

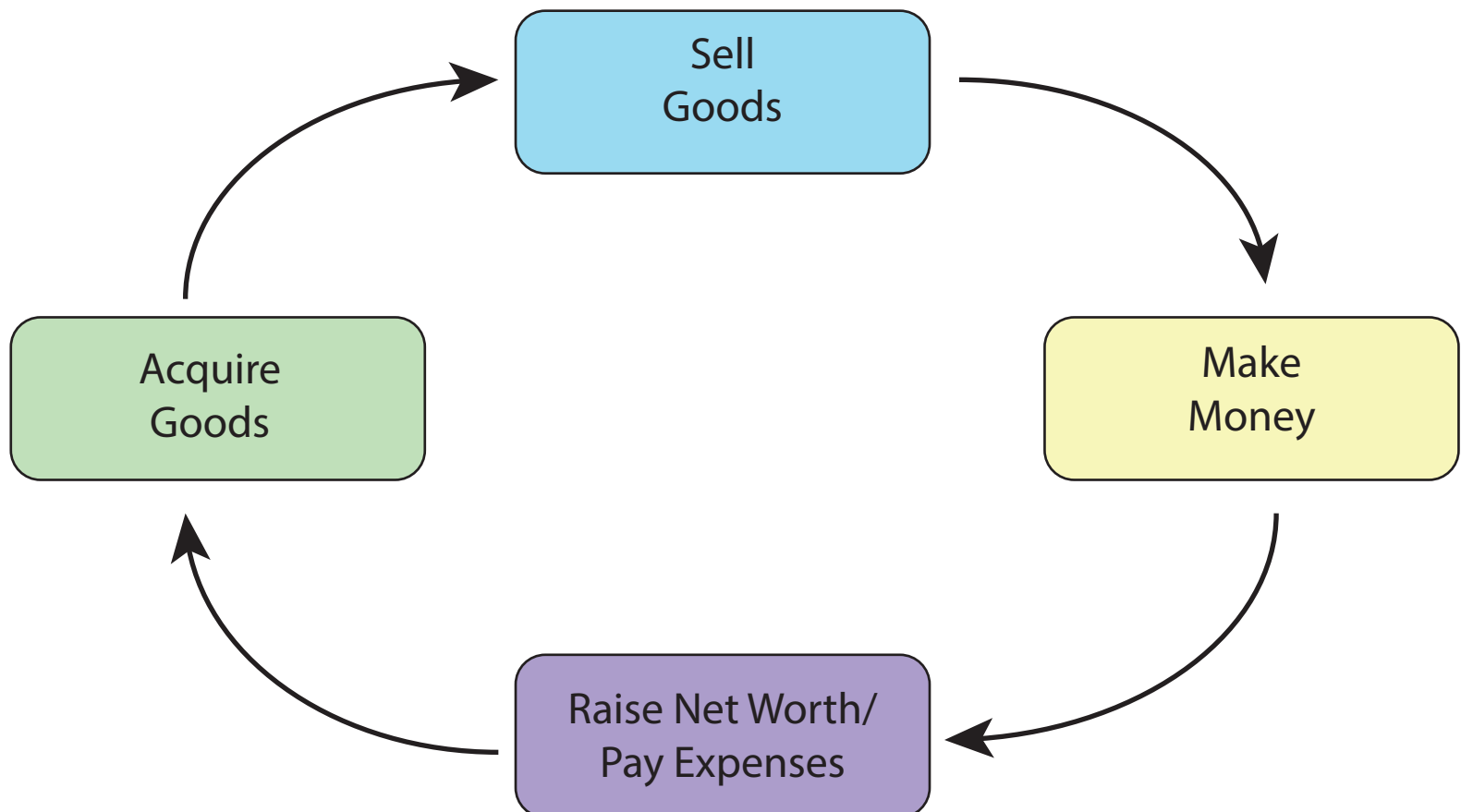
# The Grandmaster

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Artist: Aaron Higgins

Programmer: John William Kazanecki  
Producer: A.J. Purnell

**Concept:** The Grandmaster is a Merchant-Style, resource management game with elements of a top down Hack-and-Slash adventure game. The player takes on the role of a retired adventurer who can seldom go out on quests, so they decided to open up a shop and sell the goods they found on the road. Along the way Fledgling Adventurers will come to their shop and ask to work for the player. The player can send the Adventurer out on quests to bring back loot and goods, but the player will have to pay them for their services.

