

We'll Save the Princess!

Developer: The Four Princesses
Publisher: Chapman University
Engine: GameMaker
Development Start: November 29, 2016
Release: May 10, 2017



(art to be updated with relevant in-game art)

Table of Contents

Team

- Programming
- Design
- Art
- Sound
- Writing
- Management

Target Platforms

- Platform

Version Control

Dynamics

Aesthetics

Mechanics

- Game Style
- Level Layouts
- Combat
- Characters
- Items

Narrative

- Story

Levels

- Main Missions
- Side Missions

Milestones

Team

Programming

Kevin Hewitt
Logan Jensen
Mike Stimpson

Design

Lee Feldman
Mike Stimpson

Art

Mike Stimpson

Sound

Logan Jensen

Writing

Lee Feldman

Management

Lee Feldman

Target Platforms

PC

Implementation: C#
Software: GameMaker v1.4
Deliverable: .exe file

Version Control

<https://github.com/LAFworks/PrincessGame>

Dynamics

At the start, players will pick from the available Hero Classes and select three Heroes. Players can then immediately embark on their adventure or spend time in the starting city, Lionwell, to purchase gear or boost their levels. Upon leaving the city, players will begin experiencing randomly-generated encounters during their journey toward the end-game battle with Malethrax. Random encounters will include combat (which will take place in a *Final Fantasy*-esque turn-based battle system), textual story interactions, shop opportunities, and other beneficial or detrimental effects. The game's ending and rewards for the player will be determined by how quickly they beat the game and if certain optional objectives were completed.

Aesthetic

2D Pixelized

Similar Titles

Rogue Legacy
Knights of Pen and Paper
FTL: Faster than Light
Oregon Trail
Final Fantasy

Mechanics

Game Style

Roguelike role-playing game. Players create a party of three Heroes and determine which path they will take to reach the final boss, Malethrax. Players will navigate a large world map, populated with random events and unique nodes, akin to *Final Fantasy*. At the start of a new game, players are given a set amount of time to accomplish their goal, although failing at the main task is still an option. The game's endings are determined by whether the player defeated Malethrax and how much Time is remaining. Each action players take, whether shopping, resting, combat, or traveling, takes a portion of Time. If all Heroes are killed, the game is over. If the player defeats Malethrax but not within the allotted Time, they receive the Bad Ending and keep only a small portion of loot for New Game +, but if Malethrax is beaten with Time to spare, the player earns the Good Ending and keeps a much larger portion of loot.

Level Layouts

Every playthrough uses the same world map, the primary difference stemming from the random events players will encounter. Certain zones will have unique events and others have the chance to appear anywhere, but remember: there's a possibility that every step could be your last! Players can land on combat spaces, event spaces, loot spaces, merchant spaces, or trap spaces. These events can immediately affect the player or set up a consequence for later on in the game.

Combat

Upon landing on a combat space, players are taken to a turn-based battle system, akin to *Final Fantasy*. Each character, friendly and hostile, has a speed statistic which determines turn order in a fight. Speed can be affected by class, equipment, status effects, etc. The player must use their Heroes to defeat whatever enemies they encounter. They could be a band of orcs, a die-hard thief looking to strike it rich, or even other adventurers looking to claim your glory. Combat ends upon defeat of either all enemies or death of all the player's Heroes.

Characters

There are nine total Hero classes that can be unlocked (for now; more to potentially be added!). The three available from the beginning are the Paladin, the Ranger, and the Wizard. Unlockable classes include the Barbarian, the Necromancer, the Druid, the Monk, the Thief, and the Bard. Each class has different active and passive abilities, which affect how the game can be played. The abilities are as follows:

Class	Active Abilities	Passive Abilities
Alchemist	Vial of Acid: Throw a vial of acid on the ground, dealing damage in a small	The Right Combination: Increased chance to loot healing potions from

