Prism

A Monster Catcher Adventure MMORPG

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**#3.** **Design Timeline**

 There will be several major versions of this game, the most major (and obvious) being the “Public Teaser”, “Alpha”, “Beta”, and “Release”. However, between these versions are many other milestones. Note: with the exception of the Public Teaser, all monster models and animations will be added on an as completed basis.

**3.1** **Public Teaser**- This will be a small demonstration of the very basic elements in the game.

-Restricted to starting fortress city and the immediate surrounding area (1 camp).

-The battle system incorporates types, with strengths and weaknesses, and active turns.

-Non-player character (NPC) interaction

-A single trainer battle

-Restoration Center (RC) healing

-Mart purchases

-Basic item purchasing/selling system.

-Wild monster encounters.

-Monster spawn real-time in designated locations. Player can choose to encounter or avoid unless they are engaged by the enemy.

-Monsters to be completed: 3 starter monsters each with 2 following evolutions. 1 bird lineage.

-All monsters must have the following animations: run cycle, idle cycle, transform in/out, hit, physical attack, faint

-Player can choose from an adult male or female character. (premade) Must have run cycle, and idle cycles

-Local saving

-Transforming in and out of battle.

**#3.2 Alpha**- Existing features from 3.1 are refined.

-Multiplayer networking – simple chat and player viewing.

-Friends list and mail

-Item effects

-Status effects in battling

-Player animations: walk cycle, jump, strafe, transform

-Locations: Fortress city to the southwest of the starting city; all areas and camps in between. Fortress city to the north of the starting city; all areas and camps in between.

-Male and female technology and hill NPC characters (more the better).

-Corresponding buildings

-Monster abilities (ie, surf, strength etc.)

**#3.3 Beta**- Existing features from 3.2 are refined.

-Multiplayer battles and trades

-Player can select male teen or female teen or child character

 -Can also customize with some basic features and clothing options

-Player animations: sit, fall

-Locations: Northwest fortress city, northern island, desert and mountain fortress cities.

-City leader battles (gyms)

-Beginner tutorial quests

-Monster lookup info

**#3.4 Release**- Features are finalized.

-Locations: Southwest islands, southeast marsh, and eastern islands

-Council of leaders (elite 4 esque).

**#4. Game Overview**

**#4.1 Game Concept**- Prism is a fully 3D MMO based around catching and controlling monsters. Players will be able to trade, battle, chat and interact with their friends and new people over the client.

The game takes place in a world where monsters and humans have ceased to coexist peacefully. Humans live in hiding in small towns, camps, and large fortress cities, as the powerful monsters control the vast majority of the land and sea. A natural energy source, contained within a crystal allows people to absorb the “essences” of defeated monsters. Researchers with good intentions harness the force and distribute it, but some individuals use the abilities to bring themselves power at the expense of humans and monsters alike. The evil individuals are loosely led by a small group of extra-powerful hunters who draw their strength from shards of the master crystal, Prism.

Prism’s game play will be such that you can combat and control a large number of monsters, one at a time. A player will transform into the monster he chooses based on the monster “essences” that he possesses. Essences are captured by defeating monsters and storing them in a “capture crystal,” which is a small and potent crystal imbued with magic. One crystal, known as the Prism, is an ultimately powerful crystal that has been fragmented into many lesser shards that players will search for. Each shard will bring great reward and functional capacity to game play, including the ability to hold a larger quantity of monsters and the ability to capture monsters of higher level and rarity.

Storage crystals will be located within the fortress cities and will store essences. These crystals will allow players to withdraw and deposit essences to and from their capture crystals. This will allow players to change which essences are active and available while travelling.

Players will be able to transform between monsters during battle, allowing for strategic combat.

Players will travel the map, encountering quest lines, bosses, enemies, legendary monsters, and other features as the game progresses. The game is open, but the two main goals will be to find all of the lost Prism shards and to capture all of the monster essences.

**#4.2 Feature Set**-

-Fully 3D

-Battling with friends and NPCs

-Monster battles

-Control of monsters

-Dynamic battle system

-Multiplayer trades and battles

-Full quest system

-F2P and P2P options available. Not necessary to pay to “complete” the game, but pay options make it easier and more convenient.

