

Galactic Destroyer Maker

Official Design Documentation

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Version 0.45

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6. SUMMARY

1. OVERVIEW AND GOALS

The goal of this cooperative project is to make the best gosh darn Princess Maker parody on the face of this here planet. However, it wouldn't be that great of a parody if it weren't also likable, believable, thoughtful, and sufficiently intelligent. Above all, it must be fun to play.

The story starts with this horrifically evil galactic destroyer attacking a multi-planet utopian civilization. This civilization is toward the end of its golden age and as such is not quite prepared to fully defend against an assault of this magnitude. A powerful ruler, the player, takes up his or her most powerful magic artifact and faces the beast. After a long and grueling battle, the beast is defeated and the ruler is fairly badly injured.



Just as the beast is about to be totally vanquished, it changes from its ghastly form into a human child--a girl. After everyone pauses to catch his or her respective breath, she's taken to the civilization's ruling counsel, to decide what to do with her. After some deliberation, the one who had defeated the beast volunteers to take charge of her and raise her, despite the risks she poses.

And so, the player becomes parent of this child. It wouldn't be much of a game if the whole thing were already hard-coded to follow one plot. Some players may decide to reform the girl, while others may decide to have her become the beast again. Still others might want to put her in a cute dress and have her become a dancer--which will be, by far, the most difficult path.

Whereas the original Princess Maker focused on a fairly obedient, normalish girl that did precisely what her father told her to do, we will be working with a rather rebellious one. She may or may not decide to go along with what the player had planned--unless he or she took measures to ensure her cooperation through bribes, promises, or whatnot.

The player should have enough selectable settings to be able to tailor the experience to his or her preferences, including gender and moral alignment. The girl will be who she will be, but the parent makes all the difference in influencing her. Since the girl really is a transformed monster, there is real danger that the parent could get

injured or killed while attempting to raise her, but if he or she succeeds, that's worthy of a medal!

There are things to help the player along--advisors, special events, adventures, schools, vacations, and helpful fairy-people, magicians, and trainers that can influence the girl's preferences and skills. Naturally, going out to whack something will prove quite stress relieving to her.

When all is said and done, the girl's path will be set, for good, for evil, for cuteness, or just plain survival. A story of how she ends up will be the reward. Those endings should become much more detailed than Princess Maker's were, especially since we have many terrific authors, artists, and programmers at our disposal.

2. BEGINNING

Naturally, the game has to start somewhere. An icon on the desktop, a link on a menu, or a simple word on the command prompt will work well. It needs to be easily executable so one can play it almost as an afterthought. Double-click on it, then we should get to the title screen.



2.1. Title Screen

We'll want a nice set of two quick splash screens and then go to the basic selections necessary for playing the game. First, start off with some quirky music in parody of PM2's startup music. Next, our "company" logo (Danny suggested "Blatant Ripware," and that's kind of catchy, but I'm thinking about something a bit more upbeat.)

The screen should have something like the Galactic Destroyer on one side, and the girl on the other, with the title taking an upper-central position. *See cover page.* The menu should take center stage. It needs to be usable by clicking on the highlighted buttons or by "tabbing" over to it and pressing enter. It'd be nice to have it work with the arrow keys as well. After all, others' playing habits are quite different.

We'll customize all the art to fit the menu well--the menu will be a part of it, rather than hiding the art. We'll also want some music to play in the background. It should be something that sounds bright and cheery with just a hint of dread and an overtone of determination,

if that can be made to sound... not unpleasant. I don't think that a Windows top-bar pull down menu would be appropriate here. Buttons should make soft, non-annoying clicks when activated. Whatever happens here, of course, should not be annoying.

2.1.1. Begin New Game

Start at the very beginning--a very good place to start. This'll go straight into player and girl customization.

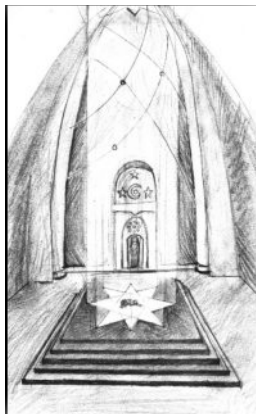
We'll have a click sound when selecting to begin a new game, and then proceed with a fade-in to the selection screen for beginning game settings. Playing in the background for these settings should be a sort of ominous music normally reserved for the menu for gothic first-person shooters--like the calm before the storm sort of thing.

There should be a "Back" button that allows the player to return to the main menu if he or she pushed "Begin New Game" by mistake.

2.1.2. Load Saved Game

The game should be saved in an easily loadable file without chance for data loss. The game should keep track of the date, all stats, the inventory, and any already-triggered specials, whether from the main mode or adventure mode. This should have a fade over to another screen with a list of available saved games, all in a font proper to the game's atmosphere. Doing a call to what looks like normal Windows/Linux/Mac top-bar menus would kind of ruin the effect. Loading should default to the game's Save directory. The surrounding decoration should probably need to be a pun about restoring or loading--perhaps the High-Level Cleric or a bunch of Patron ArbyFish lined up together.

If there's an error in the save file, the program should say so. The error message should be a little pop-up message that you click to make go away, whereupon the player stays in the load game menu. The game should be loadable from inside regular mode or adventure mode. Selecting the game to load and



clicking on "Load" should send the player straight to where they last saved their game.

There should be a "Back" button that allows the player to go back to the main menu.

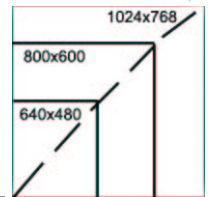
2.1.3. Options

Here, we should be able to set Display options, Gameplay options, and Sound options. Clicking this should change over to a different screen with different art, dealing with a joke about options--like a Gradius fighter or magitek mecha surrounded by the little glowing balls known as "options."

2.1.3.1. Display Options

It'd be nice to have the game be available in full-screen or windowed modes. Plus, some people may have smaller monitors, so they might want to set lower resolutions.

We'll use radio buttons with 3 different resolutions available, 640x480, 800x600, and 1024x768. We're doing all the graphics in 1024x768, but it should default to 640x480. We might consider other options that laptops or whatnot use. We'll reserve smaller resolutions for if we ever decide to do a J2ME port later. There should also be a checkable or X-able box for Full Screen, if that's possible.



2.1.3.2. Gameplay Options

Sometimes, people want things more realistic and less realistic, like violence settings and whatnot.

Have a pair of radio buttons (Enable / Disable) for NPC fatalities. Having it disabled implies you let characters live by default, and normally vaporizing attacks merely injures targeted characters.

