

## Our Game Will Be

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- A High Fantasy RPG
- Centered around Babylon (The Tower of Babel) and the “pantheon” of deities that are split between earth and heaven
- Bright city in a bay, tropical area. Colors around the guilds, with the colors corresponding to the deity. A couple of them have the same colors or very similar.
- Main Character is a human and begins in Hespia’s guild. Should we have time later, we will add other options that may be selected.
- The main character has a sword ability, activated by pressing Q (at the moment I think that’s our plan right?) (I’d recommend that we have the keys be rebindable(I mean hey if you can figure that out)(I’ve got the basics down already, so converting it to Game Maker is the only issue there. Fantastic. Let’s have it’s default still be Q though.) It will be a simple stab to affect the monster/item directly in front of them. Should we have more time, we will add other sword skills (W, E, and R) and should we have more time after that we will add other options (they can pick which sword skills to keep but can only have four) and should we have even more time we will add other weapons (spears with specific skills, shields with specific skills, making T a “switch weapons” option, etc.)(I’d say that the skills system is definitely secondary to the shop, meaning weapons items and armor(I agree on the armor, disagree on the weapons. The weapons and skills system are intrinsically linked.) How so? I figure the weapons modify damage output and cooldown, not the skills themselves. So a sword is weaker than a spear, but can use abilities faster. The way a spear fights and is used is definitely different from a sword, and a sword from a dagger. I actually think we should change it so that the character starts with a sword not a dagger (it would make more sense that way) and then can upgrade to different swords in the shop for extra damage, but spears, shields, and such will be unavailable until we give them their own skills/combat system. Alright, I’m good with that for now. We’ll see what we can do when we get there. Perfect!) and should we have enough time after that we will add a “Type to Cast” magic system where spells are activated by pressing Q, W, E, or R and then the spell has to be typed WITHOUT ERRORS to activate it. Naturally, the longer or more complex the word the stronger the spell it casts. Receive will have a fairly high difficulty ranking simply because I always misspell it, so I’m sure someone else will have the same problem. I think we’ll call it some sort of healing spell or whatever, ‘cause “receive”.
- The main character begins in simple clothing the color of their guild. Should we have time we will make it so they can get other items like armor at the guild shop that may change the shape of their character. Should we have time after that we will add a market that may even change the colors they are wearing if they buy items from there. (This can be done in half an hour, if the artist is willing to cooperate(That sounds amazing. Thanks for your help. Also, once I see her art I can probably copy it. Pixel art has never been much of a problem for me.))

- The main character begins with just a simple dagger (similar to “Crypt of the Necrodancer”). Should we have time they will be able to upgrade it later, as outlined in the HUGE paragraph above.
- The main character must fight enemies and solve puzzles in Babylon. The monsters within Babylon drop items out of them. Different items are dropped from different monsters. As we program more and more floors of Babylon, we will create puzzles that are extremely difficult without certain items, which items can be crafted from the drops exactly 5 floors above that puzzle, to make it easier to progress within the game. Babylon will be our main focus on both Art and Programming. (Crafting system should be fairly easy, give me maybe an hour or so depending on how obtuse the language is.(The main issue on the crafting system is less the system itself and more the number of floors, puzzles, and monsters required to make that system work.) Fair enough.)
- Different items sell for different amounts (typically the higher the floor, the rarer it would (theoretically) be, and thus the more valuable it is when sold). This money can be used for things such as “health potions” sold from the mages in various guilds (or should we have time to program it, the marketplace).
- Magic will not require Mana any more than Sword Skills will require energy. (Why require energy and Mana at all? It seems like more of a hassle, when cooldowns seem better(agreed. Really I just wasn't sure of your position.)) I'll let you choose whether or not to go through the hassle of adding both, but we will NOT add just one, because that is WAY to cliché. Should you like to, we could also make strong spells cost health points, but only should “reckless” (strong) sword skills cost the same. (Health skills? Intriguing... I'll look into how difficult that'd be to make.(Cool idea right? Stole it right off of League of Legends - Soraka's heal(for others) costs her own health. Only ability like it.) Awesome. It'd likely be used for area of effect spells, or sweeping blows, as that's really the only thing worth health that I can think of.Or a “definitive End” spell. Hard to cast, costing health in addition (or perhaps on miscast), but definitely killing whatever target it is cast on. The health amount can vary depending on the target's current HP (to ensure they don't just instakill bosses.) If we choose to add that (though I think it'd be a cool thing to have as a reward for a side quest.))
- The monsters cannot speak. That would get into some “Undertale-esque” moral dilemmas that I really don't want to delve into. We've got a really simple plot here, let's keep it. (Agreed.)
- There will not be “baby monsters” either. Once again, moral dilemmas but this time more “PETA” esque. Instead, should you wish to add pets or a beast tamer class, they will have to discover them OUTSIDE of Babylon. I have a lot of ideas here, but what it comes down to is time. This is LOWEST on our priority list, below even allowing them to select other guilds to change the difficulty or having specific amounts of cursed items changing the difficulty. It's that low because it would require designing new maps, new monsters, new combat systems, and adding classes (unless we wanted to make it so that every “vanilla” character could tame a pet and keep it). Decide if you want to do this, and if so how, and then we can put it on our priority list. (I'd say beast taming, enchanting, and curses are a little out of scope for this currently. Also, difficulty just

