

A stylized, dark illustration of a dystopian cityscape. In the center-left, a tall clock tower with a spiral staircase and a small balcony stands prominently. To its left, a vertical post is wrapped in barbed wire. In the background, a city skyline is visible under a dark, cloudy sky. On the right side, a tall, thin, leafless tree stands next to a vertical post. In the bottom right corner, a swastika is visible on a structure. The overall color palette is dark, with shades of brown, black, and grey.

GREED

FIGHT

FEATURE DESIGN
DOCUMENT

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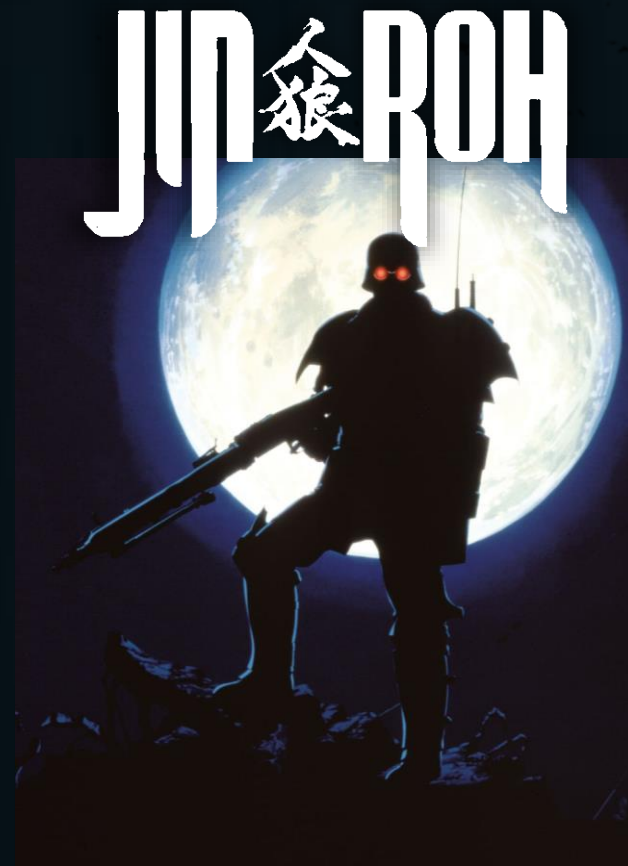
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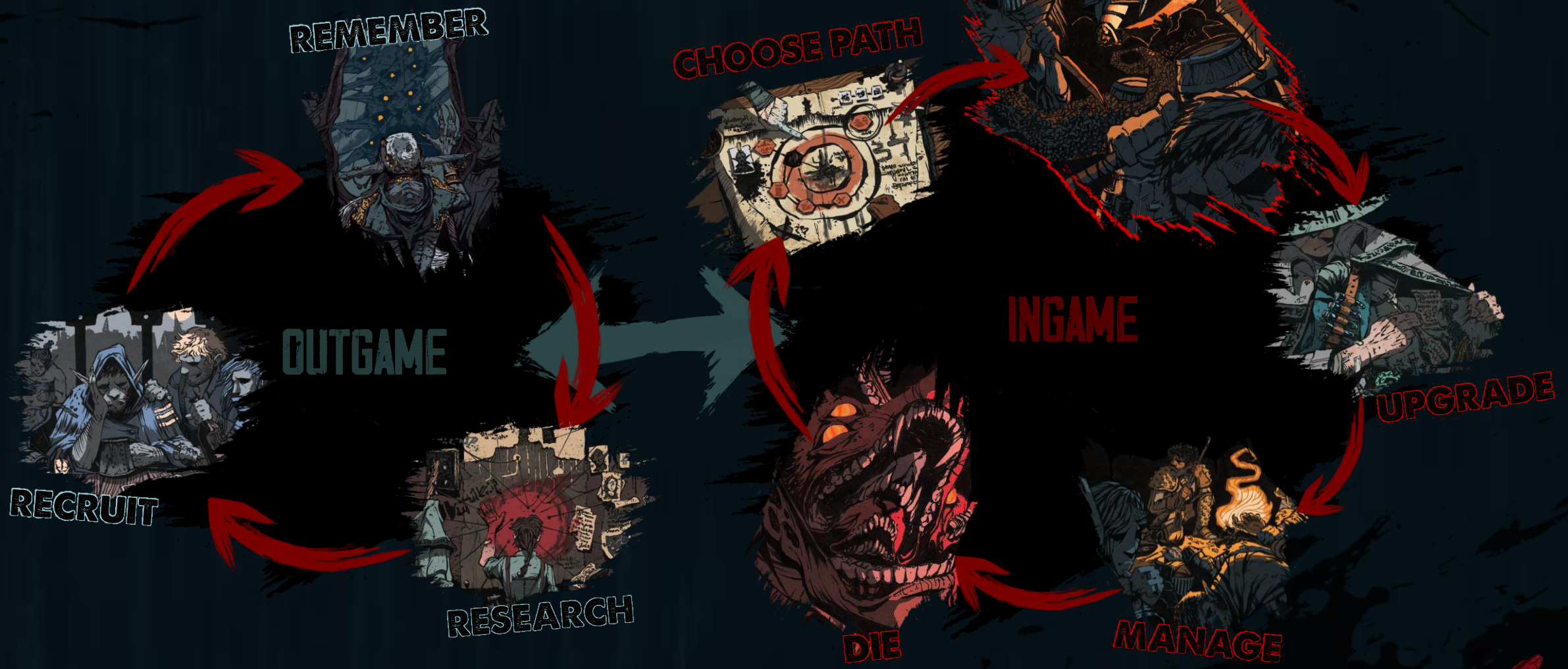
ONE LINER



A JRPG where you lead a party of mercenaries to collect scrap in a brutal world.

