Grimoire

Game Design Document

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Game Design

High Concept

Summon monsters and cast spells to defeat your enemies, while maintaining the resource of your health as magic energy, in a war ravaged world .

Game Mechanics

Narrative play by play(of current build): The player opens his book of spell and calls his summon as he/she is faced with the enemy's summon. As they both start with the same health, the player looks through his four given spells pulled from the deck the book contains. Between vampire slash and cure, the player chooses vampire slash, as cure is irrelevant at this point, as his/her summon is not affected by anything. The spell use cost the player a bit of his/her health but he/she regains it from the vampire effect of the card, but the most of the card's damage is blocked because the enemy chose a defensive spell. As the battle goes on, and is pretty even, the enemy chooses the 'Paralyze Grasp' spell, lowering the player's chance of successfully attacking by 40% between 2-3 turns. Luckily the player uses 'Burn Attack' in the same turn, causing a burn effect on the enemy hitting his health for a few points every turn. The next turn the player is unfortunately affected by paralyze, and can not attack. While the enemy uses 'Dragon Bite' a costly attack because it carries multiple effects which include vampire and burn. The player is left 10 Points of health while the enemy is left with 20. The player manages to use the heal spell the next turn and ends with 25 energy points after the burn effect from 'Dragon Bite' and a use of basic attack by the enemy. Meanwhile the burn effect on the enemy from the 'Burn Attack' lowered his health to 15. The next turn the paralyze effect on the player wears off , and he uses player uses 'Poison attack', which kills the enemy with the extra poison effect. The player is then notified that he/she won the battle

Design Statement & Market Analysis

The game has the unique game mechanic of managing your health as a resource for spell use, a thing rarely (if actually, ever) seen. Also spells coming out in a random order creates the need of strategy to balance a good deck of spells, while creating a unique game experience every battle, as the player can never know in which order he/she will get the spells.
Looking at games Grimoire inspire from we can see they have great success as well.

Such as:
- Pokémon Red & Blue – Sold over 10 million copies in Japan and over 9 million copies in the US by 1998. Referred to, by IGN, it as being the "Best selling RPG of all time."
- Dragon Ball Z: Legendary Super Warriors – Neoseeker user reviews gave this game a 9/10
- The Fire Emblem series, which has sold over millions of copies, and is critically acclaimed.

Genre

The genre of the Grimoire is a CCG with RPG elements. The view perspective is similar to fire emblem, with a side view of the battle between the summons. Another similar mechanic to fire emblem is the two summon (of the player and the enemy), attack/defend simultaneously. And like pokemon, the player can choose from 4 spells, with 2 being set, and 2 randomized from the player built deck of spells.

Technical Design

Controls

The player currently can input controls into the system using left mouse clicks, as he/she clicks on the spells, which in the UI are buttons.

Core Mechanics

In the beginning of each battle the player is given 4 spells which are randomly pulled from the player's spellbook. The player's spellbook can be customized by changing out different spells with other spells from their inventory. When a player chooses and clicks on a spell to cast they must then select another spell to discard after which two new spells are pulled in from the book and replace the two selected spells. Depending on the type of spell that the player selects they can build up to a powerful finishing attack which can be accessed through a tab of the book. The player continues to select spells to attack/defend with until either they or their opponent's health reaches zero. Once their health is depleted the game will either enter into a win, lose, or tie state in which experience is rewarded and players are able to return to the main menu.

Secondary Mechanics

Summons can level up and evolve, allowing to use higher level spell that carry more effects.

Using spells might deplete health, depending on the spell cost. Spells might also have a secondary effect including:
- Burn - Consistent large damage, for a short amount of turns.
- Poison - Consistent small damage for a long amount of turns.
- Paralyze - Chance of summon being able to use it's spells is lowered to 60% for a short amount of turns
- Absorb(AKA vampire) - steal opponent's health.
- Health - Gain back energy (larger amount than absorb).
- Cure - Cancels all effects on summon

Player Feedback & GUI

The spell system works in a way that a spell/card, instead of being programmed individually, is actually calling an existing ability. For example 'Dragon Bite' is calling the Burn, absorb and attack abilities, which are modified in the card itself.

The enemy AI is designed in a way to add predictability and strategy to the opponent's decisions. Using Random.Range(1,101) to get a number between 1 and 100, to base of off percent chance.

There is also floating combat text which displays attack, poison, and burn damage. Whenever a player is damaged their summon also plays a flashing animation to indicate that they have received damage. Upon selecting a spell to cast the background of the spell turns green and when selecting a spell to discard the background of the spell turns red.

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Art Design

Style Reference

The colors we are going for are of a darker color palate, reminiscent of 90's RPG. The colors are on the neutral side, less saturated. Greens and browns dominate the palette.

The style is pixel art, but rather than the bright, cheerful look of games like mario, it is muted and moody. Lots of muted greens and brown dominate the color palette. Art is only detailed as the 320 by 480 pixel screen size will allow. Detail is added to the art to make things look worn and old and monsters menacing. The game world is mysterious and magical and the art reflects this.

points the health bar depletes. when clicking a spell the spell alternates to a darker color indicating a click on said spell.

