Game Design Document – Derision

1.1: Game Name

The name of my game is called **Derision.**

1.2: Copyright Information

The name itself means that it takes pre-existing concepts and ideas and turn them into an exaggerated piece. My game will not only use built-in pieces but works of other ideas for comical effect.

1.3: Version Number, Author, Date

This is version 1 made by me since last semester on Sept. 1, 2018.

2: Table of Contents

The subsections of this document will act as the table of contents.

3. Design History

Since this is my first actual working game, no history of it can be found.

Section 1 – Game Overview

4.1: Game Concept

You are the grandchild of the great Ishtar archives keeper. It was said that he was so famous that both his name and his location are kept secret. His greatest discovery? The **Copyright Manipulation tome.** A tome so powerful that it was locked away because it had the ability to bring any existing idea to life, even those that were long forgotten. One night, a creature of unknown origin appeared and killed the keeper. It stole the tome and thus, its power ravaged across everything it touched for 15 years. It is now up to you, guardian. Are you up for the task?

4.2 & 4.3: Feature set & Genre

Derision will be an RPG action and adventure game where your goal is to gather the artifacts left by the bosses of each idea and unite their power to confront the true mastermind to restore the works back to their original owners. This will also be a 2D game with minor 3D graphics.

4.4: Target Audience

My game will be free-to-play to all audiences.

4.5: Game Flow Summary

You will start out at your home village and get a sense of the effects of the Copyright Manipulation Tome. You can use your gamepad or keyboard to set your controls in the options menu.

4.6: Look & Feel

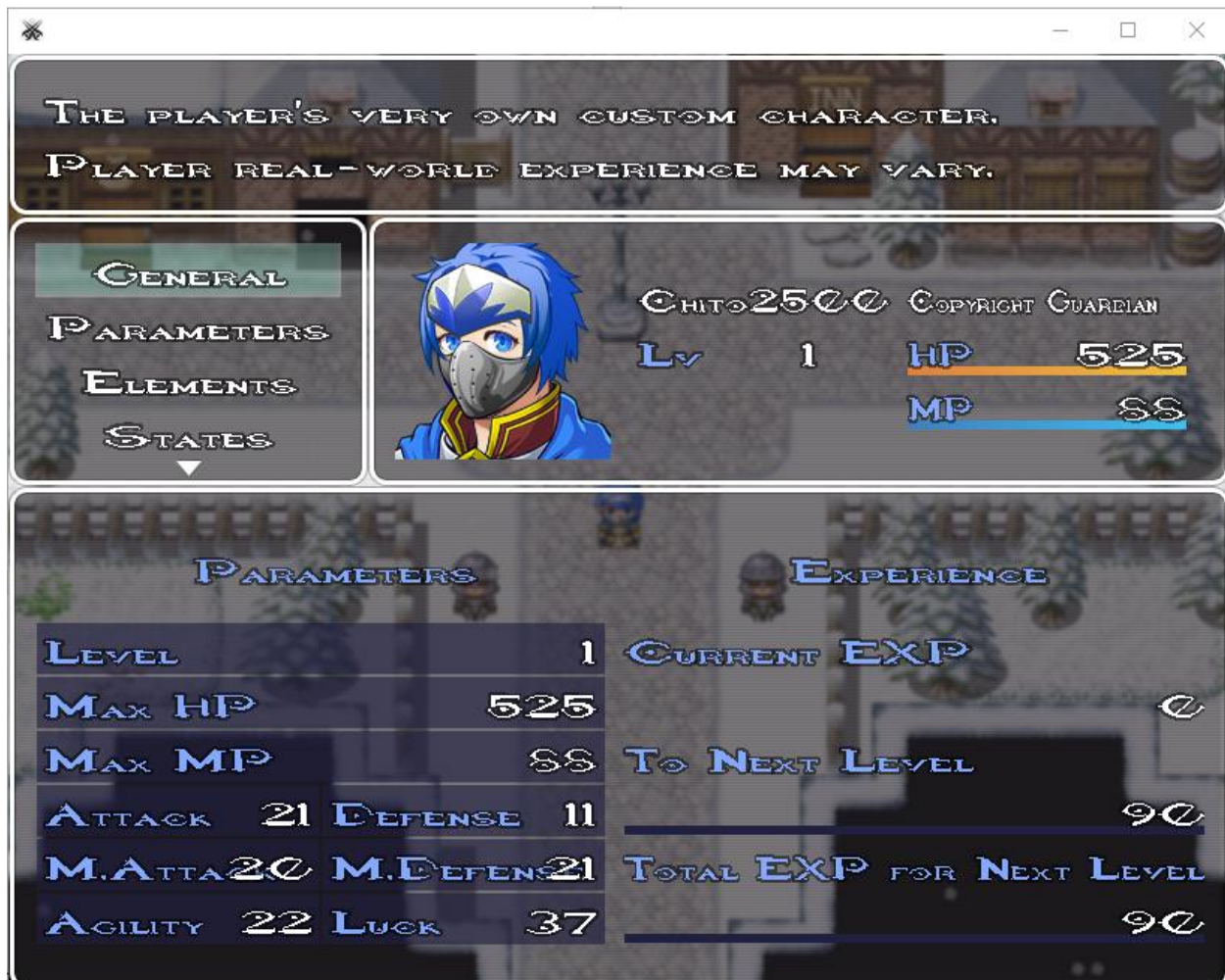The gameplay will depend on your custom settings. The images below are actual gameplay
graphics.

