

Oleander: Game Design Document

V 1.0

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Overview

Elevator Pitch

What would you do to either gain your freedom as royalty forced into hiding or as royalty on a hunt to eradicate your competition for all the possessions and glory of the kingdom? Let us see what happens when you control Princess Amy as the only princess in the kingdom who tries to curse her brothers by picking white flowers tied to their souls, or take control of a group of 12 princes as they try to stop her from cursing all of them to become the only heir to the throne

Executive Summary

High Concept: **Take role as a princess trying to extinguish her brothers in hiding or take role as the princes fighting for their freedom in an asymmetrical multiplayer experience**

Game Genre: **Casual, Real-Time Strategy, Party**

Setting: **Medieval fantasy world,**

Target Player: **Fantasy lovers, age 10+, casual**

Play Value: **The game is based in a fantasy setting where strategic planning and hints of randomness will keep you on your toes. Enjoy in a casual pastime game where the few rules that accompany the game are easy to learn and master. Play as the princes with 1 or more people who fool the princess into making the wrong decision or single handedly take control as the lone princess who will tamper the souls of her former brothers. It's a suspenseful session that can easily go off the rails if both parties aren't careful**

Procedures

Goals

Princes:

- Trick the princess into picking the wrong flowers.
- Preserve as many player controlled characters as possible
- Fool the princess using your abilities

Princess:

- Pick all the flowers tied to the princes' souls
- Avoid all the sleep spore flowers and take all 12 flowers
- Prevent your brothers from surviving by using your abilities

Set-Up

Princess:

1. Obtain Ability cards and Prince cards
2. Lay out prince cards on the board in numerical order

Prince(s):

1. Obtain Ability cards, flower tokens, ability tokens and pick a prince as your avatar
2. Shuffle the flower tokens on the board until you're satisfied

Progression

The game starts off by the princess selecting a flower coin and flipping it. On the other side of a flower coin is one of two icons: a souls icon with a number, or a spore icon

- 1) If a flower token has a soul icon, she collects both the flower coin and the prince card correlated with the number.
 - a) If a prince card is the one a player chose, she then gets to pick another coin freely and spore coins that are picked will have no effect and remain on the board.
- 2) If a flower token has a spore icon, she collects the flower coin but no prince cards.

After the princess is done collecting a flower coin, the prince(s) then can choose to either shuffle the flower coins or leave the layout as is, which indicates the end of the round. It's then the princesses turn, and the round starts over.

Special Situations

Ability Cards:

Each party has 3 abilities that are 1 time uses. They can use them all in 1 turn or 1 at a time

Princess:

FORESIGHT: for 1 turn, the princess can flip 5 coins without repercussion. She can then choose only 1 coin out of the bunch

NEGATE: If a prince activates an ability, she can negate it and it won't have any effect

BURST: The Princess picks 3 random coins, but the prince(s) have the choice to mix them up or not and will put 1 soul coin back on the board should the princess have at least 1 taken

Prince(s):

EFFIGY: The princes can bring out clone coins and shuffle them within the original set. After the round is over, they disappear

BLINDSIDE: The Princes can scoop away half the coins for until the end of the round

SUBSTITUTE: If a prince is caught, they can switch the soul coin for a clone one

Each party can use their respective abilities in certain situations to either synergize with one another or counteract the opposing party. For example, the princess may use the foresight ability and the prince(s) may counteract with the effigy ability. In this same scenario, you could use the remaining abilities on hand at the cost of not having tricks to use later on.

Resolution

If the princess collects all 12 prince cards, she wins. However, if she collects 3 spore coins, she loses

Mechanics

For each mechanic describe:

- Action: Picking flower coins
 - Purpose: To progress the game and steal souls
 - System: Combat
 - Challenge: The souls and spores on the other side of the coins can put the princess at an advantage or disadvantage
 - Trigger: The start of a new round
 - Requirements: N/A
 - Limitations: You can only pick 1 coin to take per round and can not put it back
 - Feedback: The round progresses and the princess either gains a soul or spore coin
 - Reward: a potential prince soul and potential chance to get one more
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- Action: Shuffling flower coins
 - Purpose: So the princess can be confused and make a wrong move
 - System: Combat
 - Challenge: The prince(s) can either put themselves at an advantage or disadvantage by tampering with the layout
 - Trigger: The princess' turn has ended
 - Requirements: The princess has to finish her turn in the current round
 - Limitations: The prince(s) can either choose to shuffle or not, and cannot do so until the start of the next round
 - Feedback: The coin layout is either different or not
 - Reward: N/A
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- Action: Collecting coins and/or cards
 - Purpose: To calculate whether the princess is winning or losing
 - System: Economy
 - Challenge: N/A
 - Trigger: The princess chooses a specific flower coin
 - Requirements: A flower coin
 - Limitations: The princess has to keep the coins and cards they have on hand, whether it's good for her or not
 - Feedback: There is 1 less coin on the board (and possibly 1 less prince card too)
 - Reward: 1 more coin (and possibly 1 more prince card)
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- Action: Using an ability
 - Purpose: To help either party with their odds of winning by tampering with the coins
 - System: Combat
 - Challenge: You can use 1 of 3 abilities at any time, but they're one time uses and can be counteracted by another ability by the opposing party