-Multiple UI

**#4.3 Genre**- Adventure Fantasy MMORPG

**#4.4 Target Audience**- Individuals ages 16+. The game will have a somewhat mature overtone and themes including sex, drugs and violence.

**#4.5 Game Flow Summary**- The player will move through the game using a standard QWERTY keyboard and a mouse. A user interface will assist the player in his movement. There will be a minimap included in the UI.

**#4.6 Look and Feel**- The models will be realistic in appearance. They will be fully textured to appear realistic within the scope of an anime universe.

The environment will be realistic with aspects of anime design incorporated. Portions of the world will be healthy and thriving with human activity, while other portions of the world will be overrun and controlled by very powerful monsters. The environmental design will reflect the hostility of the area.

General environmental feel will be dystopic. The interior of fortress cities will be utopic in nature with various levels of technological development within each city.

Reference Pictures fortress city:



**#4.7 Project Scope**-

**#4.7.1 Number of Locations-** There will be a large number of camps and refugee towns and approximately 10 large fortress cities.

Camps and refugee towns will provide healing options and shops. These locations will be scattered throughout the map, with each camp and town reflecting the surrounding environmental locale.

Fortress cities will be expansive areas of commerce and information. Shops, locations of healing, crystal research facilities, storage crystals, battle arenas, and unique quests will be located in these cities. The majority of human civilization exists within these few cities.

Players will be able to travel freely to each location. In other words, players are not constrained to a single path between quest locations. However, off path, players will encounter a greater number of monsters, and monsters will be more hostile and of a much higher level. Thus for a beginning hunter it will be advantageous to stick to the path while a veteran hunter may choose to encounter these higher level monsters.

**#4.7.2 Number of levels-** There will be 100 levels for every monster. There will be a large number of levels of hunters, some associated with the collection of Prism shards, and some associated with both shards and amount of experience. The titles and specific requirements for levels are undecided.

|  |  |
| --- | --- |
| **Starter** | *Begin New Game* |
| **Apprentice** | *Get Starter Monster* |
| **Discoverer** | *Catch 1% of Monsters, Get 1 Shard* |
| **Gatherer** | *Catch 5% of Monsters, Get 2 Shards, Raise 4+ Monsters to Lv. 10+* |
| **Hunter** | *Catch 10% of Monsters, Get 3 Shardss, Raise 5+ Monsters to Lv. 15+* |
| **Collector** | *Catch 20% of Monsters, Get 4 Shards, Raise 6+ Monsters to Lv. 20+* |
| **Protector** | *Catch 30% of Monsters, Get 5 Shards, Raise 7+ Monsters to Lv. 25+* |
| **Controller** | *Catch 40% of Monsters, Get 6 Shards, Raise 8+ Monsters to Lv. 30+* |
| **Champion** | *Catch 50% of Monsters, Get 7 Shards, Raise 9+ Monsters to Lv. 35+* |
| **Veteran** | *Catch 70% of Monsters, Get 8 Shards, Raise 5+ Monsters to Lv. 45+, Trade 5+ Monsters, Win 5+ PvP Battles* |
| **Hero** | *Catch 99% of Monsters, Get 9 Shards, Defeat Elite Four + Champion, Raise 6+ Monsters to Lv. 100, Trade 10+ Monsters, Win 10+ PvP Battles* |
| **Legend** | *Catch 100% of Monsters, Get All Shards, Raise 100+ Monsters to Lv. 100, Trade 50+ Monsters, Win 100+ PvP Battles, Control all Legendary Monsters, Conquer all Hostile Hunter Leaders, Complete all Major Quest Lines* |

Depending on the quest system, there may also be quest experience requirements for class advancement.

**#4.7.3 Number of NPC’s-** There will be a number of random NPCs in each town. The nature of the NPCs in a given area will be based on the nature of the area itself (i.e. military NPCs and upper-class NPCs will populate fortress cities, while tribes of refugees clothed in pelts and armed with makeshift weapons may populate camps). There will be key NPCs like Doctors, Experts, Shop Clerks etc. that will populate shops/healing stations/laboratories. In addition, there will also be a number of random NPCs that the players can receive area information, quests and challenges from. Players can converse with these characters, and select one of the aforementioned options.

While in monster mode, NPCs will generally flee from the player. However, certain NPCs may switch to monster mode themselves and attack. Players will receive experience from defeating town NPCs; however it will be smaller than the amount of experience gained by completing quests or defeating quest-line enemies.