Have a pair of radio buttons (Enable / Disable) for having the High-Level Cleric's Resurrection capability available during the game. Switching it to Disabled implies that you want the dead to stay dead.

2.1.4. Exit

There's always the chance that someone opened the game by mistake, so there should be the option to leave. Click it, and a popup menu will ask, "Are you sure?" Yes will exit to Windows, Linux, or whatever OS they're using (it's normally windowed, so it should just close the program), and No will leave you on the menu screen.

2.2. Starting a Game

Take a deep breath, 'cause this is it: you're gonna select your character, fight the Galactic Destroyer and start raising the girl.

2.2.1. Parent Settings

First of all, character selection and settings is the main way to customize the game to the player's preference. Settings here will also influence, to a degree, how fast or slow the girl acquires skills.

The screen looks like filling out a profile card, with "Parent's Settings" up top. There should be a "Helpful Dialogue Box" below or to the side, explaining what each setting deals with.

There should be a selection to go back to the main menu just in case the player hit the wrong button. The screen should have text selections for first and last name, radio button selectors for Gender and Alignment, and a popup calendar for birthdate selection. Since we're dealing with some races that are often immortal, age will be pretty much irrelevant for the parent. Once selections here are complete, the player clicks "next" to go to the girl's settings.

We're assuming a single parent who has time to schedule the girl's activities between whatever ruling activities he or she may have. However, those duties will not factor into the game, where raising the Galactic Destroyer is the focus.

2.2.1.1. Gender

Will you play a mother or a father? Both have their advantages and disadvantages. Unlike games like Balder's Gate or Neverwinter Nights, gender is not a purely aesthetic choice here, since parenting styles would be quite different for each.

2.2.1.1.1. Male

Much as people nowadays might debate it, fathers would raise children somewhat differently than mothers would. In the game, they

should usually do more to promote strength and combat prowess, whether magical or physical. Fathers would have an easier time convincing the girl to go to kendo club, mecha repair, or combat magic classes. She'd go, even in a second-level state of rebellion.

Certainly, they could also send their child to singing, cooking, or dancing classes all the time, but the girl'd kinda look at him funny.

Fathers would cause less stress for strength-building or combat activities, but they'd also be easier to disobey than mothers, so the level of stress required to cause rebellion would be lower than average.

2.2.1.1.2. Female

Mothers can be exceptionally convincing when they try to get children to do things or avoid certain activities. So, rebellion would be much lower than for fathers.

There would be sort of default settings for the mother--there would be the same amount of resistance to send the girl anywhere, whether combat-related or things to build social skills.

Mothers have all default parenting settings and are very good at rebellion prevention, since they're historically the ones with the most experience in this. The stress level before the girl hits a rebellious state can get pretty high.

2.2.1.2. Alignment

What has more effect on parenting techniques than simple gender (which has a significant effect, make no mistake) is the set of morals and preferences the parent has. In D&D terms, all parents would be of the Lawful sort--otherwise they wouldn't have had been able to beat the beast due to the level of focus required.

2.2.1.2.1. Good

Good parents would have a tougher time allowing their children to go out and fight or randomly kill things. Children of good parents could still become spectacular warriors, however. Before age 15, Good players would have their child's "to hit" and "to-damage" bonuses decreased by 1/3. However, they would encourage qualities such as cuteness, patience, anger-management, and vitality. During work or school, per-day bonuses for these are increased by a good

factor--doubled, possibly. They'd have a higher ceiling for these skills as well.

If the girl needs to be corrected, scolding has a high chance of working, but beating her will have a reduced effect. They'll need to take action if the girl starts misbehaving. Killing a human opponent, for example, is a scoldable offense.

During gameplay, the girl would tend to get more and more rebellious if she's not corrected for doing some of those acts, stress relieving though they may be. Higher rebelliousness for Good players means more school or work time wasted and more accidental bulk injuries or casualties. She might run off on occasion. It will take third-stage rebellion and over 800 Dark Power for her to change back into the GD.

The girl starts off basically happy.

2.2.1.2.1.1. Good Father

A Lord Giles Tranquility-type.

2.2.1.2.1.2. Good Mother

A Queen Serenity-type.

2.2.1.2.2. Neutral

Neutral parents don't care what kinds of skills their child develops, so long as she's doing something with her life. They will discourage excess vacations or free time, favoring adventures to blow off stress rather than sitting around on the beach. Stress relief is halved for vacations and free time. All ceilings on stats are average, and no combat bonuses are given or subtracted.

They will not generally see a need for correction, but any corrective action they take, whether spanking or scolding, has a 50/50 chance of working. A reduction in rebellion level occurs if successful.

There are no stat bonuses--if the girl has done something at all with her life, neutral parents will be happy. Higher rebelliousness for Neutral players means more time wasted at school or work--the girl becomes apathetic toward any sort of accomplishment--affected twice as badly as Evil or Good players. She'll be unsuccessful at work and school activities, and combat prowess during adventures will be decreased sharply. She won't run off, though. It takes second stage

rebellion, severe dislike for her parent, and over 700 Dark Power for her to change back into the GD.

The girl starts off with a neutral disposition.

2.2.1.2.2.1. Neutral Father

A Kevin Sorbo / King Kull-type

2.2.1.2.2.2. Neutral Mother

A Sailor Pluto Time Guardian-type

2.2.1.2.3. Evil

The polar opposite of good, evil parents will applaud their child doing nasty things such as killing stuff, obliterating the ones that challenge her, and generally building up a reputation for infamy.

Evil parents have a better chance of correcting their child by beating her, though correcting her for what will be an even stranger topic, so scolding will generally only tend to cause confusion. Not killing an opponent, for example, is a scoldable offense. Higher rebelliousness for Evil players means more time wasted at work but not necessarily school, decreased combat vigor, and no accidental casualties. She'll run off pretty frequently if rebellion gets high--or worse, meet a nice guy and decide she wants to get married. Evil players are unique in their ability to spectacularly fail and live happily ever after.

"I don't want to hurt anybody anymore! I want to... sing!"

It takes 900 Dark Power, low dislike for her parent, and at least 10 Casualties for the girl to change back into the GD.

Evil players get a higher ceiling on combat and magic damage, and a lower ceiling on the actual combat "to hit" sorts of skills. Also, the girl wouldn't accrue as much stress for occult acts--in fact, there'd be a per-day bonus for anything that builds attack power skills.

The girl starts out with a sad/angry disposition.