	<p>area-of-effect.</p> <p>Hurried Concoction: Create a potion that can cause one of the following effects: direct damage, damage-over-time, charm, stun, minor heal.</p> <p>Smoke Bomb: Drop a bomb that reduces enemy accuracy.</p> <p>Sticky Bomb: Throw a bomb that reduces enemy speed.</p>	<p>enemies.</p> <p>Specializations Chemist: Vial of Acid becomes Acidic Draught, dealing more damage in a larger area-of-effect.</p> <p>Grenadier: Sticky Bomb becomes Tar Grenade, now dealing damage.</p>
Barbarian	<p>Berserker Rage: Temporarily deal increased damage and have increased luck (critical), but take more damage.</p> <p>Cleave: Attack three (nearby) enemies at once.</p> <p>Threatening Roar: Temporarily decrease the damage of enemies.</p> <p>Worthy Challenger: Taunt a single enemy.</p>	<p>Intimidate: Unlocks the 'Intimidate' conversation option; because of his burly stature and generally unfriendly face, the Barbarian can scare some people into doing what he wants.</p> <p>Specializations Dreadnaught: Berserker Rage no longer increases damage taken, but lasts for a shorter time.</p> <p>Colossus: Increased health.</p>
Bard	<p>Power Chord: Temporarily double damage of party members.</p> <p>Charming Serenade: Temporarily charm an enemy to fight for you.</p> <p>Minuet of Mending: Heal all party members of a small amount of damage.</p> <p>Sanity's Requiem: Temporarily stun a target.</p>	<p>Persuasion: Unlocks the 'Persuade' conversation option; occasionally, the Bard can use his silver tongue to diffuse a situation and still earn a reward.</p> <p>Specializations Battledancer: Power Chord increases damage further.</p> <p>Songhealer: Minuet of Mending heals more health.</p>
Druid	<p>Renewal: Heal a single</p>	

	<p>party member of moderate damage.</p> <p>Tooth and Claw: Deal high damage to a single target.</p> <p>Bestial Growl: Taunt a single enemy.</p> <p>Thorny Roots: Summon roots which hurt all enemies for small amount of damage.</p>	<p>One with Nature: Occasionally is healed a small amount randomly.</p> <p>Specializations Druid of the Land: Renewal heals two party members.</p> <p>Druid of the Beast: Tooth and Claw deals additional damage.</p>
Monk	<p>Palm Strike: Temporarily stun an enemy and make them unable to act.</p> <p>Ki Wave: Attack all enemies in a horizontal line.</p> <p>Iron Will: Temporarily reduce incoming damage.</p> <p>Flurry: Attack an enemy, with a chance for additional attacks.</p>	<p>Unarmed Mastery: Cannot equip weapons.</p> <p>Like the Wind: Increased evasion.</p> <p>Specializations Swordsage: Can now wield weapons.</p> <p>Transcendent: Iron Will now extends to the entire party.</p>
Necromancer	<p>Raise Dead: Summon a moderately-powerful undead minion to temporarily join your party in battles.</p> <p>Your Soul is Mine: Apply a damage-over-time effect to a single target.</p> <p>Overwhelming Hunger: Drain an enemy's health and recover a portion of it.</p> <p>Reanimation: Temporarily bring back a party member from the dead.</p>	<p>Cursed: As the Necromancer has less health, she deals more damage.</p> <p>Specializations Harvester: Overwhelming Hunger has increased damage/health regen.</p> <p>Corrupter: Raise Dead now summons two minions.</p>
Paladin	<p>Smite the Impure: Deal a big burst of damage to a single target, taunting nearby enemies</p>	<p>Champion of Light: Sometimes can stun an attacking enemy.</p>