involves changing loot drops and spawn rates. Should be simple once we have the basic mechanics down, just do a find and replace and there we go.(Alright sounds good. So we can keep all of those outside of the game for simplicity's sake? I think that'll work perfectly.) Yeah, they just don't seem to integral to the game.)

- Finally, we need to pick a name for our game. Because we got the basic idea off of my story "Heavenward" I'll put that down for now, but it's only temporary. Feel free to change it if you would like to. (though I may counteract any suggestions you put down if I want to) (Heavenward seems perfect. Granted, make the journey more about the character reaching the top, but that's generally how it should be for this kind of game.(Simple start, simple setup, simple goal. The title just reflects the goal at the end.) Exactly haha.)

### HEAVENWARD PRIORITY LIST

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- Make the character with the dagger in hespia's colors who can attack by pressing q only the space directly in front of them. (Is it grid based?(I think that would be easiest. Having tiled floors, cobblestone roads, and then just an easy to multiply "floor" per floor in the dungeon would both lessen the load on our artist and make attacking easier. Just have her make sure that the floors can be multiplied in a grid pattern without it always being totally obvious that it's a grid.) Dunno how well we could disguise that, but hey.You've played minecraft. Cobblestone and such once placed doesn't always fit into a square - the stones on the end of the square blend with the stones at the beginning of the next. Something like that, where they're grid based but look to the eye like interlocking stones. True haha)
- Make Hesperia (the city) but only the areas central to the game (Hesperia's guild hall with the merchants there who only sell health pots at a standardized price, the market with merchants there who only sell health pots at a standardized price, (We can probably go a little more extravagant, say a barracks, possibly a couple of NPCs and the aforementioned shop.(I suggest we add that later though. This is the base requirement for the most vanilla game before we start making it cool - you know, the bare minimum to have a game at all.) True. Let's try to get the vanilla section done in say a week and a half tops. Haha so over spring break? Why not? I've got nothing better to do, so let's divvy up the tasks.we'll do that after I get out of the car. I can't read on moving vehicles or I get a killer headache.) the player's "spawn" room, the short hallway to the main guild hall (that they can't enter any other rooms from), and Babylon itself. We'll start with one floor as we described in my story Heavenward. Red slimes will be the enemies, crystals in the walls and floor will provide "lighting" (which will be dim) and there will not be windows on the walls of the first floor. The staircase will be in the middle of the floor. The red slimes will drop stones that must be hit out of the center of them (in theory but really if we have the character hit them directly we'll just call it good. Like, 1 HP monsters or something.) These stones will be worth *next to nothing*. This way we can make sure we have at least one floor of the dungeon done. (Let's say we make three kinds of

stones. Small, Med, Large. Similar to copper, silver, and gold from games like WOW. And 1 HP is a little low for a basic enemy. 10 is probably good.(Alrighty if you think so then. Also, in the story we have it so that the slimes burn like acid when they attach to the player - I suggest we drop that for simplicity in coding and ease of play for the players (it is floor one after all.) instead let's just have them deal x damage with x varying depending on the size of the stone they will drop.) I'd say we use a variable damage system, so instead of always dealing 1, they'd deal 1-3 for example The character maybe, but I think if our range is that small at least floor one monsters could have it be consistent damage. Maybe later monsters, whose range is say 10-20 could be variable, or even 15-20, but for slime blobs? I think size pretty much covers it. I'm good with that.)