- Trigger: Either party can use an ability at any time they wish
- Requirements: Ability cards
- Limitations: You can only use an ability once in the entire game
- Feedback: The intended effect will take place
- Reward: It's situational, so you may either get or not get anything from it

Resources

For each resource describe:

- Resource: Flower Coins
 - Purpose: To rack up souls or spores
 - System(s): Economy
 - Consumption: The princess takes 1 per round
 - Ownership: Only the princess can take a flower coin
 - Storage: The princess holds onto the flower coins on the flipped side that exposes either the soul or spores
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- Resource: Prince Cards
 - Purpose: To calculate the amount of souls the Princess has tampered with
 - System(s): Economy
 - Consumption: 1 is taken if the princess manages to get a soul coin
 - Ownership: Only the princess can take a prince card
 - Storage: The princess holds onto the prince cards to rack up points
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- Resource: Ability cards and coins
 - Purpose: To turn the tides in the user's favor
 - System(s): Combat
 - Consumption: You can use an ability any time for 1 time in the game
 - Ownership: Both the princes and princess have their own sets of ability cards
 - Storage: Both parties have the cards in their inventory and can summon them at any time they please

Narrative and World

The Plot

There once was a king and Queen who had 12 sons. The king claimed that if their 13th child was a girl, then the sons would be killed so that the daughter would be the only heir to the throne, and she would inherit everything. The mother was distraught and uncomfortably told her youngest son who warned the brothers. All 12 boys camped out in the woods and kept watch at the castle until their mother gave them the signal to come back or stay exiled, so they will not die. Turns out the mother had a daughter, so she warned the sons to live in exile. 15 years later, the daughter is now a young woman and inherits her dad's bloodlust. He found out about his wife's betrayal of his wishes and tells his daughter if she truly wants the throne, she will go into the woods, find a sacred bed of white flowers, and pluck 12 white flowers connected to each of her brother's souls. She finds the bed of flowers, but the brothers found her first thanks to their mother. Now she has to pluck all 12 of them while not accidentally plucking the ones with sleep spores.

The Setting

You're in a sprawling green and lush forest next to a giant kingdom, filled with denizens. The forest has a glowing patch of white flowers in the heart of the forest in a somewhat closed off and isolated section.

The Characters

The 12 Princes

Goal: To stop their twisted sister from plucking flowers that will tamper with their souls, causing them to lose their rightful place as heirs to the throne

Personality/Appearance: They have learned to live off the land as lone exiled men and have pale complexions with dark hair at the average male height and build

Abilities: Blindsight, Effigy, Substitute

Princess

Goal: To eradicate her brothers from regaining any presence in the kingdom

Personality/Appearance: She is young royalty in fancy garments, blonde hair and a small stature. She is known as one of the most beautiful women in the land with a short temper

Abilities: Negate, Burst, Foresight

Ideal Play Session

Amy and Johnson both sit down on a table. Amy takes role as the princess and Johnson takes role as all the brothers. Amy gets her ability cards and lays out the prince cards on the board while Johnson gets his ability cards, picks prince #8 as his avatar, and shuffles all the flower coins on the board. Everyone has their resources set and the match begins.

Amy picks out a flower coin and flips it, it shows a picture of a soul with #3 on it. She then collects the soul coin along with the 3rd prince card. Johnson feels he should shuffle the flowers on this turn, so he does so. The round then starts over, and the process repeats for a few with Amy collecting souls # 5, 12, 4, and 2.

Amy starts another round but this time she gets a spore coin. Now she only collected the coin but does not take any prince cards. Johnson shuffles the coins for the next round, and it begins. Amy now has picked soul coin #8, which is Johnson's character. Not only does she collect the coin and the card, but she gets to go a second time because she took a priority soul. When she picks another flower coin, it turned out to have sleep spores; but because she took a priority soul, the sleep spores do not harm her. She flips the coin back over because it does not affect her, and Johnson immediately shuffles the coins for a few seconds.