FIGHT

GAME LOOP PLACEMENT



MINUTES OF FUN



FIGHT

5 MINS

The player fights against the monsters, defeating them at a price, forcing them to adjust their plans accordingly hereafter.



DELVE

30 MINS

Through planning, risk-assessment and adaptative decisionmaking, the player goes through areas, collecting rewards to further empower their current mercenaries, until they retreat or they die.



UPGRADE

1 HOUR

Using the resources collected from the delve, the player upgrades their factory, acquiring new mercenaries, and unlocking new memories for them, allowing them to have more choices during a delve, increasing their mercenaries' versatility and breadth of strategic possibility.



PLAN

2 HOURS

The player amasses knowledge about the different biomes and their hazards, and has gathered enough mercenaries and abilities to be able to fine-tune mercenary parties for specific situations, giving them increased odds at reaching further objectives.

OBJECTIVES

Give a **satisfying means** to **overcome obstacles** to the player, prioritizing **strategic thinking** over recklessness

Force the player to partake in the feature

Add an element of **unpredictability** to the game to **keep** delves dangerous

Low point of **entry**, **high skill ceiling**

MEANS TO ACHIEVE

The **action economy** of combat drives **ability combinations** between multiple mercenaries rather of one singular character, as **greater combat efficiency is rewarded**

Most resources used in the outgame can **only be acquired through combat**, and **areas** of the game are **gated by combat**

The player can **dictate the means of engagement**, but they **cannot determine what they're up against** before combat starts

The **controls are user-friendly** and explicit, but **many different variables** at play and **breadth of content** requires **more experience to master**

FEATURE HEADER

METRICS

METRICS	VARIABLES
Mercenaries used	Mercenary ID
Enemies fought	Enemy ID, Count
Damage dealt	Attacker ID, Count, Type, Element
Damage taken	Defender ID, Count, Type, Element
Fuel generated	Generator ID, Count, Action ID
Fuel consumed	Consumer ID, Count
Fuel refined	Count
Hope generated	Generator ID, Count
Heroic counter	Count
Stuns inflicted	Attacker ID, Count
Stuns sustained	Defender ID, Count
Actions taken	Actor ID, Count
Mercenaries killed	Mercenary ID, Count
Positions used	Mercenary ID, Second #, Action #
Curios generated	Curio ID, Count
Scrap generated	Count
Resources lost	Resource ID, Count
Enemies encountered	ID, count
Enemies encountered	ID
Enemies encountered	ID, count
Enemies encountered	ID, count



STRENGTHS

Easy to learn, **hard** to master

Multitude of variables and **breadth of content** offer vast strategic space to work in

OPPORTUNITIES

Change of aesthetic from Metaphor or Persona can attract new range of players for an otherwise classic formula

WHAT DO WE DO?

Make sure that the **onboarding process** functions well, and make **tutorialization** streamlined and efficient.

Drip-feed more content over the course of gameplay.

During marketing, **avoid references** to the term JRPG, which has certain connotations in terms of **aesthetic** and **gameplay**.

WEAKNESSES

Initial complexity can deter newer players

THREATS

Upcoming **Persona 6**

Classic JRPG combat is a formula that has been revisited many times and the community is very divided on what is the best form.

WHAT'S NOT

FIGHT FEATURE

PERMADEATH



XCOM: Enemy Unknown (Firaxis Games, 2012)

COMBO ATTACKS



The World Ends With You (Jupiter, 2007)

TACTICAL



Dofus (Ankama, 2004)

COMBO-COUNTER



Blue Reflection: Second Light (Gust, 2021)

CARD DRAFT



Baten Kaitos Remaster (Logicalbeat, 2023)

REAL TIME COMBAT



Astral Chain (Platinum Games, 2019)