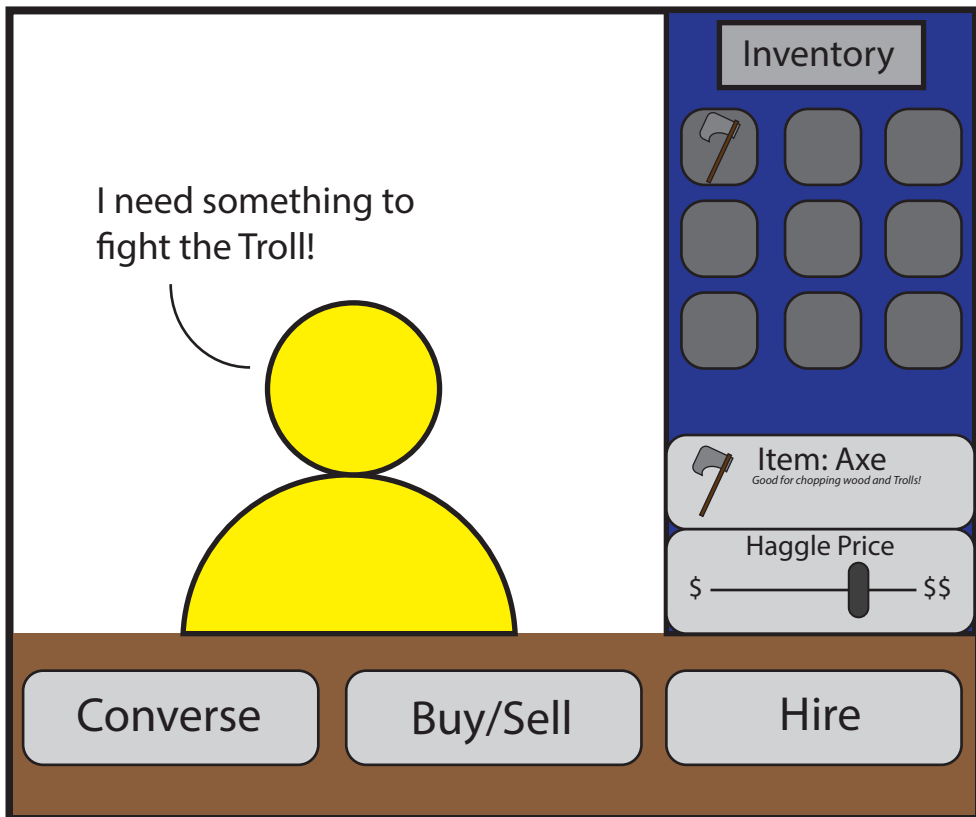
**Game Loop:** The loop of gameplay in The Grandmaster is fairly contained. The player will start out getting goods, then sell those goods to earn money, then they will raise their net worth and pay expenses, then acquire more goods.



**Systems List:** For this game we will have three main systems that require our immediate attention and what we will be focusing on testing in the coming weeks. Those systems are as follow:

- 1.) Economy System:** This system is how the player interacts with customers and makes transactions between them. This is how we will keep track of important values such as the player's Net Worth and their Expenses, as well as items price and haggling with customers.
- 2.) Combat System:** Even though the game is primarily a resource management game, we would like to have a simplistic form of combat to break up the monotony in gameplay. With this system the player would be able to go out and fight an enemy, and after defeating the enemy the player would be rewarded with rarer loot to then sell at the shop.
- 3.) Adventuring System:** Another important aspect of this game is the idea of being a quest giver to Fledgling Adventurers. The player will randomly get approached by these adventurers and be asked to take them on as workers in the shop. The player can arm these adventurers with items from the player's inventory and then send them out on quests to bring back loot and gold (increasing either what the player had to sell or their Net Worth directly).