A LIST OF ALL OF THE GAME'S SETTINGS.

- All
- General
- Audio
- Visual
- Controls
- Exit

Always Dash	OFF	ON
Command Remember	OFF	ON
ATB Speed	10	
Enemy Difficulty	200%	
Master Volume	100%	
BGM Volume	100%	
BGS Volume	100%	
ME Volume	100%	
SE Volume	100%	
Window Tone: Red	0	
Window Tone: Green	0	

Archives Keeper:
Ugh...W-what is this thing?!

Archives Keeper   HP   279 MP   90 TP   74

THE PLAYER'S VERY OWN CUSTOM CHARACTER.
PLAYER REAL-WORLD EXPERIENCE MAY VARY.

GENERAL
PARAMETERS
ELEMENTS
STATES

CHITO 2500 COPYRIGHT GUARDIAN
Lv   1   HP   525
              MP   88

PARAMETERS   EXPERIENCE

LEVEL   1   CURRENT EXP
MAX HP   525   0
MAX MP   88   TO NEXT LEVEL
ATTACK   21 DEFENSE 11   90
M.ATTA 20 M.DEFENS 21   TOTAL EXP FOR NEXT LEVEL
AGILITY 22 LUCK   37   90

4.7: Project Scope

4.7.1: Number of Locations

The ideas that I will borrow along with my own will determine the number. I may keep it at 5

main locations with 2 or 3 sub-locations to enter within the main location.

4.7.2: Number of Levels

There are no levels in this game. The next world will be accessible once you gained the artifact of the current world.

4.7.3: Number of NPCs

I will say that it depends on the world's nature. For example, a snow world will have less NPCs than a world with cities. You may have 3 party members with you each with a specific job.

4.7.4: Number of Weapons

Like any other RPG, you're bound to wield all types of gear during your adventure. You may choose to be a swordsman, a gunslinger, or even a white mage. The choice is yours as your custom character can do all the jobs.

Section II – Gameplay and Mechanics

5.1: Gameplay

5.1.1 & 5.1.2: Game Progression & Mission/Challenge Structure

You can gain experience and level up by fighting in battles and enemies will level up as you do. Some enemies can attack twice or learn abilities not available to the player. There is a difficulty bar if you wish for a greater challenge. Nevertheless, the Copyright Manipulation Tome must be recovered so that the world can be saved, and the works are returned to their owners.

5.1.3 & 5.1.4: Puzzle Structures and Objectives

There will be some instances where you are required to solve a riddle in a dungeon or two. A numerical pass code will be the main system of unlocking passages to progress.

5.1.5: Game Flow

The more battles you win, the stronger you and your party will be. You'll be able to learn new skills, magic, etc. You are also freely able to move around the worlds as you please until you get to the final world which won't allow you to go back. Be prepared for this and save before you go.

5.2: Mechanics

The rules and controls are quite simple. You can use the arrow keys to move and the enter button to interact with the environment. I also enable gamepad functionality for those who are used to console gaming. You will need stronger equipment for the later portions but unless you think you're a pro, take the risk and go for it.

5.2.1: Physics

You can pass through some floors except water, buildings, and other tangible objects. You can talk to NPCs and open chests.