2.2.1.2.3.1. Evil Father

Either a Darth Vader-type or a Master Illpallazo-type

2.2.1.2.3.2. Evil Mother

A typical dark empress or Beryl-type

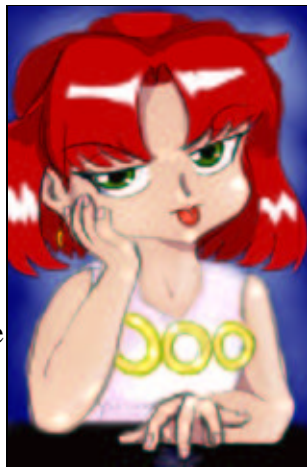
2.2.1.3. Birthdate

Sometimes, the girl will like her parent enough to make something for his or her birthday, or at least grudgingly mention "Happy Birthday" if she's feeling kind of rebellious. This may later have statistical bonuses attached to it. However, for now, it serves only an aesthetic purpose.

2.2.2. Child Settings

Now for the options for setting up some starting statistics for the girl. Like the others, there should be an option to quit and go back to the main menu (it should ask for yes or no confirmation to do so) or to go back to parent settings selection. In any case, in moving back and forth between parent and child settings, there should be no loss of data. This one should also have a "Helpful Dialogue Box," explaining what the settings do.

Again, it should look like a profile card, with "Child Settings" up top. A pair of text entries should be available for given and family name to be listed. Family name will default to the parent's family name, but can be changed by way of a "nickname" selection. There should be a box that can be checked for "Use Nickname," followed by a selection for what everyone else will call her.



2.2.2.1. Birthdate (Signs/Patron ArbyFish)

We'll use a typical Gregorian calendar on a leap year, so February 29th will be available. The "birthdate" will determine what constellation the beast had just come from the direction of, and in some cosmic way, what kind of stats she starts out with.

Instead of a patron deity, we'll go with Patron ArbyFish, which affect stats in similar manners. Pink ones will be available only on Valentines Day, and Translucent ones will be available only on February 29th.

2.2.2.2. Blood Type

Sometimes, genetics can have a startling effect on a child's behavior. Clearly, parenting has a stronger effect, but sometimes, things just can't be discounted.

2.2.2.2.1. Type A

Gives a +0.5 per-unit bonus to combat skill learning and Ingenuity.

2.2.2.2.2. Type B

Gives a +0.5 per-unit bonus to social skill learning and Humanity.

2.2.2.2.3. Type O

Increases significantly the stress tolerance of the girl before going into rebellion.

2.2.2.2.4. Type AB

Adds a 10% chance of random, violent encounters on the street. "PRINCESS TERRIFYING, PREPARE TO DIE!!!"

2.2.2.3. Starting Item/Gift from Parent

Nothing's worse than starting up a game and finding you've got nothing special at all. Oh, certainly, you might try to go out on an adventure, but after getting whooped about fifteen billion times, you're just about ready to give up and make the girl into a seamstress instead of that great warrior you've always wanted. Well, this is the solution to your initial troubles! Parents can select ONE of these items to start off with.

To start off the adoptive parent-child relationship, there seems to be a tradition of the parent giving the child a precious gift upon adoption. This will not affect starting stats or per-unit learning. It will just give an initial advantage when some of these are in use. Later on, much better equipment or methods to acquire cash can be bought or found.

2.2.2.3.1. Power Sword

This sword, when equipped, adds enough combat skill and damage ability to be able to survive the easiest adventure mode, and whack a bunch of monsters while you're at it.

2.2.2.3.2. Cook Book

For the culinary inclined among us, there's always this item, which boosts kitchen and domestic skills high enough so that the girl won't kill people with her cooking in the grand tradition of Akane or Shiko. Everyone without this might do poorly the first time they try during Oktoberfest.

2.2.2.3.3. Magic Transformation Pendant

Sometimes, you just want to go out and pull a Black Mage on that chick that keeps on challenging your kid to a duel to the embarrassment. This item boosts magic skills up to levels comparable to what the Power Sword does for fighting ability. Unfortunately, when it's equipped, the girl will end up wearing a really cute magical sailor suit.

2.2.2.3.4. Ultra-Regal Ceremonial Dance Gown

Tired of losing that dance competition to that snotty girl with the southern accent? Well, wait no more! If your kid puts this thing on, she's guaranteed to make a fair showing at any social occasion. Why, diplomats and others will just melt when they see her in this sweet getup. If she practices any, the girl has a fair shot at placing in social competitions such as dance and political negotiations. See dresses for details.

2.2.2.3.5. Money

Forget magic. Forget power. Forget looking pretty. We all know what you want. **SHOW US THE MONEY, BABY!!!** With this selection, you'll start with enough funding to buy some basic equipment and a bit more schooling than usual. Start with a 5x money initial bonus. People who choose this will also get a 50% yearly money bonus as well. For the sake of giving everything else relevance, we'll say normal people start with 500 Gil/GP/whatever.

2.2.2.3.6. Dimensional Nuke (hidden)

Forget all that. Forget money. What you want is to cause some random, senseless MAYHEM, right??? And you want to do it without having to work for it? Well, that's cheating.

Still, if you get this cheat enabled, you'll have some instant-obliviation shots for use in any combat situation.

The Dimensional Nuke is a hyper-destructive last-resort weapon. With this activated, you win, and they die. Period. Even against the final boss. No exceptions--it is a cheat, after all. Only one use in the entire game, though, so save it for a special occasion!

2.2.3. Advisor Selection

Whoever said raising a child was easy? You need some help, don't you? Well, advisors can also influence how things go. They generally have less of an effect than parents, but they can both give advice and spur things along. They may even be able to provide some assistance in battle when things get really hairy. There's nothing like a last-minute save to boost friendships, eh?

2.2.3.1. Thalia the Loyal

A mother herself and a smart and down to earth advisor, she'll give you the good hints you'll need to raise the kid in accordance with what your parent settings find most appropriate. She'll slightly reduce incidence of rebellion by raising the level stress has to get to before causing rebellion.

Occasionally, she'll pop up and make a comment on what she thinks the girl needs to do. You can always have the option of telling her to be quiet.



2.2.3.2. Charon the Wise

A purple-furred talking cat, previously in service to the Guardian of the Gate of Time. Taking an unorthodox approach to things, Charon will suggest things that may be risky, but have a good chance of succeeding in the end. He slightly lowers the amount of stress/bloodlust it takes for the girl to get rebellious and gives a 30% chance of learned skills giving double the amount on any given school or work day.