There will also be random and non-random (quest-based) hunters who will “shout” to players inviting them to battle. These will not be forced battles, and, instead, the player will be able to choose to battle or not. The “shouting” will involve the player receiving a ping on their minimap and a message appearing on screen. This will only happen when the player and the hunter are both located within the same minimap screen.

 **#4.7.4 Etc.**

**#5. Gameplay and Mechanics**

 This section is most prone to change and development as the game develops. It is a summary of goal gameplay and not necessarily accurate to what actual gameplay will be upon each release. See section #3. Design Timeline for gameplay implementation.

**#5.1 Gameplay-** Players catch, trade, and battle monsters.

**#5.1.1 Game Progression**- Upon first entering the game, the user will be prompted to choose an existing character, or create a new one. If he chooses to create a new character, they will see the character creation screen where they will be able to choose between a female or male teen, or a female or male adult. They will also be able to customize skin color, eye/hair color and style, and default clothing options.

The player begins the game in a fortress city. The player is taken by those in charge of the city and sent to speak to the researchers/experts. The experts explain to the player that because he has never left the city, he does not know that monsters and enemies have taken over the majority of the land. They explain that each year, a small few number of researchers are sent to research the monsters. Last year’s team found a single small crystal which the researchers have found has the ability to control the essence of the monsters once they have been defeated. The researchers present to the player the option to control the essence of one of three choices. The player chooses his starter monster and then receives a short speech about the mechanics of the game. The player will be tasked with researching the monsters by the researchers.

From this point, players will be able to choose an optional tutorial quest line. This quest set will introduce players to the item, battle, NPC etc systems. They can start this set by talking to the researchers. Alternatively, if the player already has experience and does not wish to complete these quests, they can decline the quest by talking to the researchers and declining. The reward for completing this is beginner clothing and equipment. After leaving the researchers’ lab, the player is able to leave the fortress city and progress, choosing quests as he sees fit.

**#5.1.2 Mission/quest Structure**- Players will be able to start a number of quests all over the world. Some of these quests will be short, requiring only a battle, or for that the player find an item. Others will be longer and more complex, and even lead into other quests. Depending on the nature and length of the quest, the player can receive experience, items, and sometimes even monster essences as a reward.

 There will be a main quest line that will be disguised as a normal quest; however, the initial quest will lead to a series of other quests

**#5.1.3 Objectives**- There are a number of possible objectives the player can choose to complete. The player may choose to collect all of the monsters, collecting legendaries, and maxing trainer and monster levels. However, the player can also choose to complete the game’s central plot/quest trail. There will be a number of side plots which can be completed, gaining the player title and prestige in the land. Defeating the evil human menace will also be a central objective. There will be a number of milestones within the whole plot that will reward the player with a Prism segment and a new legendary monster entirely unique to that Prism shard. After completing each milestone stage, the player will be able to combine all the Prism segments to form a complete Prism which will have unique attributes. The attributes and abilities are not currently decided.

 **#5.1.4 Play Flow --**

**#5.2 Mechanics**- Players will switch between two UI modes. The first of these modes will be the human mode. In human mode, players appear as their human selves and are non-threatening in nature to non-hostile NPC. They are able to converse with other humans, visit shops, hospitals, etc. While in human mode, no battle features are available.

The second of these modes is monster mode. In monster mode, players appear as one of any of the monsters whose essences they possess. Players may freely change between which monster they appear as. In monster mode, players will appear hostile to all NPC. They may not converse with other humans, except in certain quest arcs, and they may not purchase from shops. This is the battling mode. All battle options will be accessible solely from this mode.

Players will be able to freely change between monster mode and human mode unless they are engaged in battle, during which time they will be locked in monster mode.

As an additional UI tool, players will be issued a device which stores monster information. This device will be upgradable depending on level and progress, and it will serve multiple purposes in the game

**#5.2.1 Physics-** Standard real physics. Player characters are not injured by falling, however. Players collision. Players can run in water up to a certain point after which they must be in the form of a water monster.

 **#5.2.2 Movement-** Movement is “standard”.

**#5.2.2.1 General Movement-** WASD where Q and E are strafe movements. A and D rotate the camera. Spacebar jumps.

**#5.2.2.2 Other Movement-**  Left mouse button (LMB) rotates the camera, but not the character. Right mouse button (RMB) rotates the camera and character.

