

In a small valley in a sleepy corner of the world, monsters have crept in and begun preying upon the poor residents. One hero rises to save his people. Using the magic of pen, paper, and dice, Yat Z will vanquish his foes.

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# Game Overview

## Genre

Yat-Z is a turn-based deck building game.

## Inspiration

Yat-Z began as a pitched concept for a class that went unused. I wanted to create a simple turn based game that put a creative twist on the mechanics of yahtzee.

## Story

Yat-Z takes place sometime before the rise of the Empire. In a secluded area of the world, the people practice a simple lifestyle and only one character is interested in practicing magic. A form of lucky divination passed down from father to son, where oracle blocks are tossed and recorded on scrolls to cast spells. When monsters invade his land, he decides to use his powers to save his people.

## Structure

Yat-Z takes place in small arena style levels. Within one arena, there will be a small 5-10 tile map, populated with items, chests, enemies, and a boss. You must clear whatever obstacle is on a tile to move to whatever tiles it connects to, but other than that you are free to move as you please. When you defeat all the enemies in a level you will progress to the next level, regardless of any items or chests left uncollected.

## Software

The game will be developed in the Godot engine with assets made in Aseprite.

## Game Loop

### Micro

The core gameplay of Yat Z will be its combat. When you engage an enemy in combat you are brought to a screen that displays the enemies

you face and their HP bars, a row of dice that you can roll, and a sheet of paper to show what attacks are available to you. Each round begins with the player's turn, which is played just like Yahtzee. You roll the dice available to you, and select which dice you want to re-roll, with two re-rolls available per turn. When you have a selection of dice that you like, you can mark it down on your sheet to fill a slot. If you do not have any valid rolls, you must mark one slot as null and the game switches to the enemies' turn. Once a sheet has been filled, it is discarded for the rest of the fight and another sheet must be selected. If the player runs out of sheets, then the match is forfeited and the player is sent back to the level select screen.

## Macro

Between levels, the player has a small map to explore. On the map will be items, like health restores, defense and attack enhancers, and a dice re-roller. Chests and Shopkeepers will have more sheets and dice for the player to select. Additionally, enemies will have a chance to drop these items at the end of combat. Different sheets will have different selections of slots to fill and different dice will have different effects, so it's up to the player to strategize accordingly and bring the right tools into each battle.

# Feature Set

## Controls

Eventually the game will be designed to make use of the keyboard and controller, but for now everything will be controlled by the Mouse. Clicking on tiles will bring the player to them, menus will have clickable buttons and all combat will be click based. Click the dice to roll them. Click which dice to select which ones you want to re-roll and then click to re-roll them. Click which slot you want to fill and it will automatically calculate the proper value to fill it with. Click which enemies you want to attack and they will be attacked. This is not a game that requires timing, reflexes, or proper control.

## Mechanics

### Dice

Not all dice are created equal. Dice can vary in terms of shape, numbers, weight, and effect.