Specific programming tasks:

1. Monster stats, appearance rates, etc.
2. Player stats, health, wealth and maybe exp
3. Dialogue (main quest instructions, possibly NPC dialogue)
4. Controls (and setting in general)
5. Bosses (stats, loot, attacks)
6. Shop system (At the very least for potions, and maybe armor)
7. Loot tables (shouldn't bother for vanilla)
8. Soundtrack
9. Concept art (so the artist has something to go off of, and so we're all on the same page.)

I believe that this is our vanilla game, minus graphics. I'll get started messing around with the IDE, and be ready to go by tomorrow evening (or whenever you're ready)

What's IDE? Integrated Development Environment. alright. You'll probably be a bit ahead of me then , but I usually do alright catching up. I'm kinda slow when it comes to learning, so it'll be fine.

Perfect. You figure out what you can while I'm on the road and I'll figure out what I can once I get back :)

Hey Trystan, do you know whether or not there is a way to create a shared project on gamemaker? (you know, one we can both access.) because if there isn't then we're gonna have to make one of us program for a while and have the other one just be doing plot development and maybe some concept art idk. We shouldn't have two separate games being created at the same time without any idea whether they will mesh or not. So that's something to look into for sure.

Also, if we have to pay for that sort of feature we're still gonna have to split because I don't have the cash to waste on something like this that tbh I'm probably only gonna use this once.hello! I don't believe that game maker allows you to share a project, but all environments allow you to

combine projects, so if say I worked on a monster stat block, I could send it to you and you could combine it with the rest. The program is free on their website, so no money issues there haha.

I have the main program downloaded. The animation software looks epic. I agree, it looks so simple but effective! seriously.

In the meantime I think I can do some more like, fleshing out and plot development and such because While we have the basic idea in here for the plain "vanilla" version of the game I think I can work on other level ideas and descriptions as well as the monsters, drops, crafting system, and economic system for the game. We have the potential for something really cool right here - the only things holding us back are time and experience. Experience can be made up with time, and time with just deciding to stick with it, so my question is how far do you want to take this thing? Undertale was made on Gamedev and is now on steam so if you want to do what we can before the competition and then make it super awesome I'll start planning out the whole thing otherwise I'm just gonna stick with the vanilla we need for class.

I think we should take it as far as we can, but competition comes first. We get the basics, the most important extras (shop, more floors, crafting, etc.) Turn that in. Then who knows what we could do with this. We could even just make the story come to life as an MMO with all the guilds and whatnot if we wanted to.

Okay so then here's the idea:

I don't really want to make it an mmo because we don't have the server power to host that which means we'd either have to invest a WHOLE LOTTA CASH into a server or outsource it which I have no idea how to do. Keeping it as a downloadable RPG with several different paths available makes it still be cool and interesting without making it a whole lotta trouble for us - it's a project, then it's published, not a constant hassle. You feel me?

However I do like the idea of getting the vanilla, the chocolate sauce, and then adding the sprinkles and butterscotch and oreos and such. (hehehe I like ice cream.) Especially considering how easy it is to stay in contact nowadays and the fact that if we work on this regularly it really shouldn't take us all that long to begin getting into the rhythm of things we could get something pretty cool out there and just figure out how to get it verified by steam later.

So then are you okay if I just start working on a detailed plan for what I want as an eventual, finished project then send it to you to "Okay/I think we should"? As long as we understand the vanilla version we want to finish for the competition (minimum) before we start delving all the way into it? (Ice cream is delicious haha) I agree with the whole MMO thing, it 'twas just a thought. I also agree that this shouldn't take too long. And as long as you can keep up with the vanilla versions deadlines, do whatever else you want. If it involves the game, let me know and I can do it as a side project as well. And all great writers type a lot nowadays lol.