 **#5.2.3 Objects**

**#5.2.3.1 Picking Up Objects-** To pick up an item that has been dropped by another player the user clicks on the object and selects pick up. To use an object in the world, the player uses ctrl key.

 **#5.2.4 Actions**

**#5.2.4.1 Talking-** To talk to an NPC, the player follows the same standard for using an object: player gets close to NPC and uses ctrl key. A popup will appear where the message is displayed and a number of user chat options.

To talk to another player, the user selects the player and selects message. This will send the target player a private message. The standard world chat dialogue changes to a player chat dialogue.

To send a message to players in the area, players will type a message in the area dialogue box.

To message a GM for help, the player will send a message in the GM channel.

There will be a chat filter which will contain all rude words, excluding slight infractions (damn, hell, etc). The filter may be disabled which will allow the user to see words blocked by the filter; however, it does not allow users to send messages through other players’ enabled filters.

Players will be able to also choose from a list of general statements (i.e, greetings, taunts, stats, etc). For statistical statements, they will be able to choose which monster and which stat they wish to appear in the statement.

**#5.2.4.2 Reading/Viewing-** NPC dialogues will appear as an in game dialogue. The NPC’s remark will appear in the box, and then the user’s options for response below.

If the user receives a pm from another player, they will see a blinking tab in the chat tabs with the player’s name.

 If a player sends a message to the area the user will see the message appear in a speech bubble above the player’s head (if enabled) and in the area chat channel.

 If a player sends a message to the GM channel, GMs will receive a notification of this but regular users will not receive any sort of notification, including a blinking tab or sound.

**#5.2.4.3 Trading-** To trade, similar to a private player message, the user will click on another player and select propose trade. The receiving player will then see a in game window open with the user’s name and an accept or decline option. If they accept, both players will see another window open where their offer and the other player’s offer are both displayed. The number of inventory and party spaces open will also be displayed next to each user’s offer. Off to the side, they will also see another window with their on hand items, money, and monster essences. They can select an item and will see it displayed in “Your Offer”. Players may select as much money, items or monsters as they wish as long as the other player has enough inventory, or party space to accept the offer. Items, essence and money will be able to be combined in all trades except for items or monsters that are untradeable.

**#5.2.5 Combat**- Monsters roam the overworld in real time. Depending on the area and monster itself it will be either docile, or aggressive. Docile monsters will not attack the player without the player choosing to combat it. Aggressive monsters will attack the player when within its range without any player input. Docile monsters will be monsters that meet a requirement:

*if its level is below the player’s highest level monster x2, then it is docile; if above, then check type; if it’s a docile type, then docile, if an aggressive type, then aggressive; if level is higher than the player’s highest level monster x3 then aggressive (regardless of type).*

Because monsters found in close proximity to a town, or a path will be low levels, mostly docile monsters will be found around paths and towns. “Off path” players will find a higher concentration of high level monsters and thus more aggressive ones.

If a player is attacked by an aggressive monster, the UI switches to the battle UI. The player will be able to continue to run to avoid combat, but any attacks made by the wild monster will affect the first conscious monster essence in the player’s party (including status ailments etc). If that monster faints then the next conscious one will be affected until one of two things happen: the player runs out of available monsters and whites out, or the player runs a certain distance from the wild monster’s original spawn point (this disengages the wild and it will return to its original area unless it encounters another hunter). The hunter may also choose to battle the wild monster by choosing a monster from their party to battle. If the player is idle and chooses none, damage will be done to the first conscious monster in the party and so on until the player whites out.

If a player chooses to attack a wild monster, they will select battling the wild monster by clicking on it, then the game will prompt the user to select which monster from their party they wish to use. The player then will see the UI switch to the battle UI whereupon the battle will begin.

Regardless of how the player enters battle, he will see a window for the opponent, his monster, the monster’s attacks, and his party. The general play will be real time turns. The monsters’ speed stats will define how long it takes their turn bar to fill. Once filled, the selected action will be performed. If the player chooses to run from battle, they may simply run away using standard movement keys. When running, the active monster (or if in human form, the first monster in the party) will take damage and not. While running, the enemy will continue to chase the player (still attacking when the bar is full) until they are far enough away from the wild’s spawn point. Once the enemy monster disengages, the player is free to change forms. The player can only be encountered by a single monster at a time, so if he is running from one monster, he cannot be attacked, or attack another monster until the previous has disengaged or has been defeated.