MENTAL REQUIREMENTS

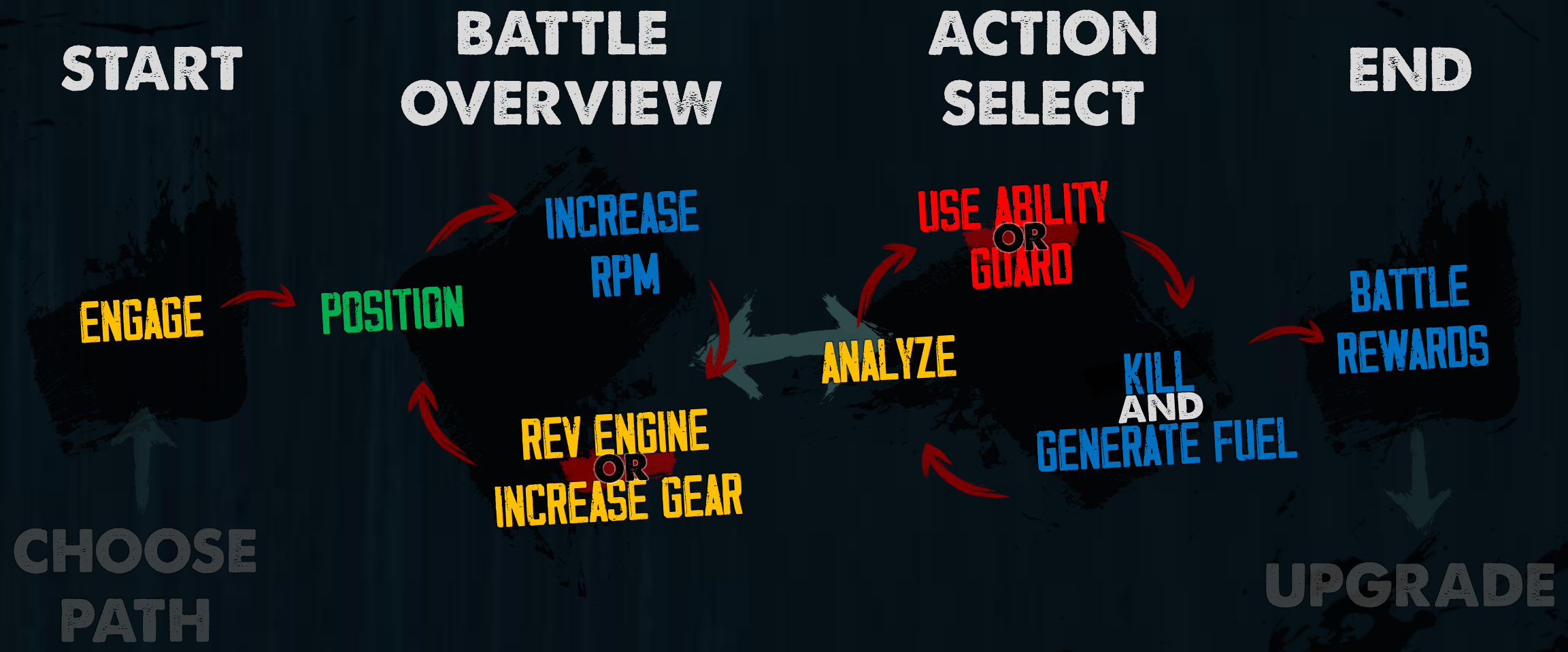
FIGHT FEATURE



FIGHT

FEATURE LOOP

SOURCE
DRAIN
TRADER
CONVERTER



ENGAGE CONTENT

While in a delve, groups of monsters can **automatically appear** as the group of mercenaries move from one place to another, initiating combat.

When a group of monsters is encountered, there is an **advantage check** which determines the **initial situation of combat**.

Depending on the result of the roll, the mercenaries can possibly be **advantaged** or **disadvantaged**.

ADVANTAGES

- * **Surprise:** all mercenaries start at 1000 RPM.
- * **Ready to strike:** all enemies have their Guard Down until the first ability is used.

DISADVANTAGES

- * **Surprise:** all enemies start at 1000 RPM.
- * **Out of position:** all mercs switch positions, and are stuck until they reach 1000 RPM.



Darkest Dungeon (Red Hook Studios, 2012)

FORMULA - ADVANTAGE CHECK

$[[1d10]]$ – current Depth – monster group Stealth score
+ scouting Level + environmental modifiers

Monster group stealth score is equal to sum of stealth scores of all monsters in group. Subtract 1 for each monster present after the 2nd.

If result ≤ 1 , mercenaries are disadvantaged.

If result ≥ 10 , mercenaries are advantaged.

INCREASE RPM CONTENT

A character's **RPM** is a way of visualizing the frequency at which a character can act.

Over the course of time, a character's RPM increases. The speed of this increases (called the RPM rate) is calculated by using the character's **Horsepower** stat.

A character's RPM will automatically increase until it reaches the character's first **Power Level** (or **1000 RPM**), at which point it stops automatically increasing. Once a mercenary reaches their first Power Level, the player can select their action to take.

The player can consume **Fuel** to Rev Engines, artificially speeding up a mercenary's RPM rate and allowing them to reach **higher Power Levels**.



Blue Reflection: Second Light (Gust, 2021)

FORMULA - RPM RATE

500 (base Power Level increase threshold)
 $\times (1 - (1/(\text{HorsePower}/3)+1))$

The intention behind this is that while higher Horsepower will always increase the rate at which RPM automatically increases, it has diminishing returns.



REV ENGINE

CONTENT

While in **battle overview** mode, a player can select a mercenary and **press RT** in order to **Rev Engines**, artificially **increasing their RPM** at the **cost of Fuel**.

Doing so also allows a character to reach a **Power Level** beyond that which is normally attainable from their current **Gear**, **empowering their next ability**.

A mercenary can only increase their Power Level 2 levels higher than their current Gear.

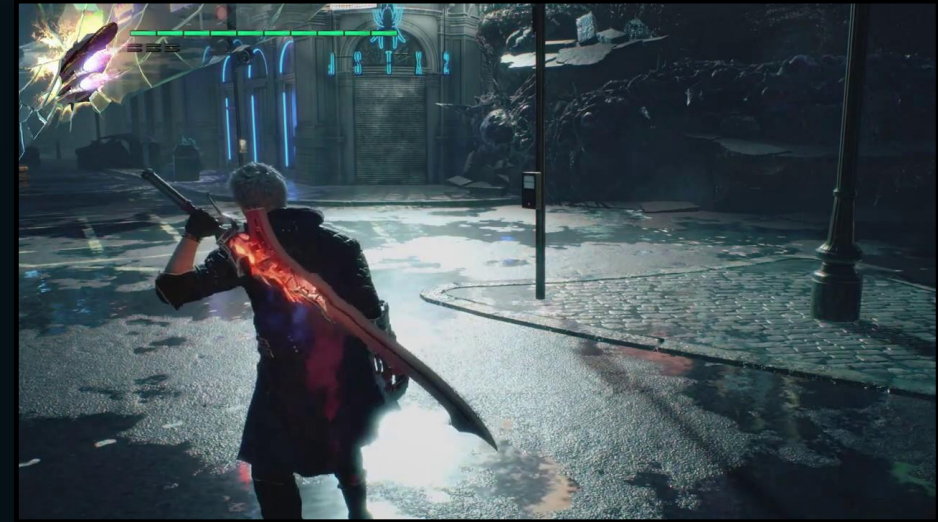
When revving, the increase in RPM follows a circular easing curve, reaching the limit of RPM acquired after 1 second.

FORMULA - RPM INCREASE

$$500 \text{ (base Power Level increase threshold)} \\ \times ((1 - \text{InputPressDuration})^2) \\ \times \text{InputValue}$$

Where InputValue is clamped from 0 to 1.

The amount of Fuel consumed follows the same formula.



Devil May Cry 5 (Capcom, 2019)



Revving consumes **fuel** but increases **RPM**, even beyond the **power level** normally attained by Gear



INCREASE GEAR CONTENT

While in **battle overview** mode, a player can **press LT** to **refine the Fuel** they have in order to **increase gear**.

Once the threshold of refined fuel for the next gear is reached, then all mercenaries increase gear, **increasing** the **base Power Level** they are at upon reaching 1000 RPM.

Each gear requires more fuel to refine to attain it:

- * **1st** - base gear at start of combat.
- * **2nd** - refine 1000 Fuel.
- * **3rd** - refine 2000 Fuel.
- * **4th** - refine 3500 Fuel.
- * **5th** - refine 5000 Fuel.

For every **500 Fuel refined**, there is a spark VFX that players on the engine icon to signal that this threshold has been reached. Once a **new gear is attained**, the **flames** ejected by the engine icon **change color**.



Atelier Ryza 3 (Gust, 2023)



Refining consumes **fuel** but increases **Gear** once the threshold is reached



POSITION CONTENT

A character's can have either a **frontline** or a **backline** position. A character's position on the battlefield dictates **what abilities it has access to**.

There must always be **at least one character of each team on the frontline**. If all characters of a team are sent to the backline, a random character will be sent to the frontline.

While in **battle overview** mode, selecting a character and **pressing up or down on the directional pad** allows the player to **send a mercenary** to the **frontline** or the **backline**.

Being on each position offers a specific advantage:

- **Frontline:** increase the character's RPM rate by 20 percent.
- **Backline:** cannot be attacked by melee attacks.



Darkest Dungeon 2 (Red Hook Studios, 2021)



Ogre Battle: March of the Black Queen (Quest Corporation, 1993)



USE ABILITY

CONTENT

When a mercenary is at **1000 RPM**, they can be **selected** to go into **Action Select mode**.

Mercenaries have **4 abilities** to select from: **three base abilities** and a **corruption ability**. They can also choose to **Guard**.

A mercenary's abilities change whether they are on the frontline or the backline, except for their corruption ability. These abilities can be **customized** beforehand, when starting a delve or resting during one.

When an **ability is used**, that character's **RPM** is **reduced to zero**.

ABILITY STATS

Range	Self, melee, ranged	Heal	X to Y heal
DMG type	Phys, Shok, Tox, Fir	Conditions	Type and duration
Flesh DMG	X to Y flesh dmg	Effects	Push, pull, fear, blast
Stance DMG	X to Y stance dmg	Req. pos	Required position
Fuel rate	Dmg to fuel rate	Target	Self/Ally/Enemy



Metaphor: ReFantazio (Atlus, 2024)

CONDITIONS

Burning X	Takes X stance damage per second
Poisoned X	Takes X flesh damage per second
Electrocuted	Cannot change position, -50 percent RPM rate
Energized	Plus 20 percent RPM rate
Resolute	Ignores stance damage

DAMAGE

MECHANIC - USE ABILITY

There are two kinds of damage: **Flesh** and **Stance**.

Flesh damage reduces the target's current **Health**. If the target's current health is **reduced to 0**, it **dies**.

Stance damage reduces the target's current **Poise**. If the target's current poise is **reduced to 0**, its RPM is reduced to 0, and the target has their **Guard Down**, making the next ability used on it before it recuperates 1000 RPM a **critical hit**. It recuperates all of its poise.

CRITICAL HITS

A **critical hit** always deals the **maximum flesh damage** an ability can deal, and rolls that ability's flesh damage again as additional damage.

When a **mercenary** suffers a **critical hit**, they **lose 1 Hope**. When they deal one, they gain 1.



Elden Ring (FromSoftware, 2022)



DAMAGE

MECHANIC - USE ABILITY

Damage also has an **element**, which determines **what kind of armor** is used to reduce said damage.

The different damage elements are as follows:

- **Physical (PHYS)**: Blades, bullets, hammers.
- **Shock (SHOK)**: Lightning.
- **Toxic (TOX)**: Poison, corruption.
- **Fire (FIR)**: Heat, flame.

Damage is calculated with multiple variables. It is affected by the character's **current Power Level** (which, for mercenaries, is generally equal to their Gear plus any Power Levels obtained by revving their engines) and by the **target's Armor** against the damaging element.

Abilities with a **Blast** effect **converts all Stance damage** taken by a target **into Flesh damage**. They immediately regain all of their Poise.



Resonance of Fate (*Tri-Ace, 2010*)

FORMULA - DAMAGE CALCULATION

$$([baseDMG] + ([baseDMG] \times (0.5 \times (CurrentPowerLevel-1)))) \times (1 / ((ElementalArmor/10)+1))$$

Where baseDMG is the random number between the minimum and maximum damage of the used ability.

Higher armor will always reduce more damage, however there are diminishing returns.

ANALYZE CONTENT

When the player selects a character, they can push **LB** in order to **analyze them**. When analyzing, the game timer pauses, preventing RPM from increasing automatically and damage-over-time effects from triggering.

In the case of a **mercenary**, the player will have a **complete stat sheet** of the mercenary, with their abilities, current conditions, elemental armors, horsepower, etc.

In the case of an **enemy**, the player will have a sheet with **certain pieces of info filled out**. As the mercenaries encounter more of the monster, its **analysis sheet** will **complete itself automatically**.

At the **Factory**, the player can also **spend resources** in order to **research certain monsters**, to **complete their analysis sheets faster**.



Baldur's Gate 3 (Larian studios, 2023)



GUARD CONTENT

In **Action Select** mode, the player can choose for their mercenary to **Guard** by **pressing R.B.**

When a character guards, the character **heals all Poise damage** it currently has, and reduces incoming damage by 30 percent, increased by the character's current Power Level if it is a mercenary.

This **damage reduction remains** until the **next time the character uses an ability.**



Dragon Quest XI S (Armor project, 2017)

Guard when **Stance** damage is high to not have your **Guard Down**



GENERATE FUEL

CONTENT

Whenever a mercenary deals **Flesh damage** to an **enemy**, they **generate fuel** from the boiling demonic blood of the target.

Dealing **more damage** generates **more fuel**. Some abilities have a higher damage to fuel conversion rate.

There is a **maximum amount of fuel** that can be stored at any given time – a player can **stock up to 2k fuel** (or 4 ‘pips’ of fuel – enough to rev up 4 times).

Fuel generated is based on damage, not the remaining Health of an enemy. An enemy with 1 Health taking large amounts of damage will generate large amounts of Fuel.

Fuel that is **unused** at the **end of a battle** is **kept for the next battle**.



+FUEL!



FORMULA - FUEL GENERATION

100 (base Fuel gain)
+ (400 (base max Fuel gain) x (1 - (3/DamageDealt)))
x AbilityFuelConversionRate

More damage will always generate more fuel, however there are diminishing returns. It is better to attack more times than to save up for a large attack if the player wishes for fuel efficiency.



A vital resource, **Scrap**, is generated on the **death of an enemy**. **Overkill damage** generates **more scrap** depending on the ratio of overkill damage compared to the target's max health. This is further increased if the killing blow was a **critical hit**.

! INTENTIONS !

The intention behind this is that in **small-scale battles**, high damage will be prioritized to '**speed things up**', and is rewarded via higher amounts of scrap. This can also add a **strategic component** by attempting to **maximize the profit** of each run.



Doom: Eternal (Id Software, 2020)

HOPE

MECHANIC - KILL

Hope is a resource that **increases and decreases** over the course of a run.

Hope is **increased** by doing **critical hits**, **ending battles** and **certain biome events**.

Hope is **decreased** when **suffering critical hits**, **mercenary deaths**, as well as **certain biome events**.

When Hope is **reduced to 0**, all characters are **Terrorized**, suffering 50 percent additional Poise damage. All characters remain terrorized until at least 1 Hope is gained.

When Hope reaches its **maximum amount**, all characters become **Heroic**, healing their Poise damage and having a 20 percent increase in their RPM rate. Each character's **heroism remains** until they get **stunned**, until the **battle ends**, or until they **become terrorized**.



Resonance of Fate (*Tri-Ace, 2010*)



BATTLE REWARDS

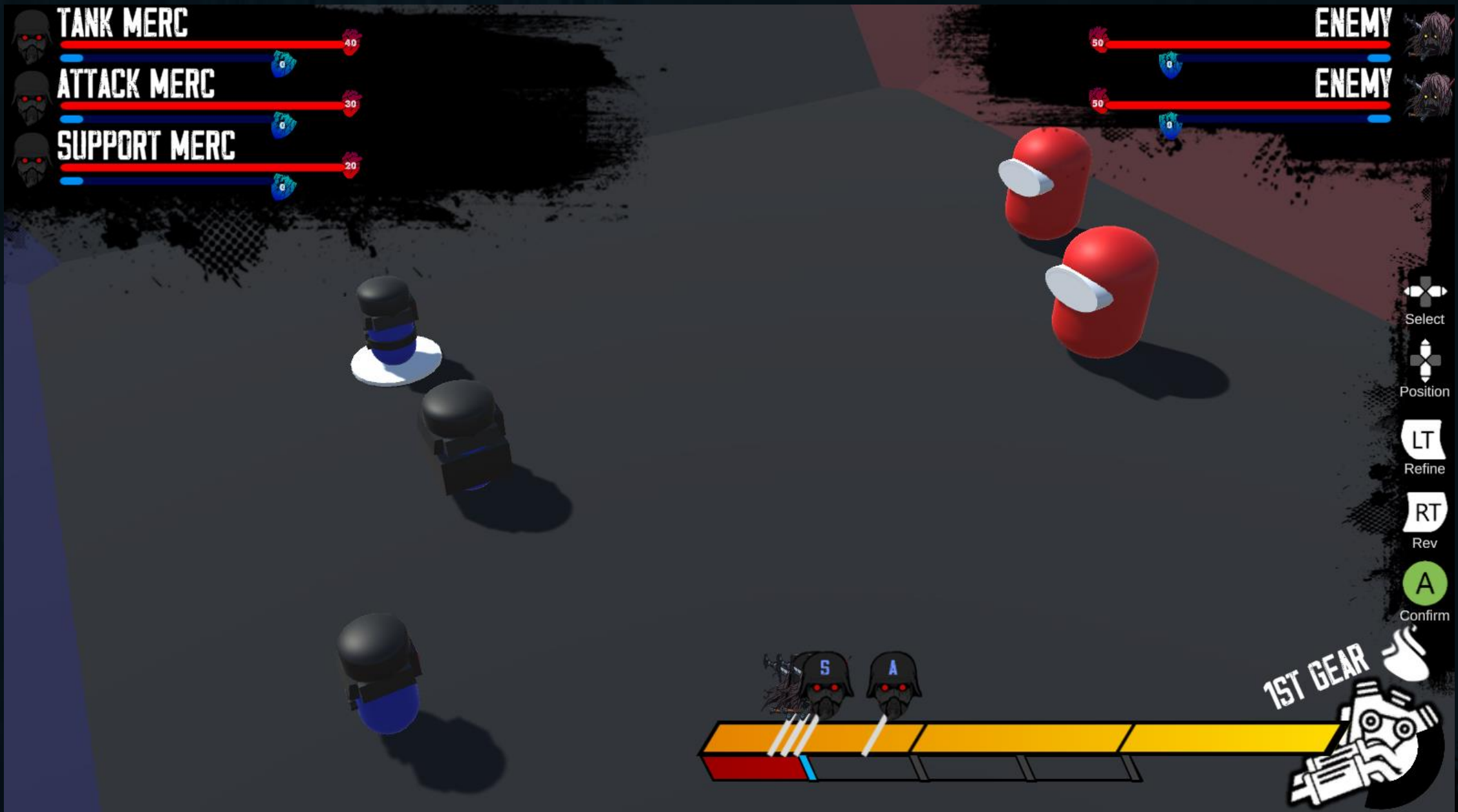
CONTENT

Once a **battle is over**, the Scrap generated over the course of the battle is collected, along with **curios** that are collected **depending** on the **monsters** and **biomes** in which the group of mercenaries are. The **quantity of scrap and curios** generated is **affected** by the **current depth** of the group.

Large quantities of Scrap, as well as more curios, are rewarded if the group of mercenaries manages to get to an **Abandoned Engine**.

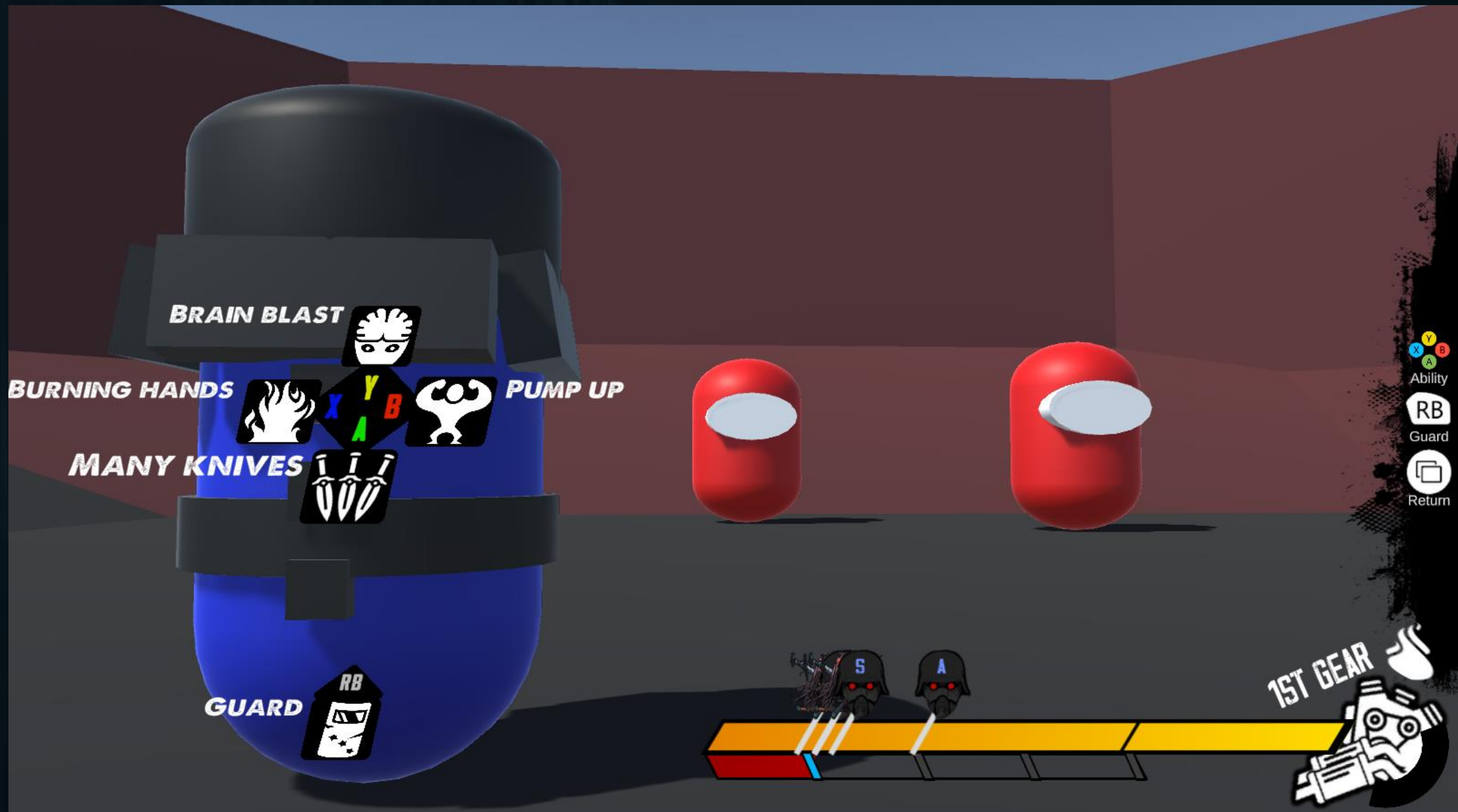


Shin Megami Tensei V Vengeance (Atlus, 2021)



LOOK AND FEEL BATTLE OVERVIEW

GREED - FIGHT Feature Design Document - Barthélemy Rapeaux - 18/11/2024



- Ability
- Guard
- Return

LOOK AND FEEL ACTION SELECT

GREED - FIGHT Feature Design Document - Barthélemy Rapeaux - 18/11/2024



FIGHT

The **world under** is a **hostile place**, wherein bloody monsters and dangerous hazards lurk in every corner.

You **must face them**, to be able to build your factory within its midst.

REV ENGINES

All mercenaries have a **portion of their body replaced with machinery**, as a means of surviving in the world under.

Using **monster blood** to fuel their engine, it allows them to empower their abilities. This falls within the **dieselpunk aesthetic** of the world.

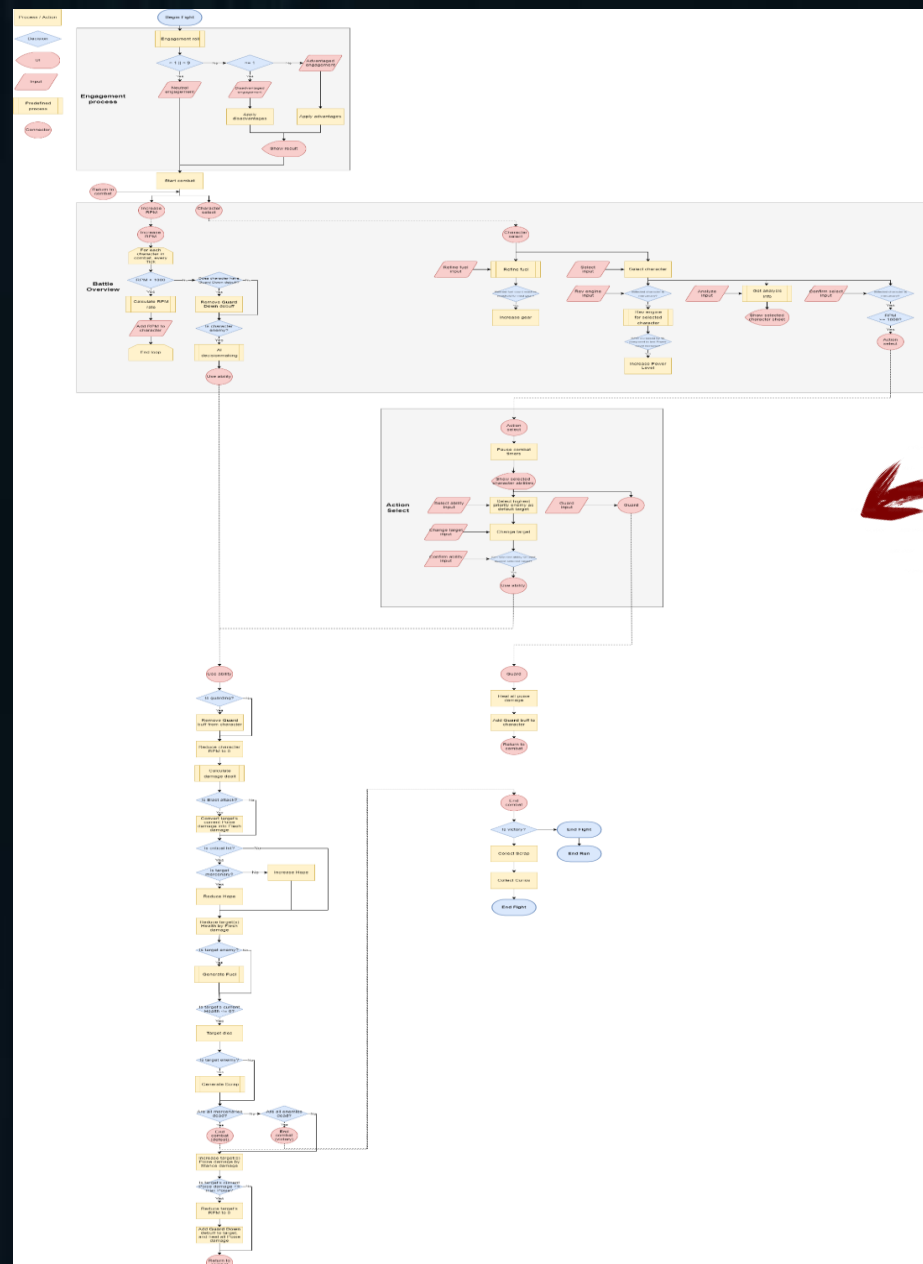
SCRAP

Everything can be broken down to build the factory. **Machine and flesh are one and the same**, whether it be from mercenaries or monsters.