5.2.2: Movement

The arrow or WASD keys will move your character. For gamepad, it is similar with D-Pad. You can adjust the controls in the options menu.

5.2.3: Objects

There will be some movable objects like a boulder that you can push out of the way and a lever you can pull to open a passage somewhere. You'll mostly find them in dungeons and caves.

5.2.4: Actions

You can interact with NPCs or the environment around you. If you are observant enough, you might find something super rare.

5.2.5 & 5.2.6: Combat and Economy

Combat will use an Active Time Battle (ATB) system where agility determines how often a player or enemy moves first. As for economy, the game currency is Moolah.

5.3: Screen Flow

5.3.1: Screen Flow Chart

The screen will always be center around the player unless you are at the edge of the current map. If the map is small, the whole layout will be displayed.

5.3.2: Screen Descriptions

If you refer to 4.6 above, it will generally show you what you can do before you play. "Begin Journey" starts your game, "Continue Journey" lets you choose your save file, and "options" lets you adjust the settings.

5.4: Game Options

In battle, you have two choices: fight or flee. You can do either option every turn but be warned that if you fall, you must load up your last save.

Section III – Story, Setting, and Characters

6.1: Story & Narrative

6.1.1: Backstory

Copyright law exists to protect the works of others. It creates a world where different ideas can coexist and work together peacefully. So, the Archive Keepers kept every note of every work inside a tome which was so powerful that it was locked away and kept secret. However, one night, the keeper in charge of the tome decided to seal it away forever but, he was attacked by a creature of unknown origin. As a result, he was killed, and the Copyright tome was stolen. His grandchild was horrified at the sight and that night changed the child's life forever.

6.1.2: Plot Elements

The plot goes like so: You made a promise to avenge your grandfather, the Copyright Manipulation Tome's power is in the wrong hands, collect artifacts from pre-existing ideas, unite their powers together, defeat the true mastermind, and restore the works to their rightful owners.

6.1.3: Game Progression

As mentioned above, you fight to get stronger, collect weapons and gear, and collect the artifact of the current to move on to the next world.

6.1.4: License Considerations

Since this is my own game combining borrowed ideas to make a concept, I'll credit and cite each one and agree to surrender all my rights to this game, including making money.

6.1.5: Cutscenes

The backstory mentioned earlier is one cutscene. More will be available as game development progresses.

6.2: Game World

6.2.1: General Look and Feel of World and Area #1

My game will be in 2D that will also feature minor 3D graphics. Section 4.6 of this document will give you more insight. For the first area, you will start in your home village in the snow world.

6.3: Characters

6.3.1: Character #1

For your character, you are the star. The custom character creation plugin will allow you to create yourself using all the graphics available. You can refer to the last screenshot before 4.7 to see an example of myself. Automatically, you are known as the Copyright Guardian, the will of the keepers. Other characters will join you later in the game.

Section IV – Levels

Since there are no levels, the artifacts you collect will allow you to move to the next world.

8.1: Visual Systems

You can have control of the battle, the difficulty, what you wield, etc. It all depends on the choices you make up to that point. Winning will earn you EXP, Moolah, items, and even weapons and armor.

8.2: Control System

All you need is a keyboard and if you prefer, a gamepad. See 5.2.2 for details.

8.3 & 8.4: Audio & Music

For audio, I will use music from other games including the pre-built ones in the software.

8.5: Sound

I will use sounds effect that are copyright-free such as screams, roars, and laughter.

8.6: Help System

I will make the options menu available should you need to adjust your gameplay.

Section VI – Artificial Intelligence

9.1: Opponent A.I.

The opponent will behave the same way as the player performing a set list of moves that I assigned them. Enemy levels are dependent on player difficulty.

9.2: Enemy A.I.

It can be humans, monsters, weird things, etc.

9.3: Support A.I.

There will be no support A.I. since you have complete control of yourself and other party members.

Section VII – Technical

For my game, RPG Maker MV will be my software of choices since it is the most recent and more advanced than previous versions. It will make up for my lack of designing graphics and I can focus on the computational and development of my concept. It will be a single-player experience which means that you can play this offline at your own time.