	<p>Holy Aegis: Apply a damage-soaking shield that lasts temporarily.</p> <p>Banish: Temporarily stun a single target.</p> <p>Divine Judgment: Temporarily redirect a portion of damage from a single party member.</p>	<p>Specializations</p> <p>Oathbound: Holy Aegis now lasts longer.</p> <p>Oathbreaker: Smite the Impure deals more damage.</p>
Ranger	<p>Aim for the Heart: Deal a shot to a single target that will always be a critical.</p> <p>Volley: Fire five arrows at once, striking enemies at random.</p> <p>Quick Shot: Attack an enemy, with a chance for additional attacks.</p> <p>Crippling Arrow: Reduces an enemy's speed.</p>	<p>Parry: When taking damage, has a chance to deal damage back to attacking enemy.</p> <p>Specializations</p> <p>Marksman: Aim for the Heart now targets two enemies.</p> <p>Trophy Hunter: Crippling Shot reduces all enemies' speed.</p>
Thief	<p>Pickpocket: Chance to steal a random loot item from an enemy.</p> <p>Poisoned Blade: Deal damage to a single target, also applying a damage-over-time.</p> <p>Agility: Temporarily increase evasion.</p> <p>Bribery: Temporarily charm an enemy.</p>	<p>Treasure Map: Nearby loot spaces will glow; the Thief's cunning knack for finding treasure allows him to quickly and easily spot an overlooked gem.</p> <p>Specializations</p> <p>Sapper: Poisoned Blade's damage-over-time effect lasts longer and deals more damage.</p> <p>Shadow: Agility further increases evasion.</p>
Wizard	<p>Arcing Arcane: Spread a magical attack across all enemies.</p> <p>Incinerate: Apply a damage-over-time affect to a single target.</p>	<p>Knowledge of the Arcane: Unlocks the 'Magic' conversation option; his life spent primarily poured over tomes, the Wizard's vast knowledge enables him to recognize minor</p>

	<p>Magic Missile: Deal moderate damage to a single enemy.</p> <p>Frost Beam: Deal damage to a single target, as well as reducing their evasion.</p>	<p>traps or influence a conversation.</p> <p>Specializations Spellslinger: Magic Missile has a chance to stun, charm, or apply damage-over-time.</p> <p>Thaumaterge: Incinerate now has a chance to reduce accuracy and evasion.</p>
--	---	--

Items

Players can earn loot by defeating enemies, purchasing them through merchants, or landing on a loot space. Each hero can equip a weapon, a piece of armor, and an accessory. Other items include consumable potions, additional inventory slots, side-quest items, and sellable junk.

Narrative

Story

The dreaded Demilich Malethrax has kidnapped Princess Carina, the beautiful and sole daughter of King Calvin, Sovereign Ruler of Lionwell. He has demanded that the king pay a large ransom within a week's time, or else the princess will be executed. Unluckily for the King, the royal coffers have recently been drained to build a new bridge, ironically dedicated to Princess Carina. Calvin has met with a small group of traveling heroes and implored them to rescue his daughter from the clutches of Malethrax, promising a great reward. This band of adventurers set out from Lionwell proper, before they realize a critical detail: they're not the only ones the king has made this offer to.

Levels

Main Missions

The main purpose of the game is to rescue Princess Carina from Malethrax. Players will have a week allotted in the game; if the player does not reach Malethrax's fortress before this time, the princess will be killed and the player will earn the bad ending (if they manage to survive).

Side Missions

Throughout the game, the player can encounter side quests which have no bearing on the main story. Completing these additional missions will reward the player with loot (or maybe a new Hero), but doing these tasks can eat up precious Time. An example of one-such side-mission is to deliver food stores from one town to another and defeat any enemies along the way who may want to take the food for themselves.

Milestones

November 29, 2016 – Primary Pitch

December 13, 2016 – Prototype Presentation

January 21, 2017 – First Meeting of Collaborative Game Development

March 1, 2017 – Alpha Version complete (five template events; combat system implemented; map designed; random event generator; class and environment concept art)

April 1, 2017 – Beta Version complete (50 events implemented; event interaction; map implemented; combat system finished; loot/equipment system; stat system designed; enemy concept art)

May 10 – Release (Three playable classes; complete story; 100 random encounters; sprite art complete; complete movement on world map; stat system implemented)