# The Grandmaster: Economy System

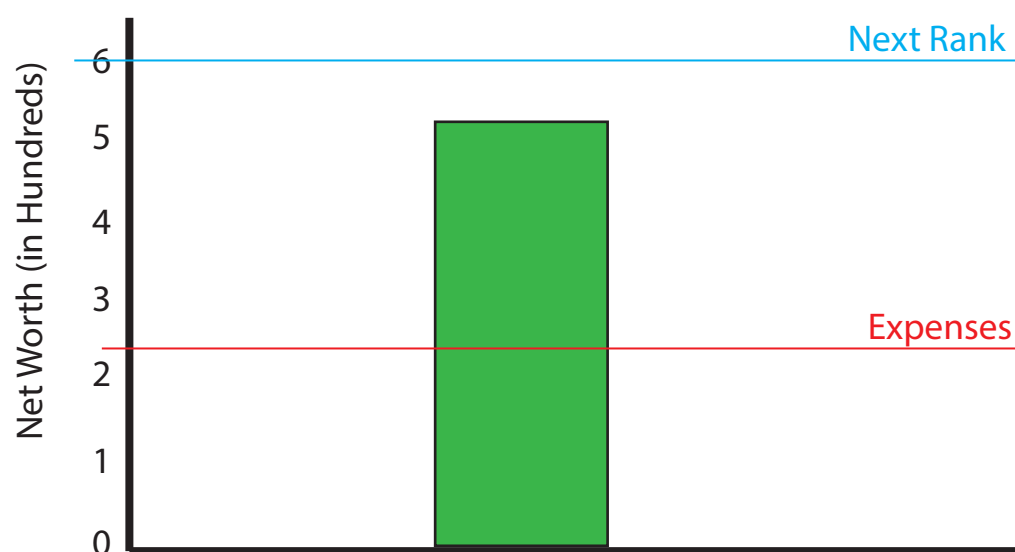


**Merchant Screen:** When in the shop the player is in the Merchant Screen. This is a first-person view, where the player will interact with a customer to sell or buy items. The player will have the option of Conversing, Selling, or Hiring a customer in this screen. Conversing will allow the player to learn more about the customer's situation and can then infer what item to sell the customer for the best price. Selling is the action of buying and selling goods to the customer, when in this option the player can select an item from their inventory and haggle with the customer to get the most money out of them. The Hiring option is real for Fledgling Adventurers since that is how you recruit them to your shop.

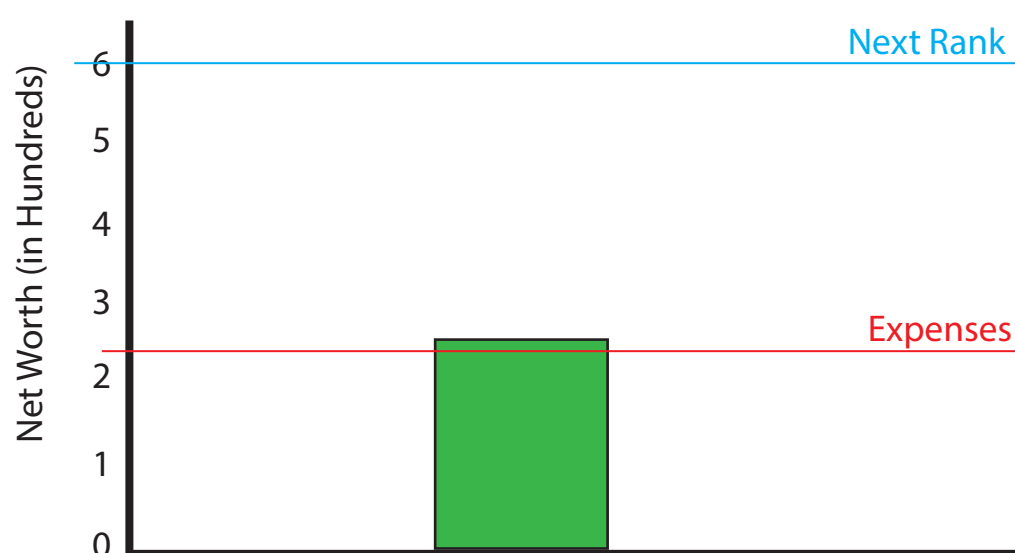
**Net Worth:** The player's Net Worth is the amount of money they have total. So after all items are sold and Expenses are paid, the money the player has is their Net Worth. The player rank is also based off of their Net Worth, where after a certain amount of money is made the player will have new items to acquire/sell and new customers to do business with.

**Expenses:** The player's expenses are the costs it takes to acquire goods for selling. A player can increase their Expenses by hiring too many Adventurers that they'd have to pay, or buy from too many suppliers, or just not make enough of a profit off of their item transactions. If the player's expenses reach the same amount of their Net Worth at the end of an in-game week, then the player will "lose" and will have to restart from the beginning of that week.

**Win Scenario:** For a winning scenario, the player will have to keep their Net Worth well above their Expenses and continuously growing to achieve the next rank.



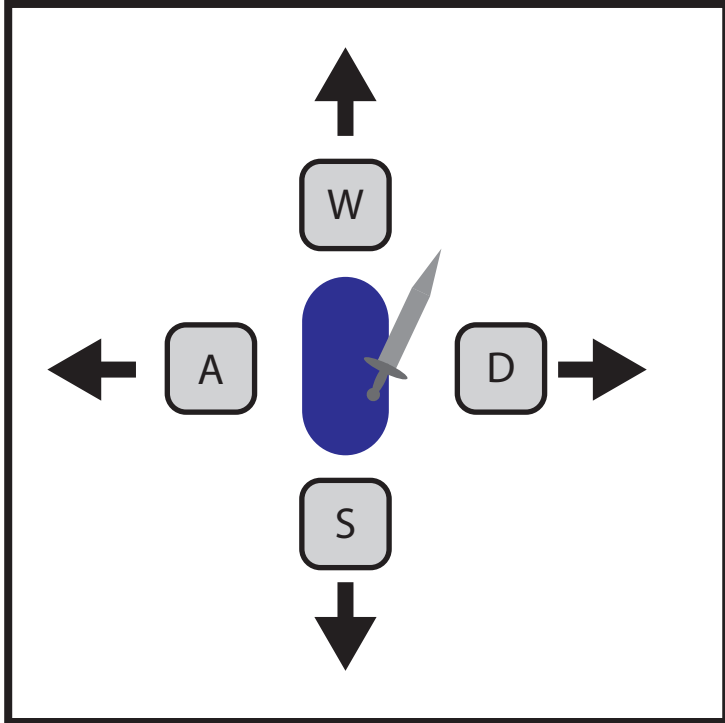
**Lose Scenario:** A losing scenario involve the player's Expenses almost or actually reaching the same amount as the player's Net Worth. If the player is in this kind of scenario, then they will have to restart from the beginning of that in-game week.