2.2.3.3. Arby the ArbyFish

A genetic experiment gone horribly wrong, Arby grew up in a science lab. As such, he has some pretty funny ideas about how children ought to be raised. His idea of good childcare is experimenting on them, poking them with sticks, and selling them off to be eaten on crackers. He cheerfully and gleefully gives terrible, terrible advice. He randomly shoves mushrooms down the girl's throat on a bi-monthly basis, which may raise stats, lower them, or do nothing. The level of stress required to cause rebellion is pretty low--like, a third of anyone else.



All in all, you have to be pretty crazy to want to pick THIS advisor. The only "real" bonus is one extra stress-free day in the week to work or play, known as Shroom Day. And, Arby gives the girl something spiffy on her 16th birthday if you make it that far.



Certainly, you should have the option of telling the critter to shut up when he gets annoying, but even after that, there's a 60% chance that he'll speak up anyway.

2.2.3.4. None

Sometimes, you just want to do it yourself and go it alone. Everything stays default and nobody prompts you or bothers you to make decisions. For the occasional last-minute save, the parents themselves will show up to help out.

Since you'd be taking a more active part in raising the child, her dislike for you would be easier to lower.

2.3. Intro Storyline

Finally, once all that's been selected, a storyline with art and music will go by, tailored to fit the selections that the player made. It'll mostly be done in scrolling text and splash art, with a bit of dialogue here and there.

We could do a simple generic storyline, which would be much simpler, quicker... standard... mundane... *boring*, but I'd prefer something customized based on the parent and child's selected attributes, for replayability.

I want it starting with the backstory, first with a sliding Star Wars-style introduction exposition, with bold, dramatic music playing in the background. Some preliminary text here:

"NUKE 'EM 'TILL THEY GLOW!!

Episode I: Galactic Destroyer Maker

It is the end of nearly a thousand years of peace.

A terrible monster of incredible power known as THE GALACTIC DESTROYER has begun to wreak havoc upon the inhabitants of the solar system.

Unprepared for the attack, rulers of worlds and nations scramble to find a defense against the mysterious creature..."

Then, we do a dramatic splash image of the GD howling in triumph, standing atop burned ruins, complete with the occasional human skeleton on the ground.

"Millions had perished before anyone took action."

Then, the text will vary depending on the parent's settings. Someone selecting an Evil Father named Illpallazo, for example, would have something like the following:

A wide shot of the man leading an army of clearly evil men and thingamajiggers from safely within their ranks. Subtitles will follow:

"Lord Illpallazo acted first. He led his armies on a daring assault upon THE GALACTIC DESTROYER as it approached his realm."

A scene of the armies getting trashed would follow, and then a boss battle between the Evil Parent and the Galactic Destroyer would ensue, complete with big, dramatic music and all that good stuff.

The player can only lose (and will have to start over) if he or she tries really hard. Once the player takes enough damage, a special limit-break kind of attack should appear, with a final attack that causes seven digits of damage where normal ones only caused up to four.

With the battle complete, there should be an image of the man, his apparel somewhat tattered, looking forward with a mean expression, and his hand raised, firing off a burst of power, the other hand dramatically gripping a glowing red gem.

"Illpallazo triumphed over the beast--but just barely."

Then there should be a shot of the GD slumped on the ground, possibly a large hole blown through it and its dark energies boiling away.

"Just when he thought he could fight no more, Illpallazo saw the creature begin to change."

Next comes the scene of young girl-GD on the ground, face and visible, with black energies departing.

"THE GALACTIC DESTROYER had somehow become a child."

There would be a dialogue shot with Evil Father's dialogue picture: "What the..."

The girl says, eyes closed, "Don't hurt me anymore. Please-- I'll do whatever you ask."

Illpallazo says, "Come with me. Then I'll decide your fate."

Then comes a new shot with triumphal celebration going on.

"Illpallazo was commended by his subjects and peers, but they all wondered about one thing..."

Shot of the girl, somewhat frightened, holding the man's hand, though most of him can't be seen in the shot. She's wearing a sort of simple green dress.

"Who was the child that came back from the battlefield with him?"

Illpallazo says malevolently in a dialogue box, "Why, this is my daughter, of course. Haven't you met her before?" If the player had selected the girl's name to be Terra, he would say, "Her name is Terra."

The girl starts to protest, "But that's not my--"

Illpallazo says, "Now now, Terra..."

Obviously frightened or embarrassed, Terra says, "Oh, right, Father!"

Then, we jump into the main screen, with the girl starting off with a somewhat displeased/sad expression.

Basically, that's the scenario where you choose someone with Ikari Gendo's winning personality to raise the GD. Lucky her!

So, in essence, the beginning scenario starts with 1) the settings, 2) the exposition, 3) the battle, and 4) the setup. Then, it's straight into mainstream gameplay.

3. GAMEPLAY

After the monumental task of getting things set up, you're ready to get some playing done!

3.1. Main Screen

Your command center for most of the game will be the screen showing the girl's bedroom. How the room looks depends mostly on what kind of parent selected. Good would have a pristine, white kind of room, neutral would have something functional, and evil would have a lot of red and black.

3.1.1. The Girl

The purpose of the game, the girl, takes center stage in the main room. Unlike Princess Maker, we're not going to concern ourselves with her figure sizes or anything like that. Nope, we're just going to worry about how old she is, what she's wearing, and how strongly she's glaring at you for making her wear that really cute outfit you just bought for her.



3.1.1.1. Ages

Each age will have a base "blank" image, off of which everything else is laid on. So far, we have in mind putting the expression and the outfit on top of that. However, we could also configure it for, say, a ribbon in the hair or a weapon in hand. That depends on how the game evolves while we develop it.

However, all we have planned are the three parts 1) the blank, 2) the dress, and 3) the expression.

There will be seven to eight ages to deal with. As previously mentioned, we will not worry about different figure sizes or levels of excess flab that might build up. We will instead focus more on the story and the gameplay.

3.1.1.1.1. Expressions

A major part of the game is getting glared at, because rebellious kids are generally pretty sure that you don't understand them and are doing a pretty poor parenting job. Only in rare occasions

would you actually guess right what you needed to do, and that would be demonstrated by a change in expression.

Watching what the girl's expression says will be a quick and easy clue if you're doing things right or not.



3.1.1.1.1. Neutral

This one's for when the girl's not particularly angry, but not exactly stress-free. This is a basic expression that should be shown most of the time.

3.1.1.1.2. Calm-Happy

This one's for when she's stress-free, feels okay about her parent, and things seem to be going fairly well.

3.1.1.1.3. Really-Happy

Smug-happy is reserved for those times just after she massacred (literally or figuratively) that rival that just wouldn't leave her alone and had beaten her a couple of times. All in all, she'd look kind of spooky being this happy after having done something very brutal. But, this is a generally satisfied expression, so it may occur in other circumstances.