HOPE

In the end, this is a **bleak story** wherein the characters live on a blade's edge, **fulfilling the whims** of the factory magnate (**you**) and putting their lives on the line every day.

It goes without saying that the strength necessary to push through relies on **Hope** only, and that it is your job to **manage it**.



CLICK TO SEE
THE FULL-SIZE
FLOWCHART

FLOWCHART



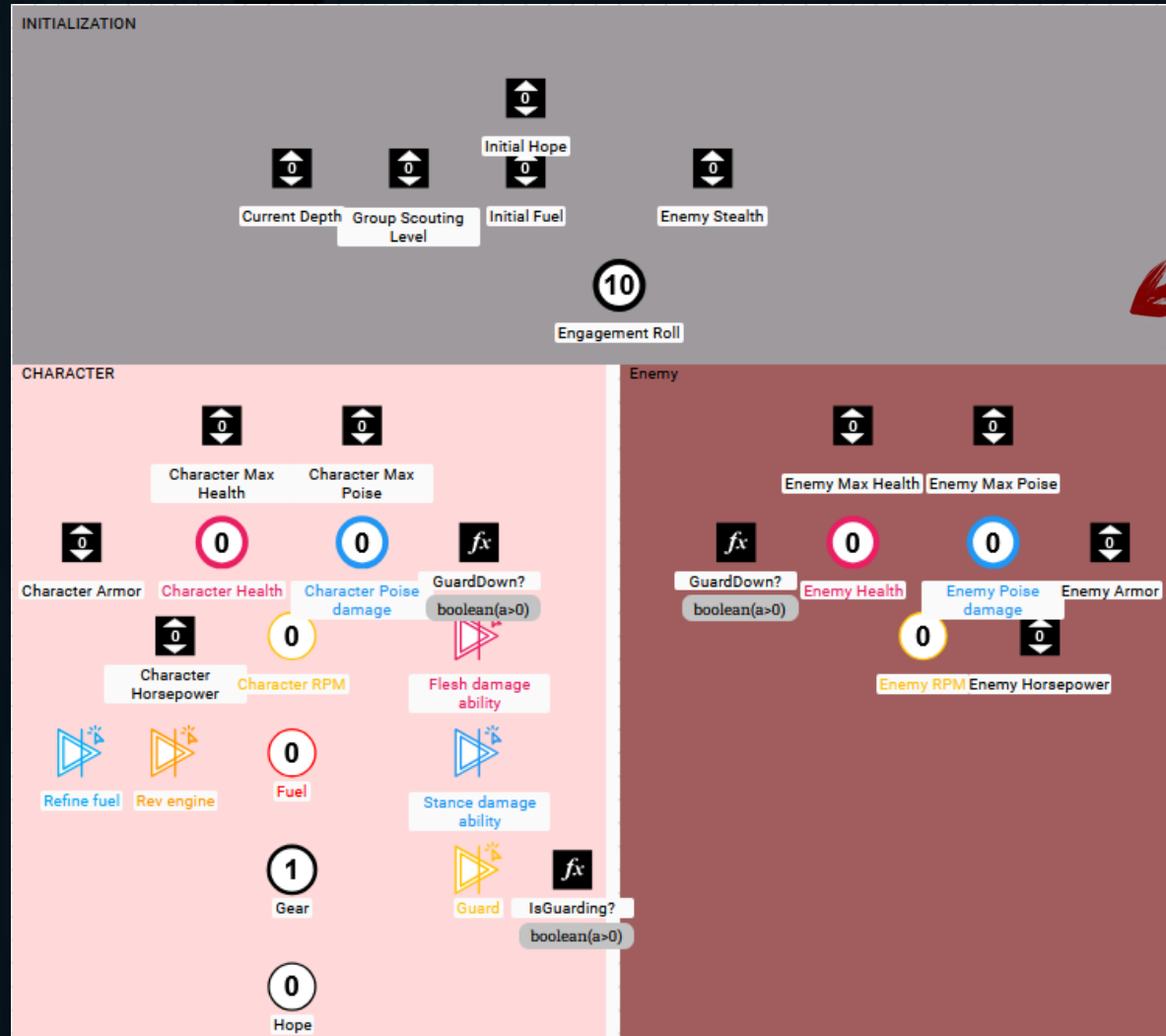
ANNEXES

MACHINATIONS

ANNEXES

IMPLEMENTED MECHANICS

- Engage
- Increase RPM
- Rev engine
- Increase gear
- Damage
- Guard
- Generate fuel



**CLICK TO SEE
THE FULL
MACHINATIONS**

CREDITS

ANNEXES

Artwork made by **Felix Miall**.

Jin-Roh visuals made by **Production I.G/ING**.

Red skull asset from **Darkest Dungeon**.

THANK YOU

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