# The Grandmaster: Combat System

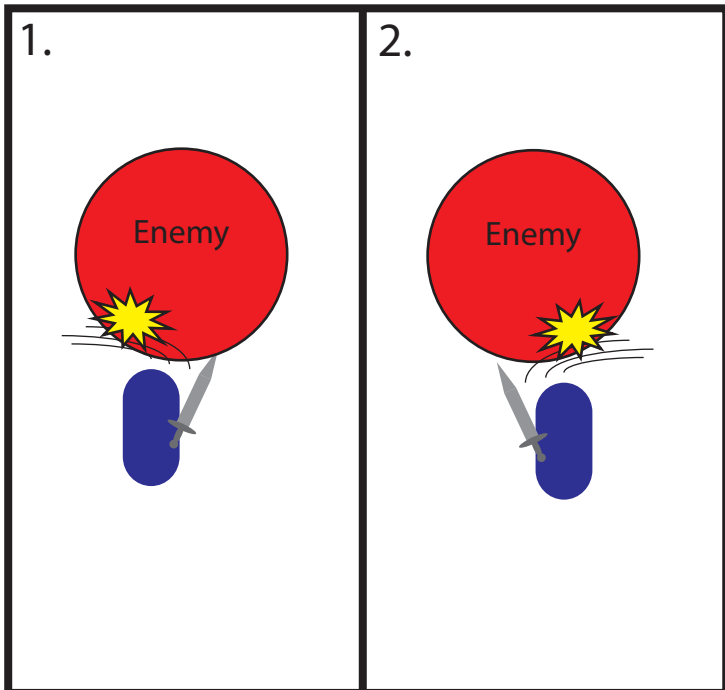
**Combat System:** We wanted to liven up the gameplay a bit, so we found a way to incorporate action into this merchant-style resource management game. The player has the option of going out and fighting one random boss, and after the boss is defeated the player is rewarded with three rare items and a Monster Material.

## Movement:

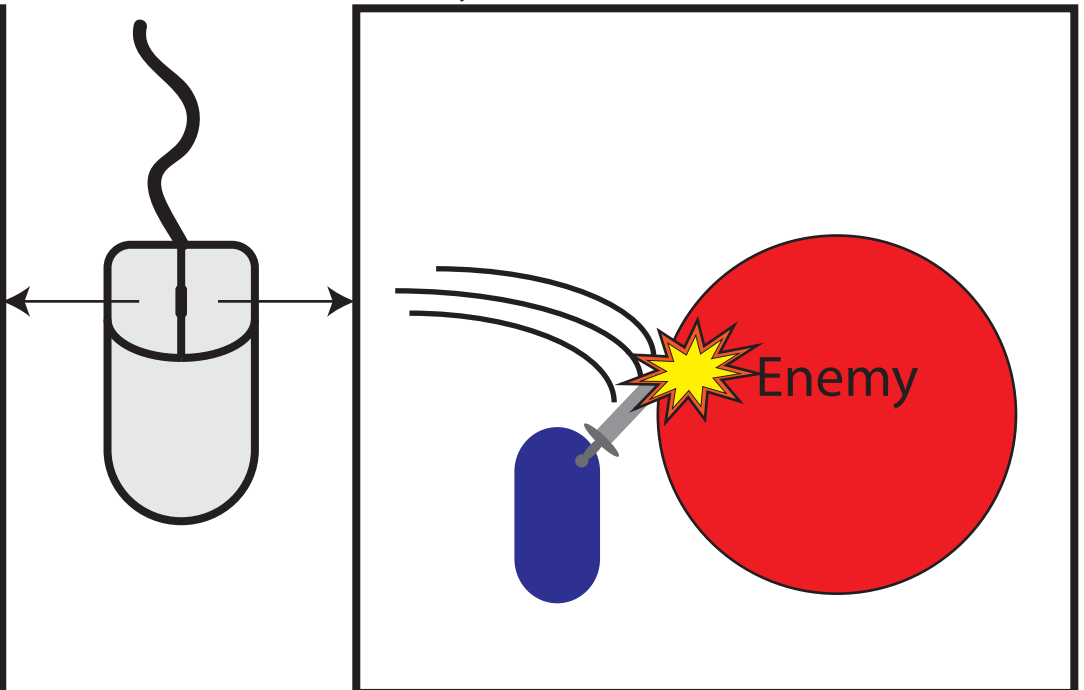


**Player Movement:** When in combat the player will have control over the character in a top down view. The player will use WASD to move in the four cardinal directions. The Player Character will always face where the mouse is. And the Player will use Left Mouse Click to do a quick attack and then Right Mouse Click to perform a Heavy Attack.

## Quick Attack:



## Heavy Attack:

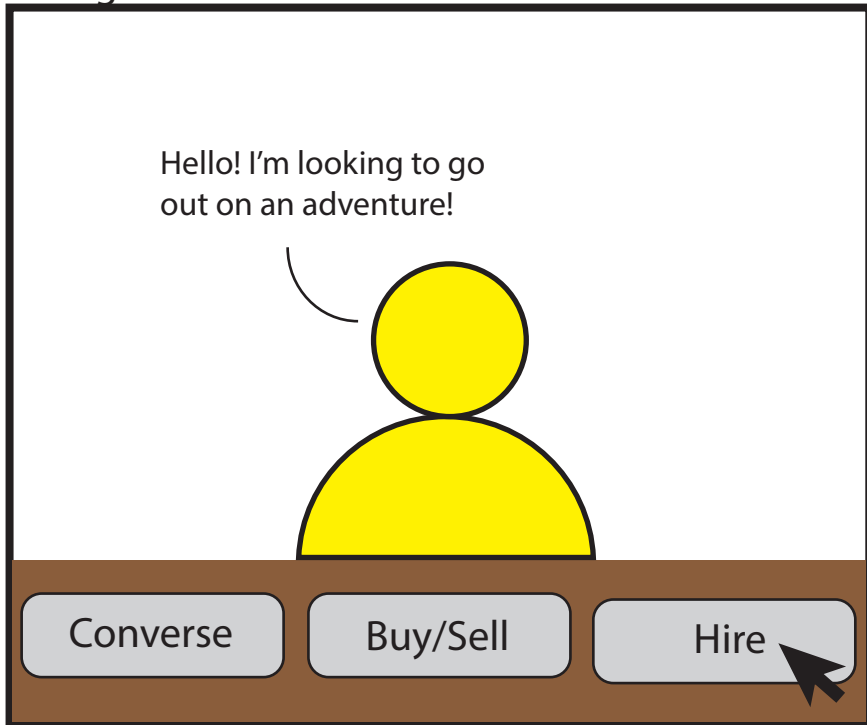


**Bosses:** The types of bosses will be randomized in order to keep gameplay fresh, but certain bosses will be encountered in order to keep the player on a certain quest. EX) A customer needs Troll Blood for a potion the player can go out and fight a troll and get the Troll Blood as their Monster Material.

# The Grandmaster: Adventure System

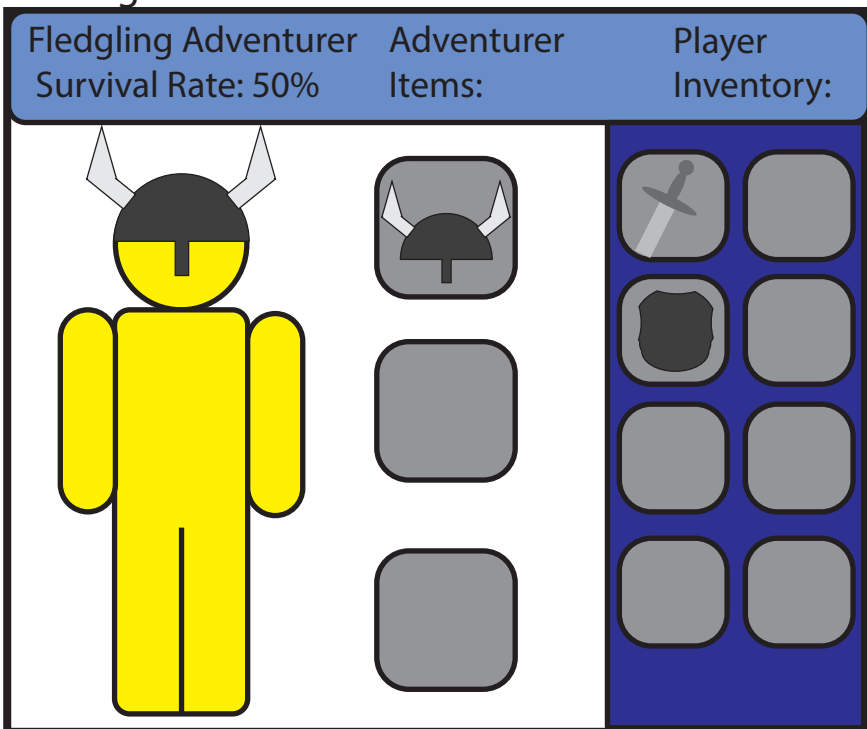
**System Concept:** We needed a way to allow the player to obtain more goods than just buying customers items or just fighting a boss, so we decided to make the Player a quest giver as well. The player can hire Fledgling Adventurers to go out on different types of quests and bring back items to add to the player's inventory or gold to add to the player's Net Worth. But every time the player hires a Fledgling Adventurer their Expenses go up.