3.1.1.1.4. Sad

The sad expression is for when the girl's really stressed-out or recently experienced a major setback, but is not particularly angry with her parent or anything.

3.1.1.1.5. Rebellious (genuinely dissatisfied)

This one's for when stress is at a moderate level and dislike for her parent is pretty high. This is for first and second stages of rebellion. She may decide to run off or not work or study as hard when she's wearing this expression.

3.1.1.1.6. Angry (mad as heck)

This is for when stress and anger is at an all-time high, such as third and beyond levels of rebellion. There's a 90% chance of getting blasted/injured by her when she's wearing this expression.

3.1.1.1.7. Sick/Injured

Sometimes, when the girl loses a battle and someone's ruthless enough to try and finish her off, she may really get hurt. She can't work or study all that well like that, and either needs to rest for a month or some time with a healer.

3.1.1.2. Outfits

Since we've got a great artist, we've gotta use him. Besides, the clothes make the Galactic Destroyer, they don't say. What she wears will affect her skill development on a per-day/per-unit basis.

3.1.1.2.1. Basic Green Dress



Default statistics across the board. Okay for doing combat in, and average for everything else. It's good for just going to the kitchen and making something or beating up a rival. Not exceptionally encumbering. She starts out wearing this one, and you could very well go through the entire game with this one only, though there would be times where you would have fared better with a different outfit, such as grand social occasions.

3.1.1.2.2. Playclothes/Summer Dress

Not all that great for social occasions, but good for going out and being active. Stress gain is blunted slightly for all active situations like combat, and this is appropriate for exercise activities like Kendo Club or whatnot. Also, prevents constitution damage when the weather gets too hot.

3.1.1.2.3. Formal White Gown

Spiffy for social occasions or boosting one's reputation, but not all that great for being active, aside from dancing. It's kind of stressful unless in a formal situation. Stress increases on a per-unit basis for non-dancing/singing occasions. Reputation gain from battles, social events, or anything like that is boosted by a factor of 1.5 due to how much it improves the girl's appearance.



3.1.1.1.2.4. Ultra-Regal Ceremonial Dance Gown

Don't even try to fight in this one. In fact, don't go outside unless escorted by people dressed in formal wear. It'll get'cha noticed and it's designed specifically for social occasions. Combat and magic skills are blunted sharply and all reputation gains are increased sharply when worn. If, by some freak of chance, you win a combat wearing this, reputation gains will be incredible. Stress increases sharply on a per-unit basis for non-dancing/singing occasions, and stress is blunted sharply for social occasions. After all, who couldn't be confident at a dance party wearing this? Only obtainable at the start of the game as a special gift.

3.1.1.1.2.5. Chinese Amazon Battle Dress

This one's great for both fighting and social occasions. Kind of expensive, though. Might not want to cook in it. Reputation gains are enhanced while worn. Stress is blunted for everything except domestic activities.

3.1.1.1.2.6. Tight Bad-Girl Leather Outfit

Yeah, baby!!! Hmm? Oh. Well, this one's great for going out and trying to raid Hades in. Also, it's bound to make an impression during any challenge. They had BETTER take ya seriously, wearing this. Boosts reputation/infamy gain from challenges while worn. Stress is reduced slightly for almost everything, but increased for anger-management or saintly activities.

3.1.1.1.2.7. Kunoichi Outfit

It's terrific for fighting, and average for everything else. Reputation gains are blunted slightly because not everyone can see the girl well while she's wearing it. Combat bonuses are given, and stress is blunted for covert ops activities.

3.1.1.1.2.8. Ultra-Cute Sailor Suit

Awwwwwwwwww! This one's good for any occasion, skill-wise. Reputation-wise, people will have trouble taking the girl seriously while wearing this, especially as she gets older. Combat and magic skills get a stiff bonus, and reputation gets blunted sharply on a per-combat basis. The girl'd tend to be very self-conscious in this getup, so stress is doubled for all activities.

3.1.1.1.2.9. Demon Dress

For when "Bad-girl" just isn't bad enough, there's this. It just screams "I'm gonna fry you, then enslave your puny, worthless planet, punk!" You get it by beating the snot out of the Lord of Darkness and resurrecting him later. Everything gets a stiff bonus, except saintly activities. Stress is tripled around anger-management or helping out the Cleric or Healer.

3.1.1.1.2.10. Winter Clothes / Radiation Suit

Sometimes, the season changes or the magical terraforming equipment fouls up. Wearing this during certain events prevents constitution damage resulting from extreme weather conditions. Nothing to be embarrassed about while wearing this, so stress is blunted by a tiny bit across the board.

3.1.1.2. Weapons/Armor/Items

Naturally, the girl's going to end up using some items here and there, whether she decides to take up the sword, practice the Hadoken, or become a pop-star idol-singer.

3.1.1.2.1. Weapons

Swordity, swordity, swordity... If you've gotta fight, you might as well have a chunk of metal between you and the opponent. All weapons use Strength off of which to judge damage, and Dexterity to determine to-hit bonuses along with combat skill unless otherwise specified.

Weapons are upgradeable to a certain extent (say, up until +10) at the weapon's shop for a fee, but to go up further, they'll need the magic shop's enchantments.

3.1.1.2.1.1. Cheap Sword of Bluntness

The name says it all! Basically your standard whacking tool, it's not much good against anything tougher than a typical slime or forest imp. The only reason you'd want to buy it is so you don't have to fight barehanded. Affects Combat skill and gives a small damage bonus. Breaks after 100 uses.

3.1.1.2.1.2. Decent Blade

A trusty blade. Used to belong to an old lady down the street who only used it to go to church on Sundays. Comes with a lifetime guarantee. Affects combat skill and gives a bigger damage bonus.

3.1.1.2.1.3. Fine Sword

Forged and sharpened by the finest smiths, this one can do some good damage. Properly weighted and tempered, it can penetrate nearly any defense. Given time, it can even cut through dragon scales. Big boost to combat skill and a huge bonus.

3.1.1.2.1.4. Reverse-Blade Katana

For the non-fatally-inclined among us, there's the Reverse Blade. You couldn't kill the weakest invalid with this one. Its charm lies in being able to fight an enemy long enough to convince him or her the error of their ways and to eventually call you a friend. Quadruples damage on fighting morale, does 1/10 of regular damage.

Only recommended for masters of extremely deadly sword techniques.

