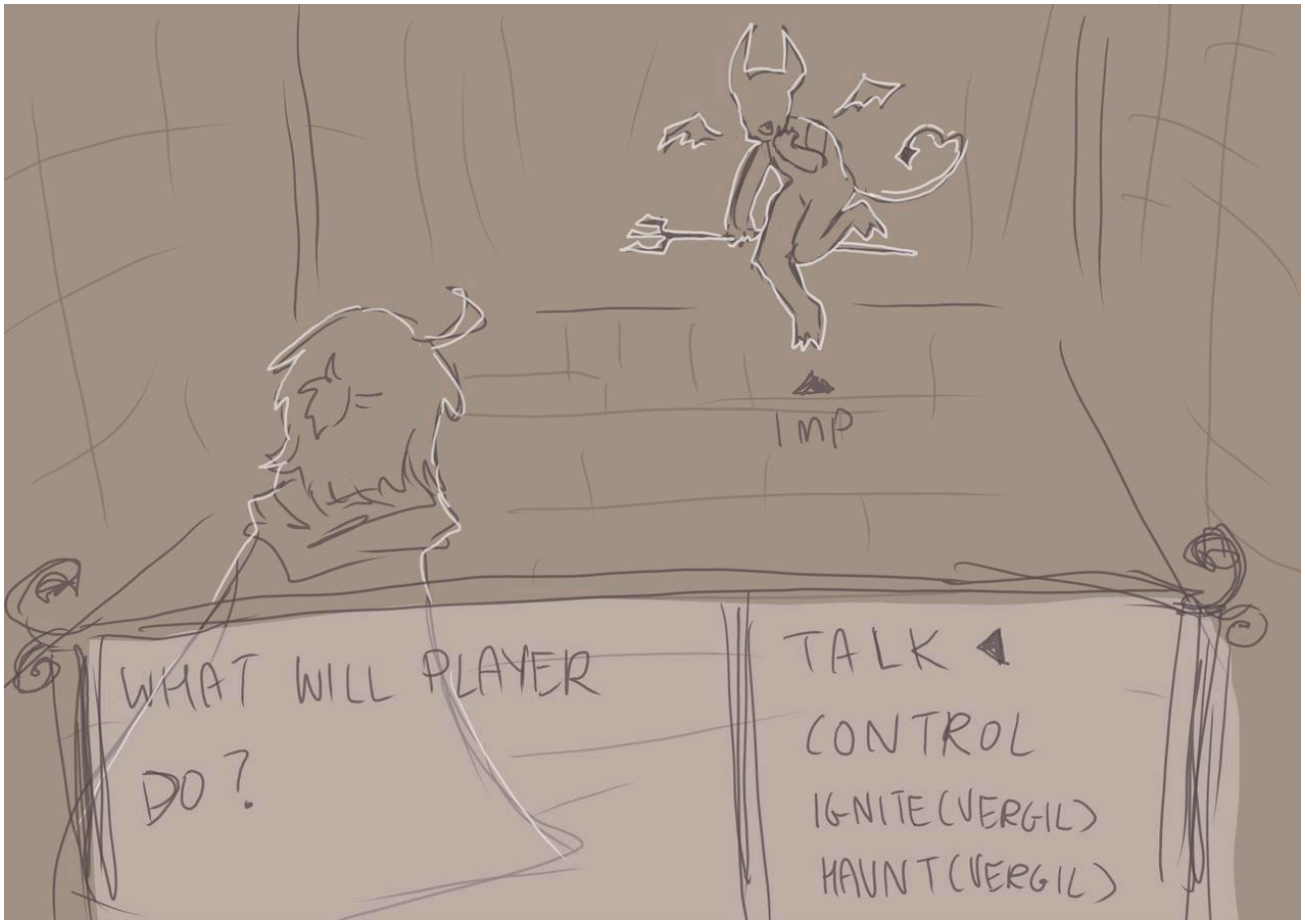


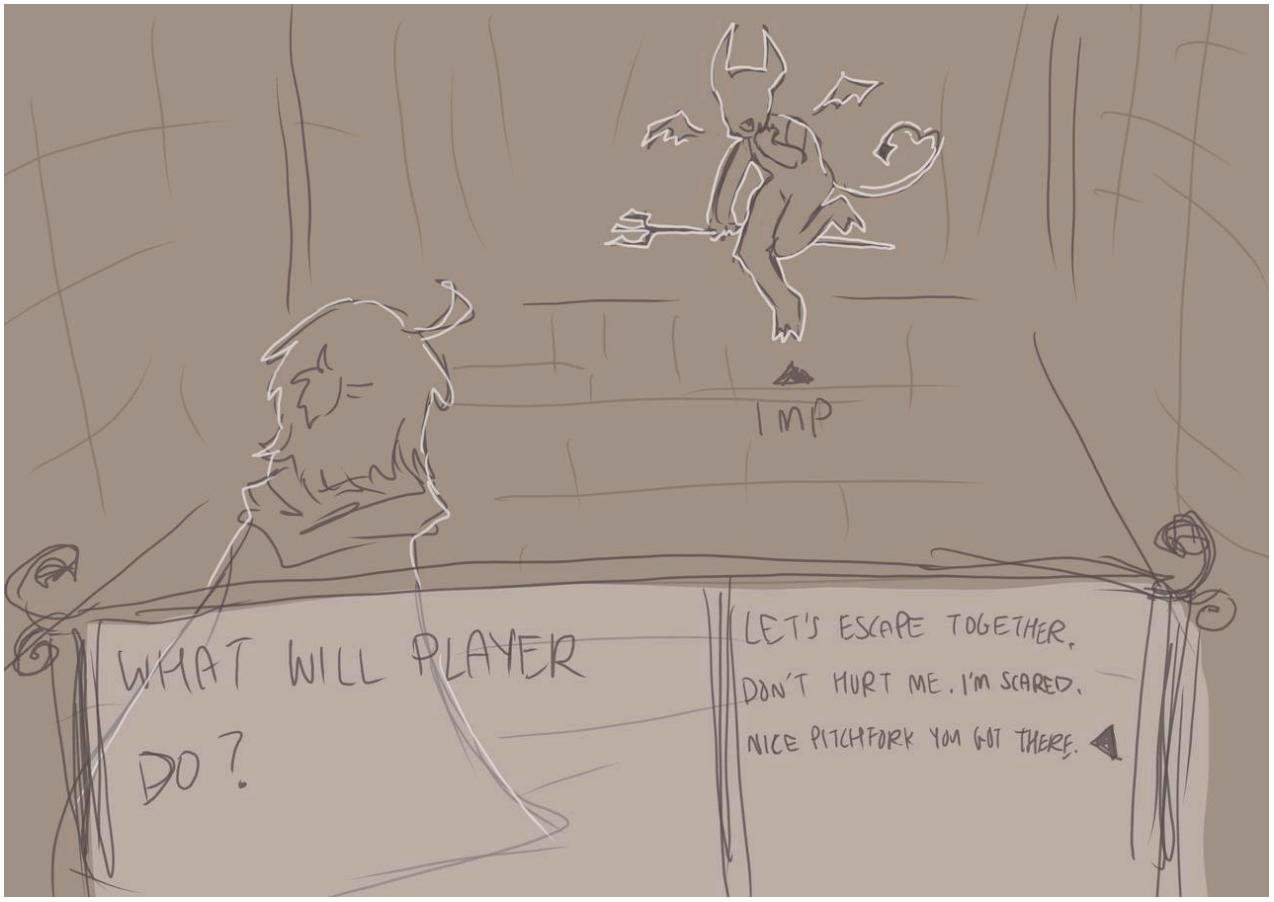


Battle (Talk):


WHAT WILL PLAYER
DO?
ATTACK
SKILL
ITEM
FLEE


WHAT WILL PLAYER DO?
TALK
CONTROL
IGNITE(VERGIL)
HAUNT(VERGIL)


IMP
WHAT WILL PLAYER DO?
TALK
CONTROL
IGNITE(VERGIL)
HAUNT(VERGIL)


IMP
WHAT WILL PLAYER DO?
LET'S ESCAPE TOGETHER.
DON'T HURT ME. I'M SCARED.
NICE PITCHFORK YOU GOT THERE.


IMP: OH! WHY THANK YOU!


IMP'S ATK WENT DOWN!

Flowchart:

Basic gameplay loop:

