

The Mechanical Forest GDD

By: Zachary Bryant 2/19/23

Game Identity / Mantra:

Visual Novel Side scrolling Dungeon exploration role-playing game where the player controls a party of four exploring newly discovered ancient ruins

Design Pillars:

Strategic, storytelling, fun

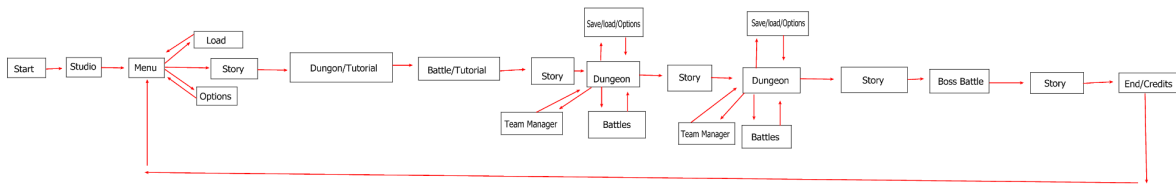
Genre/Story/Mechanics:

Genre: VN RPG

Story: Pelor, Calstedi, a mountain city known for its rock formations, lush trails, and fruit farms. Year-round, people travel to this town during summer to marvel at the scenery, walk through the trails, and try out the confections made with grown fruit. One day, some tourists were trying to get closer to one of the top well-known local rock formations, "The Laughing Dragon." However, they ended up getting too close, which caused them to accidentally create a chain reaction resulting in the destruction of one of the most well-known tourist attractions. However, out of the destruction, something was discovered under all the rubble, a door where gears could be heard from the outside. Due to this discovery, the town wanted to find form a group of adventurers to explore the place and document what's inside; unfortunately, since it's been reported that golems roam inside, they had to be combat proficient, and none of the town's folk are. A few days later, Airy, Lena, Conrad, and Benoit arrived in town as their next destination in their world journey. While walking around town, figuring out what to do first, they heard about the town looking for people to explore and will give out money to those that fully explore the place. On hearing that, the four decided to take up the offer, but they weren't doing it for the money; that's just a plus. The real reason was that they could say that they delved into unexplored ruins and were the ones to reach the end of it. And so, after gathering everything they need in case it takes days to explore, they delve into the ruins for the sake of adventure and mystery.

*Calstedi: One of the two major countries of the world in which the game takes place, a democratic country. Home to millions of people, and is now being introduced to the realm of magiscience, a new realm of science that mixes the use of the arcane and applies it to tools and other uses, advancing the country.

Cast:  Portfolio Project Main Cast



Mechanic 1(Dungeon Exploration): This game is a Dungeon sidescrolling RPG; dungeon exploration will be done Darkest Dungeon style with the players party walking in the screens from left to right, interacting with objects on the dungeon screen, menus on the bottom, and when at the end of the hallway click on the map to decide where to go next



Mechanic 2 (Battle System): While exploring through random encounters, The player will have to go through party-turned-based battles. The way battles will go is that during the player's(party) turn, the player will decide the actions of each of the four party members, and the order of the actions goes in as well. Skill turn is determined by the order in which the player chooses each member's skills and is shown on a timeline on the bottom of the screen, each member can only choose up to three actions. Each member's skill has a cost of a resource called AP(Action Points), which the whole party shares, the only way to regain AP are through attacking and getting attacked yourself.

Features:

Feature 1(VN-styled storytelling): The story will be told through VN-styled storytelling while exploring the ruins and at rest points.

Feature 2(rest points): beyond the tutorial floor, the player can rest at certain points of the floor, allowing them to rest up(full heal at no cost but can be done limited times per floor) and listen to the conversations of the party, expanding the story that's beyond the dungeon and get to know them better.

Feature 3(Item crafting): by collecting materials from the dungeon and enemies, the player can make items that can be used for both the dungeon and battle purposes.

Feature 4(accessories and artifacts): through Item boxes and battles, the player can get accessories that will boost stats and have special effects. Artifacts are unique items with particular traits that will affect battle significantly; these items can have pros, or both pros and cons, so be very careful about what artifact you assign to who.

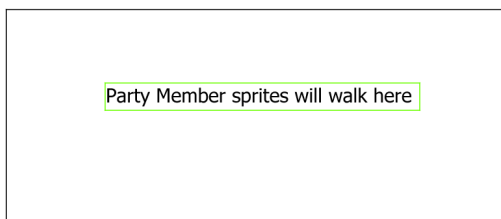
Feature 5(Roaming major enemies), on floor B1, the player will first meet giant roaming enemies roaming the halls; these enemies will follow a set path and will move in real-time, so the player has to travel between hallways to avoid them, but if the player wants to they can battle them, but it will be very hard, and strategy will be extremely important, can't be powered through.

Interface:

Controls: Mouse and Keyboard

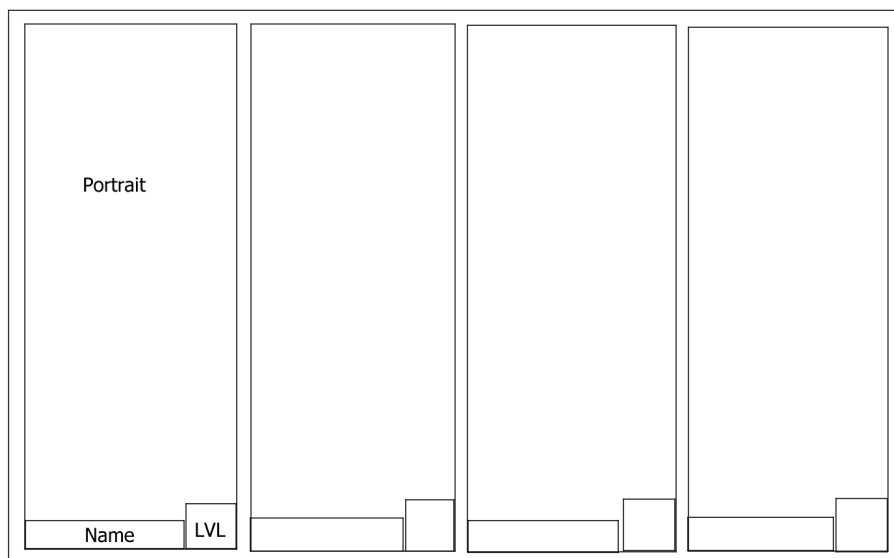
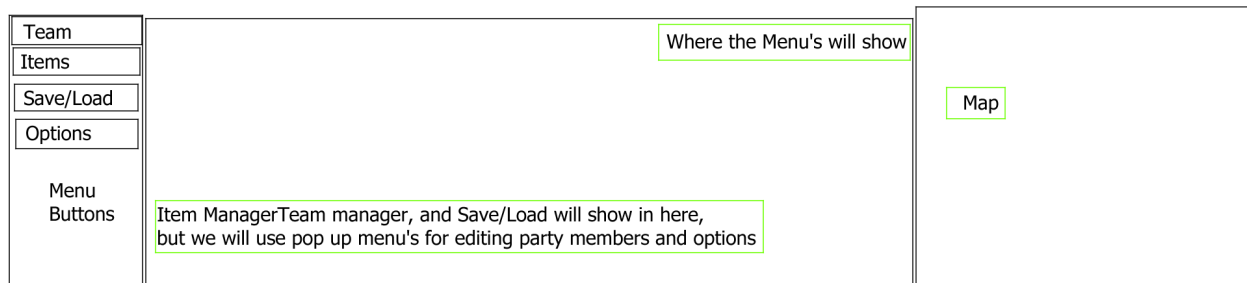


To show the parties current status health, buff, debuff, and ailment wise



Party Member sprites will walk here

Player can click on objects on the map
or in the Dungeon



Battle UI:

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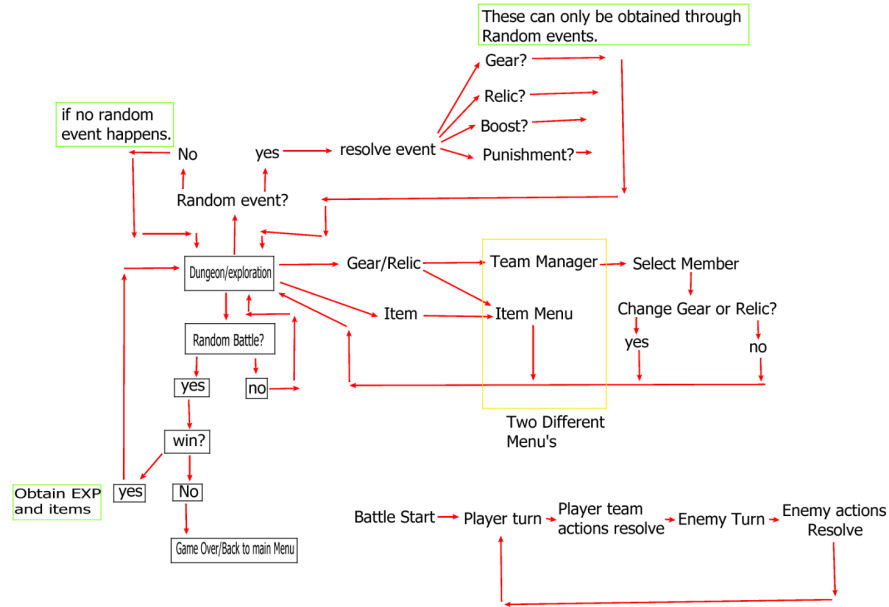
Battle reference:



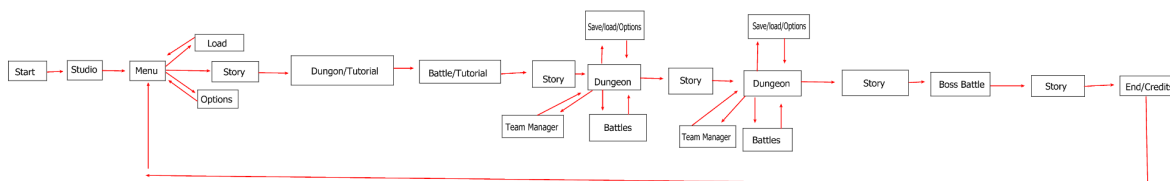
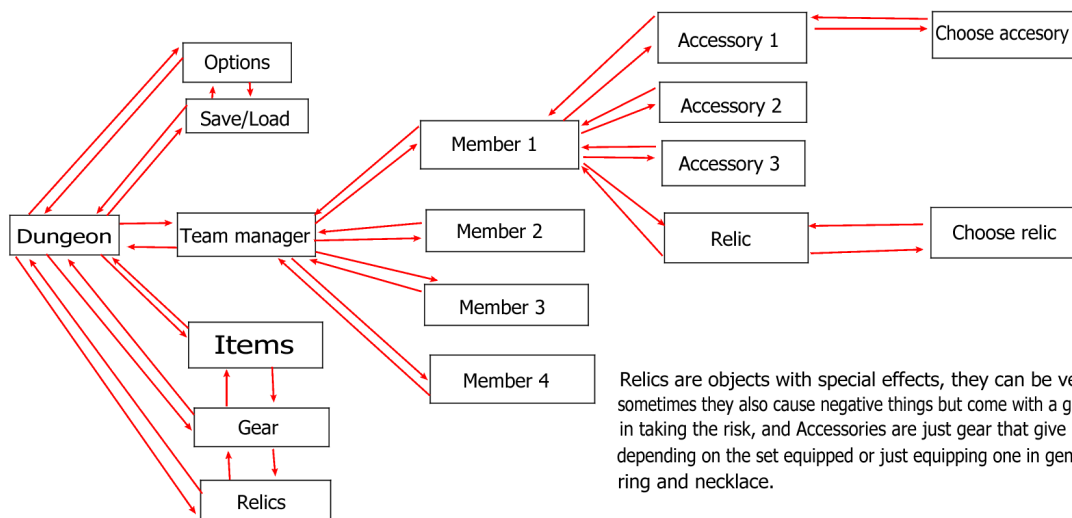
Game Flow:

Random Event Types:

- Choice Scenario(can result in either four rewards)
- Chests(Gear, Relic, or punishment)
- traps(boost if lucky or punishment)
- interactable objects(books, rubble, trash, etc)(items)
- rest area(hole in wall, fire place, camp, etc)



Random Battles and Random Events are two completely different things. Random Battles involve fighting, while Random Events can range from Objects on the field, an interactive Scenario that requires choice, and maybe even a rest area.