3.1.1.2.1.5. Light Saber

When you're fed up with people using armor to block your shiny blade, try this one on for size. It renders all enemy defenses useless, doing raw instant damage to them. However, limited battery technologies only allow it to be activated for a few rounds at a time. No skill bonus, but a hefty damage bonus, and damage calculations would ignore the enemy's armor bonus.

3.1.1.2.1.6. Baka Mallet

Used to fend off even the most eager of unwanted suitors or groupies, it does quadruple damage to members of the opposite sex. Has a 45% chance of producing unconsciousness on each hit.

3.1.1.2.1.7. Whapping Fan

Sometimes, using a sword or hammer just isn't ladylike. This one uses cuteness instead of strength to cause damage.

3.1.1.2.1.8. Metal Knuckles

There's nothing quite as satisfying as feeling one's fist slamming into the face of an opponent. This one reduces stress by a few points with each hit, rather than just after the enemy is defeated.

3.1.1.2.1.9. Power Sword

Only obtainable by a few at the start of the game, it's an excellent weapon, which increases skill and does good base-level damage. Very skilled swordsmen and masters think of it as a toy for children. Adds a certain amount (say, 100) to damage in addition to whatever the girl's strength allows. Normal armor bonuses for creatures hit apply.

3.1.1.2.1.10. Cutey Moon Rod

A tool that, when equipped in place of a weapon, enhances magic attack and skill. Casting a spell while using it requires an extra round while the girl does all the wand-waving and posing, but success is assured and damage gets a 3.0 multiplier.

3.1.1.2.2. Armor

Now that you've got your pointed shiny at the ready, you'll be wanting something to block stabby death from coming your way. Most armors are upgradeable up to a certain point at the magic or armor shop in a +1, +4, +10, etc. fashion.

3.1.1.2.2.1. Leather

Trusty old leather doesn't bother spellcasting much or encumber movement significantly. Basic low-level straight damage blocking.

3.1.1.2.2.2. Chainmail

A bit heavy, it'll make it tougher to go through all that posing you need to do for casting spells, but it absorbs damage real nice. Say, 25% chance of arcane spell failure per spell.

3.1.1.2.2.3. Platemail

This one encumbers movement, making most spells uncastable and fighting difficult to do for those low in strength. On the other hand, it's like wearing a tank, and so damage will be sharply reduced. 60% chance of arcane spell failure and an additional 25% chance of missing for players with less than 250 in strength.

3.1.1.2.2.4. "Less is More" Plate

Built upon the anime principle that the less one wears, the less damage one takes, "Less is More" Plate is essentially a metal bikini enhanced with enough magic to make it stronger than the thickest plate mail. There's little enough metal and material to not significantly encumber movement or impair spellcasting. It can be worn under any outfit just in case of surprise attacks by martial arts dancers, singers or whatnot.

3.1.1.2.2.5. Sword-Proof Vest

Less expensive than a set of magic Less-Is-More plate, it doesn't encumber movement much and offers the same protection as platemail.

3.1.1.2.3. Items

It just wouldn't be a complete game without random items to boost skills, be picked up by mermaids, and whatnot. Wouldn't be proper, really.

3.1.1.2.3.1. Shadow Cloak

Decreases chance of random encounters in adventure mode by 75% and reduces the chance of getting hit by 35%.

3.1.1.2.3.2. Hand Grenade

When thrown, it does a fair amount of damage, say, 200 minus damage absorbed by armor.

3.1.1.2.3.3. Holy Hand Grenade

Kills any one monster, except for the one most powerful boss. But there's only one of them.

3.1.1.2.3.4. Mumbling Moscow Clown Mushroom

A gift from Arby on the girl's 16th birthday for being such a good sport all those years if he was chosen as an advisor. It boosts magical defense and attack to near godlike levels when equipped in the weapon slot. It appears on the stat screen, though, as if they were dropped down sharply.

3.1.1.2.3.5. Lucky Pink ArbyFish's Tail

Found by fighting and beating lots of rare, hidden Pink ArbyFish during an adventure. Makes chance of hitting and successful casting almost completely certain, despite other impediments.

3.1.1.2.3.6. Grand Master Phantom Gem of the Imperium

A gift from the Annoyingly Good parent on the girl's 16th birthday. Boosts healing power, auto-regen in combat, and allows for a one-time full-power burst, which can usually fry the most powerful boss.

3.1.1.2.3.7. Magic Transformation Locket

Considered a toy by the REALLY skilled magic users, it enables a fair level of magic skill and attack, but forces the girl to wear a cute sailor suit when equipped.

3.1.1.2.3.8. Textbook

Boosts intelligence attributes and has a 10% chance of teaching a new random skill.

3.1.1.2.3.9. Shoujo Manga

A graphic novel about romance, spurned love, and Girl Power. Boosts cuteness and humanity a bit and lowers stress.

3.1.1.2.3.10. Shounen Manga

A graphic novel about large, grunting, sweaty men beating up other large, grunting, sweaty men, with overly busty women needing to be rescued as an afterthought. Boosts physical combat abilities and lowers stress and humanity.

3.1.1.2.3.11. Plushie

A harmless stuffed animal. Raises cuteness. Lowers stress when you let the girl rip it up.

3.1.1.2.3.12. Teacup

A small cup used for formal tea ceremonies. Helps boost refinement statistics.

3.1.1.2.3.13. Stein/Mug

A huge glass made for quaffing large amounts of any random favorite beverage. Lowers cuteness and stress.

3.1.1.2.3.14. Hair Dye

This one'll only work if we decide to go with different hair types. Used to change the color of the girl's naturally red hair. (Maybe--complicated implementation)

3.1.1.2.3.15. Colored Contacts

Changes the color of the girl's naturally green eyes. (Maybe--complicated implementation)

3.1.1.2.3.15. Thermonuclear Warhead

For the gal who's just tired of not getting noticed, this gives her an instant boost in sociopolitical reputation. People will also tend to act nicer around her once they know she's got something that can obliterate their city. May encourage different sorts of challengers to attack.

Use it to blow up the scenery just outside the window or use it once to cause horrific amounts of damage to an enemy.

3.1.1.3. Accessible Statistics

Some statistics will be viewable by the player and will take a major role.

3.1.1.3.1. Vital Stats

This stat subsection describes the girl's more innate/internal attributes. All these stats range from 1 to 1000 normally, but alignment bonuses can change the ceiling on that by up to 20%.

3.1.1.3.1.1. Strength

Simply put, strength is how much force the girl can put into her attacks and how much she can lug around. Stronger characters will be able to use heavier weapons and armors more effectively. They will also have a better chance of doing well at their jobs or classes that require physical effort.