Screen Layouts

This is your chance to define how the game will look in a rough and blocky form.

Graphics Needed

1. Characters
    A. Summons
        i. Vampire (idle, Attacking, Defending)
            a. Evolution(idle, Attacking, Defending)
        ii. Paladin (idle, Attacking, Defending)
            a. Evolution(idle, Attacking, Defending)
        iii. Phoenix(idle, Attacking, Defending)
            a. Evolution(idle, Attacking, Defending)
        iv. Golem (idle, Attacking, Defending)

          a. Evolution(idle, Attacking, Defending)
2. Background
    A. Meadow

3. Opening screen
    A. Close Book
    B. Open Book
    C. buttons(On cover and on pager)
    D. Check boxes

4. Battle U.I
    A. HP Bar
    B. Spells

Game Features

By: Team members Matt Lemon, Kevan Rahav and Jacob Whitlow.

Features

1. Intro Screen: *The player sees a full screen of a closed table sitting on a table next to a burning candle.*
   a. Login
   b. Create new user*: player is presented with input for new user name and choice of summon, each displaying information about the summon on the right side(available summons : Golem, Paladin, Phoenix and Vampire), .*
2. Main Menu: *Book is now open, on the right side an image of the player's summon and current stats are displayed (level, number of spells and current experience).*
   a. Battle*: Sends the player to the primary game mode to fight a random enemy.*
   b. Edit Spellbook: *Player can switch out spells currently in his spell book with one's in his remaining inventory.*
   c. Tournament
   d. Level-Up: *Upon level up the player can allocate points to their attributes to increase their strength*
   e. Tutorial: *There is a tutorial video to help new players learn the game's mechanics*
3. Primary Gameplay Mode
   a. Core Mechanics
      i. Choosing spells: *The player can choose a spell by hovering over it with the mouse and clicking on it.*
   b. User Interface:
      i. Health Bar.
      ii. 4 random Spell from player's Spellbook: *Effects of said spells also displayed.*
   c. Player Feedback
      i. Spell used indicator
      ii. Damage Indicator
      iii. Current Effect Indicator
   d. Level Up/ Evolutions: After each battle summon gains experience and levels up. After leveling up a few times it will evolve and the player will be able to use higher level spells with more effects.
   e. Enemy Types/Behaviors
   f. Spell/ Battle system: *4 Spell picked randomly from the player's spellbook at start. 1 spell used each turn and 1 spell discarded and then 2 new spells drawn. Spells from spellbook often cost life points. Summon have an affinity toward certain effects and strengthen their power (Of the effects themselves.*

4. Win/Lose/Tie Screen

Level Design

As Our game is more of a card game, there aren't any levels per say. The "level design" comes into the game mechanics itself, by trying to give the player meaningful choices. One way of doing that was creating the Combo System. Depending on the type of cards the player uses (Rogue, Mage and Warrior), they can build a combo streak, and unleash it on their opponent. Another way of giving the player more choice, is by allowing them to customize their summon's stats when they level-up, creating a more personal and unique experience for each player. Each summon type has an affinity toward an effect, which gives it a bonus, giving each summon a specialty and creating more varied play styles. Also within the system, mentioned previously, the player has to discard one spell after picking a spell to use for the round, by doing so we tried to make the player plan ahead future moves. One of the things closer to being a level is the Tournament Mode,Where players fight 3 random battles consecutively, to give a better rhythm and pace to the game.

Story Design

Although the story in the game is not fully conceptualized, as we did not see it the main focus for our game. The game world itself, consists of a summoner you play as, where you use spells from a Grimoire to control your summon, while fighting other summoners and their summons. As the bond between you and your summon grows stronger (and it levels up), Your summon can evolve into a stronger form with the ability to use higher level spells.

Game Flow

Player Either logs in or creates a new profile.
If the player creates a new profile they can choose a new name and a summon to use in battle (Either Vampire, Phoenix, Paladin or Golem).
Once the user has entered the main menu, they can either:

- Do a single battle.
  - For a single battle game flow check Game Design -> Game mechanics

- Fight in a bracketed tournament, that includes 3 fights.
  - Once they enter the tournament mode, they can choose to either go to battle or exit, if they exit the tournament, it restart.
  - Once they go into battle, the game flow is identical to a single battle.
  - if they beat the opponent they move to the next bracket and fight the next opponent.

- Edit their spell book.
  - The can edit their spell book by clicking on a spell in the spellbook and one inventory and then click on switch, to switch the two spells in and out respectively.
- If the player levels up, they can click on the level up option and distribute 3 skill points between their summons 3 stats.
- If they click on the tutorial a short video will play explaining the rules of the game.
- Clicking on Exit will save their current status and will redirect back to the starting menu.

Sounds/Music

Style Attributes

The sound we were going for was, classical with a bit of a retro feel to it. Therefore the instruments used are mainly Piano and synthesizer.

For the menus a more slow paced theme, and for the battle and tournament mode a more fast paced sound with a heavier bass to create more intensity.

Music Needed

1. Slow paced, relaxing music for the menus.
2. Fast paced, heavier, retro style music for battles.