Okay so the fleshing out detailed plan thing is this: I'm gonna be (apparently I found this out today) spending a lot of time over at my grandparents. I'm not supposed to bring down my laptop because everyone will fight over the videogame capacity of it (my little brothers think this computer is theirs) and they want us to "focus on family" so I'm not going to bother. However I can bring a notebook, and I can do plotting and such in there and then transfer it to the

computer at the house, so I'll do all this planning away from the computer. Easy-peasy. You'll have to teach me more about this project combination and such before I start doing anything with gamemaker though. Anyway you should go to bed (and I should too tbh) so I'll let you go but that's what I'll do tomorrow when I go to the grandparents again. You should start figuring out gamemaker and see if you can get anything done on the vanilla version - you can just teach me what you've done and such to catch me up and then I'll make mine match yours when I get back to the computer tomorrow evening/afternoon/whenever it is. Sounds good to me. Have a good night!

Thanks Trystan I'll ttyl dude

I don't want to talk out loud while Zervos is talking. So we should use this as a chat system.

Fair enough

Okay, so to be totally clear (just in case) in our Vanilla version the character starts out in Hespia's guild. Green and White. Simple dialogue, guild of the Queen of the gods. Yes? Yes. Although, Rebecca brought up the idea that if time is an issue, we can just have the player spawn in the dungeon, with the exit leading directly into a shop.

The thing is all we need are motion and interaction bindings for a simple dialogue in the guild. The only issue there (related to time at least) is art. Is she worried about finishing her part? Otherwise I don't really want to change that.

She can do it. She's just more concerned with how intensive the time limit is, meaning that we should probably cut as many corners as possible and go from there.

I'm worried that if we exclude the guild storyline it turns to a straight up Dungeon crawler.

**With only one mob.**

It already is a full on DC. All DCs are RPGs as well, this is just more basic. I do think that we should be more concerned with adding more mobs, with the common hordes and then the occasional tougher, elite enemy.

My worry with that is that we'd have to either re-plan (which takes time) or re-program it later (after the competition) to match our original outline.

Yeah, but we have all the time in the world to do that after the competition. We'll worry about artistic vision later, we just need something that works and is vaguely fun.

Alright. I still don't want to have them spawn in the dungeon (I fully reject this idea.) Instead, let's cut out the guild and have them spawn not in the shop (because that's more of a loading in savepoint) but in a small room that exits into the shop. Like an inn or something. We could have them spawn in the shop, just not in the dungeon.

We could do a map screen (where you have a button that spawns them in the dungeon, a button that spawns them in the shop etc.

And you're worried about time?

It's literally the same as the title screen in Game Maker. Instead of a Play button, it'd be a shop button. Instead of a setting button, it'd be a dungeon button.

We aren't really making that big of a world. If the shop is right outside the dungeon, we have the inn as a save point (to the side of the shop) and you can get from the shop to either we

should just have them spawn in either the shop or the inn and they can walk for 5 seconds to get to the dungeon!

YES.

There we go. I had the idea, just couldn't think of an example.

Okay. Really I just don't want a scenario where, potentially, they could be spawn killed. By a slime. Right after entering the game. And I don't want safe zones in the dungeon either (apart from the tranquil and paradise floors but for vanilla? Let's not bother at all.)

We could have gone with 10 second invincibility if we needed to. But yeah, I agree.

This is easier. We don't even have to have an inn actually if they just spawn in the shop. We could have one of the stalls be a save point (not sure what we would call that but HEY maybe.)

Hahaha, yeah. I would have just put the stereotypical giant floating crystal in the corner for saves, but that works.

WE COULD CALL IT THE INN AND NOT HAVE THEM GO IN saves us drawing a whole room we won't use.

Have you ever played Castaway?

I love that game lol

Same though. Yeah, like that. Inns for saving. Aight that makes sense. Okay, so if we're giving the judges a dungeon crawler do we still want to include the story, and if so, how?

Intro text dump. Happens in a lot of flash games, where you have the scrolling intro (if they want to be fancy, otherwise it's just a wall of text.)

I prefer the way Undertale did it, with the images in the background. Do you think Bec could give us a few images? It's not like they're gonna be animated, just like a slideshow sort of thing. Perhaps, but keep in mind that she's already got to do every single piece of imagery in the game.

True. So we should prepare the text and then have that be last on her list for the vanilla version.

We'll need the text either way, as even Undertale had the wall of text underneath. But yeah.

Well yes, I'm saying the images are last on her list xD I know that much.

So, do you want to do the wall of text, or should I?

I'll handle it.