3.1.1.3.1.2. Constitution

The girl's staying power, determining how long she can keep at a task before she passes out, and how many hit points she's got. Characters with higher constitution will tend to last longer in a fight, be able to take more hits, and do more rounds in competitions before having to stop. Determines HP.

3.1.1.3.1.3. Dexterity

This one's agility and flexibility all rolled into one. When she has high levels of dexterity, the girl will be able to better hit opponents, dodge blows, and cast spells without failure.

3.1.1.3.1.4. Ingenuity

Ingenuity is applied intelligence, used to determine how complex and powerful her spells become, how interesting fictions she makes up will be, and how convincing she can be during competitions. Ingenuity can enhance any other attribute to a certain extent.

3.1.1.3.1.5. Cuteness

The all-important statistic to keep people from trying to massacre you. Strictly speaking, you can get away with anything if you act cute enough while doing it. Sufficiently cute characters can fall down during competitions, mess up art, miss fighting swings, get knocked out, and still go on to win the championships. Beware opponents who are cute, because they can sometimes outdo even the strongest, most ingenious characters. In the "real world" or adventures, however, cuteness will often fail to convince monsters to stop chewing on ya. Best to challenge and obliterate REALLY cute opponents before they make it to the competition, and hide the evidence.

3.1.1.3.1.6. Humanity

This statistic determines how much on the side of the human cause the girl is. This includes patience, love, kindness, and all that. Being a sort of evil, transformed creature, this stat will always start low. Characters with a high level of humanity will be slower to kill their parents and quicker to go along with their wishes. A higher level of humanity means a lower chance of rebellion.



3.1.1.3.1.7. Favor (Replaces faith)

This stat shows just how favored the girl is by the universe, ArbyFish, or any random deities that happen to be around. It affects how powerful healing magic and holy-magic attack types are.

3.1.1.3.1.8. Casualties

With how the girl's acting, it's only inevitable that somebody's going to get killed. Whether a colleague from class or work, or even a friendly rival, somebody may end up barbecued. This is only a good thing if you're playing an evil parent. Any casualties must be brought to a high-level cleric to get revived, for a fee. Even some not-so-evil monsters may be considered casualties.

3.1.1.3.1.9. Frustration/Stress/Bloodlust

With all that you're forcing this beast to do, she's going to build up a bunch of anxiety. If this stat gets too high, she'll get more and more disobedient, start running off, slaughtering people at school, or even injuring or killing her parent. Free time, fighting, gifts, and a few other ways can bring it down. This is a dangerous being you're trying to bring up. Let this stat rise at your own risk.



3.1.1.3.2. Popularity/Reputation Stats

Like anybody that runs around fighting, competing, and perhaps wantonly killing, the girl's eventually going to get noticed by everyone else. These stats range from 1 to 1000, no exceptions.

3.1.1.3.2.1. Fighter/Magic Reputation

Depending on how fearsome the girl's attacks are, this would get raised accordingly. For example, if nobody's really ever heard of her before and then she goes around vaporizing grand masters, her reputation will shoot right up. On the other hand, if she goes around barely beating minor opponents, her reputation would go up only a little bit.

3.1.1.3.2.2. Destructive Reputation

How much people notice the girl doing collateral damage during battles or out of battles.

3.1.1.3.2.3. Socio-Political Reputation

This one is to what degree people notice the girl in public. She could become a target for suitors or assassins more frequently if she gets noticed. Can get raised by winning competitions or lowered by skipping out on them.

3.1.1.3.2.4. Saintly Reputation

The girl's reputation for doing things good--being merciful to those that attack her, reviving those that commit seppuku, and sparing people in general.

3.1.1.3.3. Social Preference Stats

On top of all that, there's some other stats that need to be developed, which are more outward than inward. These range from 0 to 100.

3.1.1.3.3.1. Politeness/Decorum

The most vital skill for insult battles and properly challenging people. People won't give you the time of day if you don't know proper protocol.

3.1.1.3.3.2. Art

Includes skills for drawing, singing, writing, and dancing. Art is the knowledge of aesthetic application, and can be used with nearly any of those skills, and is not limited to one kind of skill. Artistic people will tend to take an artistic approach to things, not only making them functional but also beautiful.

3.1.1.3.3.3. Conversation

You can't win a verbal fighting match unless you know how to talk to people. It's a stat that goes hand in hand with decorum. It's good for talking to general people on the street, convincing them to join you, or asking them to let you do things. For example, a certain level of conversation would be necessary to get a wandering samurai to let you run around with him and be his sidekick.

3.1.1.3.3.4. Cleaning

A basic domestic skill, which when powerful enough, can be applied to combat or art skills. When competing, neatness often

counts, and gives bonus points toward winning. While not quite as useful as cuteness, it can give an edge to the possessor.

3.1.1.3.3.5. Temper

This deals with tolerance levels for taking orders and dealing with disappointment. A girl with a good temper will be able to take defeat without getting all stressed out, and she'll be able to more easily control herself when things do and don't go her way.

3.1.1.3.3.6. Cooking

Another basic domestic skill, which when powerful enough, can be used with the proper utensil to absorb enemies' and monsters' attacks. As a side note, it's also a good skill to compete with.

3.1.1.3.4. Combat Stats

When you're tired of all this namby-pamby tiptoeing around, you can always go out on an adventure and whack some fozzles to blow off steam. These are the all-important skills, sacred to hack-slashers. Good characters have a 20% bonus for the ceiling on Light power, and Evil characters have a 20% bonus on the ceiling for dark power.

3.1.1.3.4.1. Weapon Skill

This is how good the girl is at taking her gleaming sword and sticking it into her opponent's soft, squishy bits. Weapon power is a function of Strength, Constitution, Dark or light powers, and varies depending on the weapon. Ranges from 0 to 200.

3.1.1.3.4.2. Magic Skill

Magic skill determines how complex and high-level of spells the girl can use. Magic power is a function of Ingenuity, Favor, and the spell, which is affected by the level of dark or light power. Ranges from 0 to 200.



3.1.1.3.4.3. Dark Power

This is how much nasty evilness and zero-point energy the girl has collected. It gradually gets tapped out by destructive spells, or can be channeled into one huge final burst. It is gained by dabbling in the occult, allowing stress to get too high, and by causing casualties. Its maximum levels are determined by Ingenuity. Ranges from 0 to 1000 normally. Regenerated at 10% per month, but quickened by earmarked "evil" acts, which regen 5-40% depending on how naughty it was.