## Hiring:



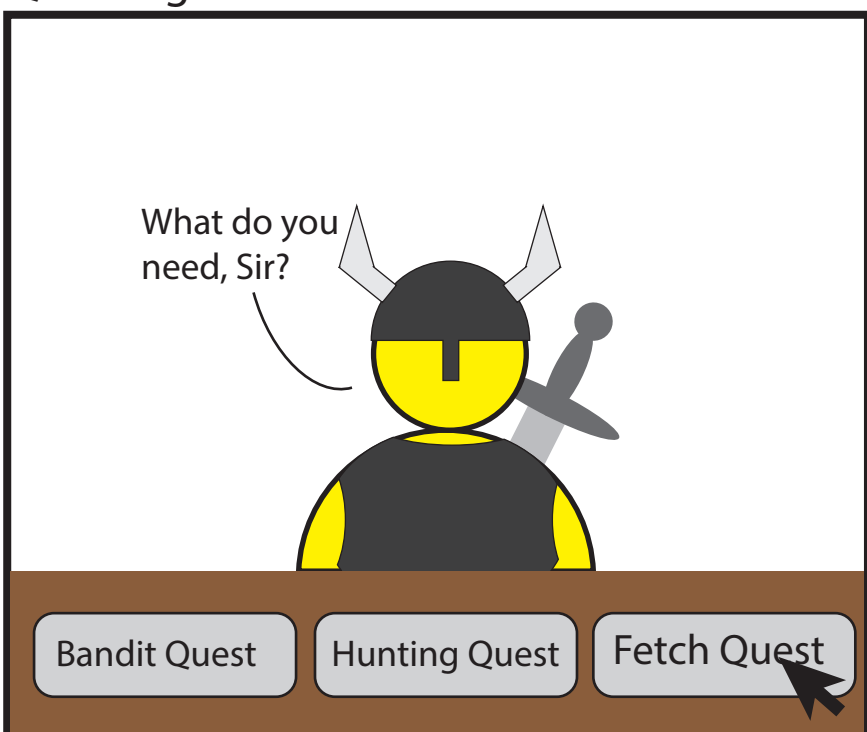
**Hiring:** The player will be approached by a Fledgling Adventurer while in the merchant screen. Once prompted, the player can hire this adventurer as a worker, thus increasing expenses.

## Arming:



**Arming:** To best increase the Adventurer's Survival Rate, the player will give the Adventurer items from their inventory. The Survival Rate is the percentage of how successful the Adventurer is in completing quests.

## Questing:



**Questing:** Questing is how the Adventurer brings the player items and gold. There are three types of quests to choose to send the Adventurer out on. The Fetch Quest will have the adventurer bring back random items to the shop so the player can sell them. The Hunting Quest will have the Adventurer fight bosses and come back with Monster Materials. And Bandit Questing will have the Adventurer rob other shops and bring in more gold.



Common Item



Uncommon Item



Rare Item



Exotic Item

**Loot System:** The loot system in this game is configured by types of rarity. Items that are more common can be sold for a lower price but more customers will be looking for them, rarer items can be sold for a higher price but customers won't buy them.