When battling an NPC, after initiating the battle with the NPC, the player will automatically move to a battling distance and will be prompted to select a monster essence. Battle will proceed the same as a wild monster battle with the exception of running. If the player moves, the NPC will not move with them but the battle will continue. When the player moves far enough from the NPC, the NPC will resume their previous form and the battle will be terminated. If the player re-approaches the NPC, it will be as if the NPC never battled the player. NPC monsters will be instanced such that only the battling player will see the NPC as a monster.

 Additionally, there will be player classes. The player will be able to choose between a speed class, an endurance class, a support class, or a balanced class. The speed class will provide a 7% boost to the player’s speed stat and a 7% damper to the other stats. The endurance class will provide a 5% boost to all the player’s stats with the exception of a 10% damper on speed. A support class will provide the player with 150% effectiveness of items with a 10% damper on all stats (including speed). A balanced class provides no boosts or dampers to anything. All stat boosts and dampers stack on top of all items and other effects existing on the monsters, and is not the same for every monster. So while a higher level monster will receive a larger boost from the player’s class, it is relative to the monster’s level and existing stats. Of course, balancing will need to be tested to ensure that dampers weigh out the boosts such that the strength damper on the speed class is enough to balance the fact that a player may have a super fast monster.

 **#5.2.6 Economy**

**#5.3 Screen Flow**

 **#5.3.1 Screen Flow Chart**

 **#5.3.2 Screen Descriptions**

 **#5.3.2.1 Main Menu Screen**

 **#5.3.2.2 Options Screen**

 **#5.3.2.3 Etc**

**#5.4 Game Options-**

-Chat filter turn on or off

-Quality

-Sound (monster voices, music, sfx sound, environment sound)

**#5.5 Replaying and saving**

**#5.6 Cheats and Easter Eggs**

**#6. Story Setting and Character**

**#6.1 Story and narrative**

**#6.1.1 Backstory-** In the beginning, there was the crystal, Prism. By its powers, earth and creatures were created. The creatures populated the land for generations upon generations, living in peace and prosperity. Though, as time passed, many species of creature arose, diversifying the land. One of those species, human, eventually sought to control the others, killing them, hunting them, domesticating them. The humans, greedy with power, rose up, took the crystal and shattered it, splitting the shards among the most respected bloodlines. The other species, resentful from being domesticated and outraged by the destruction of the Prism, sought revenge for mankind’s misdeeds. Thus, the Great War began.

Eons of fighting turned the creatures into specialized combat monsters, disfigured and twisted shadows of the majestic beings they had once been. The humans weakened as the monsters grew stronger. Powerful monsters, unique and legendary, rose up to lead the monsters to a final battle. The humans saw the time of their dominance disappear, and the holders of the prism shards fled into hiding.

The monsters destroyed what they could of human society, ravaging cities and ruining civilizations. The remaining humans were forced to band into small self-reliant tribes or to swear allegiance to powerful military kings who afforded them residence in their fortress cities. Men of dark heart found protection from the holders of the prism shards, who drew followers of their own. The holders grew powerful, gathering into a corrupt allegiance controlling an order of marauders and thieves. Finding that the Prism shards alone could control the legendary monsters, the holders of the shards captured the essences of the beasts. Soon, their immense power led to their worship as demi-gods. They grew jealous of the power held by the fortress cities, and they grew curious of their abilities to harness the powers of the lesser shards. They grew hateful, and their minds and bodies twisted toward one goal: absolute power.

The player is born into this world.

 **#6.1.2 Plot Elements**

 **#6.1.3 Game progression**

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**#9.1 Opponent AI**

**#9.2 Non-combat characters (NCCs)**

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**#11.5 Equipment/Clothes**

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**#12. Management**

**#12.1 Pipeline-** There will be a head for each department: sound, 3D graphics, 2D graphics, mapping, NPC design, programming. From which, there will be subdirectors:

**Sound:** music, environmental sound, special effect sound

**3D Graphics:** pkmn and character models, animation, item and environmental models, architecture

**2D Graphics:** UI, site design, pictures (map and other reference art)

**Mapping:** City maps, route and cave maps

**NPC/Quest design:** City leader battle teams, citizen and trainer teams, quest scripting

**Programming:** Battle, quest, AI, misc.

 Beneath the subdirectors, are developers. The developers will be assigned a majority of tasks and they are considered reliable contributors. Developers will usually be assigned to one of the 6 general departments, and will not be solely responsible to contributing to only one subdepartment. However, developers may choose to accept only animation, or modeling tasks making them a specialized contributor.