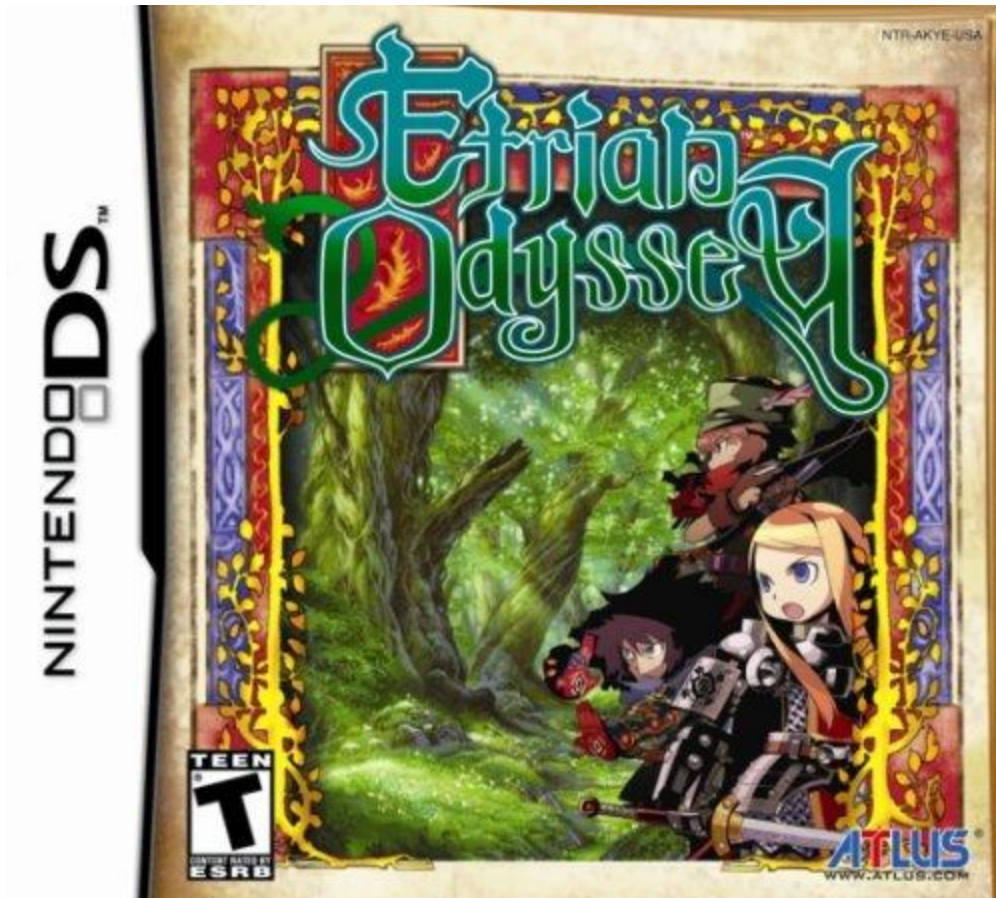


Art Style:

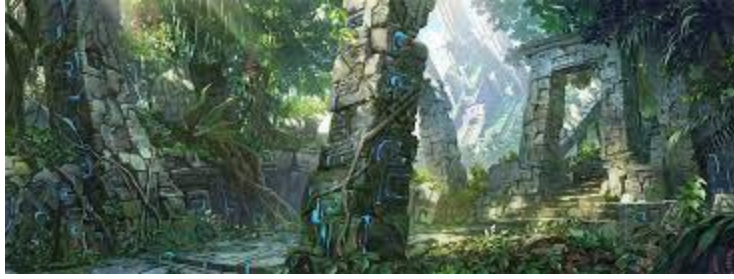
Character art reference:



Title art reference:



BG art reference:





Music/Sound:

Main theme Reference: <https://www.youtube.com/watch?v=feeJL52toBQ>

Battle Music Reference: [Ar nosurge - Minakata ~ Battle Theme \(EXTENDED\)](#)

Development Roadmap / Launch Criteria:

Game Engine: Unity **Platform:** Itch io.

Audience: Teens +.