Section VIII – Game Art & References
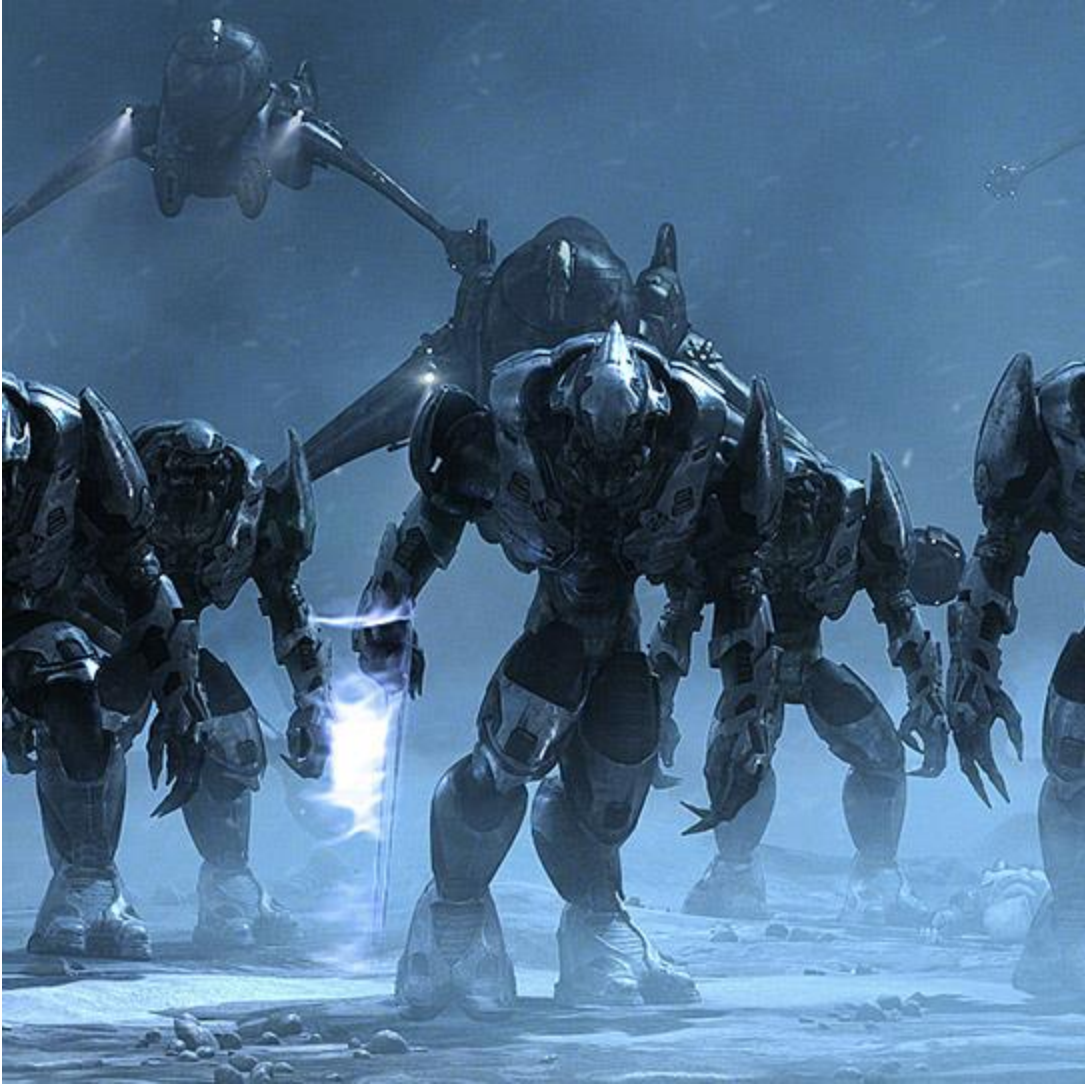
See 4.6 for game art.

Section IX – Secondary Software

I will also use Notepad to type up a guide to my game when you are not sure what to do next.

Photoshop will help me as well.

Section X – Management

Weekends are my times off so I will use them to work on my game. On the chance that I do get some free time on weekdays, I might add an asset, test out my game for errors, make a change, etc. My biggest fear is that one of the plugins may not work as intended and I either must modify it or scrap it completely. I can release a test build of my game at any time, but I will only do so if it has enough content to be shown.

Appendices

As of now, there are not any because I am taking a huge risk due to possible copyright issues. Again, I will agree to surrender all rights if that is what it takes to see this game through.