This time Johnson activates his Effigy ability, which allows him to get clone coins that won't award the princess any points. After he tosses in these coins, he then mixes them again and now it's a big, randomized group. Amy decides to use her Foresight ability and flips over 5 coins: 3 clones, 1 spores, and 1 soul. She lucked out as the soul coin was the 4th one she was allowed to flip, so she took it immediately. Johnson shuffles the coins and the next round starts. He uses his Blindsight ability and sweeps away half the coins; little did she know, he used some slight of hand and knows where he placed the other 2 spore coins. Amy anticipates something is off, so she uses her Negate ability, letting her now pick from all the coins instead of half the group. She picks one of the coins that was swept away initially and collects soul #10.

Amy starts the next round and picks up another soul coin, however, Johnson uses his substitute ability. This forces Amy to keep a dud coin and leaves the soul coin back into the pile for Johnson to mix up. Johnson knows now he can't do anything else to protect his brothers and has to play the game without any aces up his sleeve. Amy starts the next round and Amy picks up another spore coin. Now she's becoming very cautious with her choices for the next round. Since Johnson decided not to mix up the coins due to her taking the wrong one, she decides to be bold and use her burst ability. She flips over two soul coins and a spore coin.

The game is now officially over with Amy having 8 of the 12 prince coins, (which would have been 9 if not for the refund of 1 soul coin), along with the cards in her inventory but 3 spore coins to halt her progress. Thanks to Johnson's thinking and luck, he managed to pull through with a victory

Art Style Guide

Overall Art Style

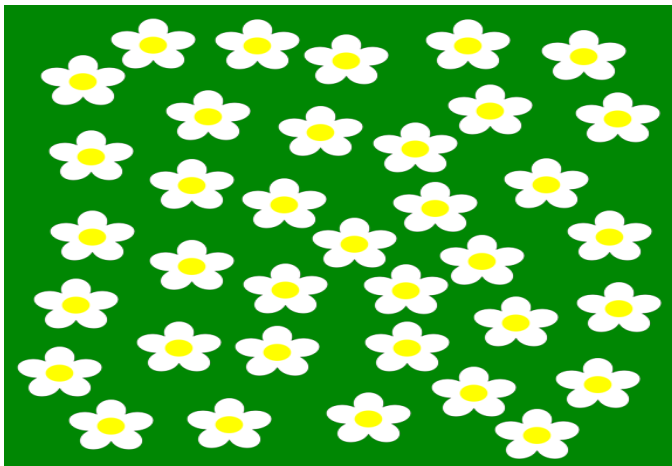
The style mainly consists of cleanly drawn sprites and/or art assets. The game doesn't exactly have a style similar to something like Child of Light, but there is still a cartoon aesthetic. Most characters and assets, such as the characters, level objects, and character assets will have outlines and brightly defined colors, somewhat like a cartoon as well. Characters will have colors that are more dull while

Color Palette

The colors for the most part will remain on the lighter side of the spectrum. A majority of the setting might take on some form of green considering that the setting is in the forest. Other than that, the tone of the game isn't very dark or gritty and the fairytale that inspired this game seems to be one note in its complexity. The coins are also a bright green, the other side of the flower coins like the soul and spore symbols also a bright primary or secondary color present like blue and orange. Characters will most likely remain a washed tan color along with their clothes, especially the princes given their status in the wilderness

Game World

You're in a sprawling open world in the middle of the middle ages. Like many fairytales before it, it takes place in a world where most modern conveniences such as refrigerators and automobiles are yet to be seen. It's like any other location: on Earth, with some out of place character, (in this place the witch), and some ritual or element that seems unorthodox.



Characters


Princess: A young beautiful woman that is the average height and build of a woman, blonde, slender and in royal attire that's elegant and bright

Princes: 12 brothers that are Caucasian males that have similar and different features from one another including. Some brothers are taller than others, have blonde hair instead of brunette, are more muscular each other, etc. They all have very similar square face structures and personalities to match

King: The average king with a big belly, big beard and a big attitude to match

Queen: She looks like an older version of the princess, being a beautiful woman with a slender figure and blonde hair, only instead you can see some gray hairs into the mix along with some wrinkles

Witch; An old women who seems to have a hunchback along with poor hygiene and tattered clothes

 Prince #1 This prince likes to sword fight with sticks with Prince #6	 Prince #2 This prince likes to talk to squirrels	 Prince #3 This prince likes to wrestle bears	 Prince #4 This prince likes to eat fish with the scales on
 Prince #5 This prince likes to swing from trees	 Prince #6 This prince likes to sword fight with sticks with Prince #1	 Prince #7 This prince likes to punch trees	 Prince #8 This prince likes to eat raw meat
 Prince #9 This prince likes to screech at beavers	 Prince #10 This prince likes to be a pretty princess	 Prince #11 This prince likes to howl at the moon	 Prince #12 This prince likes to swim in rivers