 There are also peons which are standard members who may contribute here and there. They will post in the respective thread of the department they wish to contribute to with the work they wish to contribute. From there, they will receive critique and comments from the community, subs and heads. Once the work is deemed finish by both the sub and head of the department, then the work will be sent to the head of the department via email.

 The heads from each department will make all major decisions concerning project deadlines, completion etc. The heads will make decisions based on feasibility from each department with input from their subs. Any decisions on direction, plot, etc will be made by all heads available with input from sub directors available during the discussion.

 The subs will receive instructions from their heads as to what will be required for the next development milestone. The sub will help to distribute work to users with the skills appropriate for the work. Of course, the subs and heads will complete tasks themselves.

 If a head or a sub wishes to submit work to a different department, they must do so as any peon would via posting in the appropriate forum and waiting for critique and approval.

 SVN access will be limited to a handful of members. Ideally, we would want to give all heads and all subs SVN access; however, considering our SVN service is kindly donated by an individual not currently active within the project it is not especially convenient or considerate to add that number of users. Access will be limited to the 6 department heads and other members as deemed necessary. However, all heads and subs will be required to have the ability to set up SVN if so asked or required. This is not a strict requirement, but will be considered against them if they cannot have access and another person is being considered for the same position.

 Another position that will be instituted is the **Community Coordinator**. This position would work in combination with the above individuals. They would hold contests that encourage people to contribute work for the above departments. The contests would then be judged by the heads and subs. The CC can also hold non project related contests, superlatives and anything else they fancy. They will be responsible for player recruitment and management. They may so choose a partner to also hold this title and help coordinate events and the community.

Heads of departments will jointly and unanimously decide upon distribution of profit should the game return any, after all payments for servers, etc. have been made.

**#12.2 Test Plan**

**#13. Appendices**

**#13.1 Asset List**

 **#13.1.1 Art**

 **#13.1.1.1 Model and texture list**

All modelers will be responsible for creating accompanying textures for monsters

 **Buildings:**

3 types of buildings for each location: standard, good, fancy

 Mart and RC customized to each town

 **Environment:**

**Plants:**3 green tree variations, 2 “dead” tree variations, 2 sakura tree variations.

 **Non-specifics:** Flowers, grasses, vines

 **Props:** Area related.

**#13.1.1.2 Animation list**

Monsters: Idle, walk, run, physical attack, special attack, hit, faint, transform in/out

Player: Idle, walk, run, strafe, jump, fall, transform in/out, win, lose

NPC and trainers: Idle, walk, battle idle, transform in/out, recall, happy (win), sad (lose), mad, surprised

Non battle NPCs: Idle, walk, happy, sad, mad, surprised, talking

 **#13.1.1.3 Effects list**

Battles: Particle effects

 **#13.1.1.4 Interface Art List**

 **#13.1.1.5 Cut scene List**

 **#13.1.2 Sound**

 **#13.1.2.1 Environmental Sounds**

Birds, water, wind. Running on dirt, pavement, tall grass, short grass, indoors

 **#13.1.2.2 Fight Sounds**

Monster: Happy, sad, faint.

Physical attack, special attack (particle), special attack (good), special attack(bad).

 **#13.1.2.3 Interface Sounds**

Clicking

 **#13.1.3 Music**

 **#13.1.3.1 Ambient**

One for each area. See map list.

One for each major building such as RC, Mart, Gyms etc. Each RC and Mart should have their own variation for areas

 **#13.1.3.2 Action**

Citizen battle theme

 Hunter battle theme

 Gym leader battle theme

 Quest battle theme (one general “more epic” battle reprise)

 Prism boss battle themes (unique for each boss)

 **#13.1.3.3 Victory**

Standard victory

 Big victory (gym, quest)

 Boss victory

 **#13.1.3.4 Defeat**

Single defeat sound.