3.1.1.3.4.4. Light Power

This is how much goodness and photonic energy the girl has gained. It gradually gets tapped out by healing and holy-type spells, or can be channeled into one huge burning white burst. It is gained by showing mercy and has maximum levels determined by Favor. Ranges from 0 to 1000 normally. Regenerated at 1% per day, but quickened by earmarked "saintly" acts, which regen 5-40% depending on how nice it was.

3.1.1.3.4.5. Magical Defense

It's only natural that other people are going to have magic, so you'll need something to help defend against it.

3.1.1.3.4.6. Combat Defense

You can fight, but can you block? This one determines the kind of damage that can be absorbed.

3.1.1.3.4.6. Combat Damage Bonus

This isn't really a developable skill--it's determined by strength and the weapon, and isn't normally listed as a visible skill. Can be anywhere between 0 and 10000.

3.1.1.4. Hidden Statistics

Not everything is going to show up on the stat screens. Some stats are going to be implied and hidden until the very end, where the final plot and score sheet comes out.

3.1.1.4.1. Dislike for Parent

Let's face it: you don't know how to be a good parent for anyone like her. So, you'll just have to wing it and hope she doesn't come out hating you. The higher this one is, the more rebellious the girl's going to get, and the more difficult she'll be to get to go to school or work. If this is too high, she may just blow you off and say, "No, I'm NOT going there, thank you very much!"

3.1.1.4.2. Dislike for Advisor

Some people can just seem too meddling for children and teenagers. If this gets too high, the girl will be rolling her eyes and making snide remarks whenever he or she makes a suggestion. If the player selected Arby, this may not be a bad statistic to have high.

3.1.1.4.3. Maternal Instinct

We're putting this one in just to have it, mostly. If this gets high during the game, the girl's likely to have a higher humanity statistic, and might have a nice full family picture if things go well for her.

3.1.1.4.4. Dislike for Prince

Says it all, really. The prince'll keep coming after her, and she thinks he's really annoying. If this stat gets too low, she may end up marrying the creep. If it gets too high, she'll vaporize him. So, a healthy dislike love-hate relationship may be what we're going after.

3.1.1.4.5. Dislike for X character

A list for a whole bunch of characters that the girl dislikes or doesn't dislike that much. This will determine how the girl talks to each character, whether in a friendly, neutral, or derisive manner. It's for gameplay and chances for automatic stabbity or vaporizing death attempts the girl makes when she meets that character.

3.1.1.4.6. Respect X character has for you

A list for a whole bunch of characters that respects the girl or who really don't respect her that much. Characters with a high respect level will speak highly to the girl and often try to join the party reserve. Medium respect will talk normally to her, and low respecting characters will not really act like they know her. Defaults are at medium levels, and will be reduced or increased by the girl's reputation and what she does with respect to them. For example, the High-Level Cleric will probably have a pretty low respect for the girl by the end of the game.

1st visit: Cleric: Oh dear! So many cuts. What happened to her? Did she fall from the bluffs onto the rocks at the beach!?

Girl: No, actually, that was me.

Cleric: ...

2nd Visit: Cleric: Egads! You've brought me her ASHES! Did she fall into the volcano?!

Girl(nervous grin): No, actually, that was me again.

Cleric: ...

As such, he'll start charging more and more for those "special" resurrections.

3.1.1.4.7. Rancor X character has for you

A counter statistic to respect. It is possible to have characters hate and respect you at the same time. Characters with high rancor toward the girl will tend to attack more frequently and speak more angrily to her.

3.1.2. The Room

Now, the girl's room itself should have a few more details than just the girl and the background. Someone as enterprising as her might decide to hang stuff up on the wall, pile a stack of manga in the corner, and if she doesn't have much Cleaning skill, it could get pretty messy.

3.1.2.1. Trophies

Someone that likes to win as much as this girl does will likely put stuff up on the wall, on the table, or in her hair to show to all the world--or at least her immediate peers--how impressive she is.

3.1.2.1.1. Magic Cup

The girl gets this if she wins the battle arena during Oktoberfest using pure magic. It sits either on a shelf or on a table.

3.1.2.1.2. Severed Head?

This may be going a bit too far, but there may be one enemy that just plain gets on her nerves, and... Well, it may make a nice wall ornament.

3.1.2.1.3. Wreath

Prize for winning another competition, like the Omega Weapon Test Site or whatnot.

3.1.2.1.4. DDR Ultimate Champion Ribbon

An accessory that may be tacked onto the girl's hair if anyone's up to drawing seven of them. It's won by beating all the other girls in

the Ultimate Death Dance Revolution Competition during Oktoberfest.

3.1.2.2. Paintings/Manga

If the girl becomes artistically inclined, she may draw up a manga or painting to show off at the competitions. The score is a weird, unholy function of Art, Ingenuity, Humanity, and Stress.

3.1.2.2.1. Positive

If the girl's generally not angry and has a decent level of humanity, she might draw something positive.

3.1.2.2.1.1. Smiley Face

If all she's got is enthusiasm, but no skill, this is all she'll come up with. Score 1-10.

3.1.2.2.1.2. ArbyFish

An ArbyFish is the next simplest painting to draw. Score 11-25.

3.1.2.2.1.3. Portrait of Self

It takes a fair amount of skill to draw one's self. Score 26-50

3.1.2.2.1.4. Portrait of Parent

It takes even more restraint and skill to paint one's parent fairly. Score 51-80.

3.1.2.2.1.5. Portrait of a Utopian Society

The ultimate painting. It can be used during combat to confuse and amaze enemies. Score 81+.

3.1.2.2.2. Negative

But when the girl just can't control herself and wants to go into a berserker rage because nobody understands her, she might draw something negative.

3.1.2.2.2.1. Angry Frowny Face

Low skill: -1 to -10.

3.1.2.2.2.2. White ArbyFish (with blood-drippy knife)

Medium-low skill: -11 to -25.

3.1.2.2.2.3. Portrait of Galactic Destroyer

Medium skill: -26 to -50.

3.1.2.2.2.4. Portrait of Distressed Parent (holding an armed nuke)

Medium-high skill: -51 to -80.

3.1.2.2.2.5. Graphical Representation of Dante's First Book

Really high skill: -81 and below. Can be used to strike fear into enemies, sometimes causing them to run or cower.

3.1.2.3. The View out the Window

The girl's actions will naturally have repercussions elsewhere. Out the window will be a good way to see how things are going. If, during a war on home turf, lots of stuff gets blown up and craters are left all over the place, it'd look like it outside. After a couple of months, things'd go back to normal.

3.1.2.3.1. Bright & Sunny

If the girl hasn't done much in the way of destruction, it'll generally be nice outside.

3.1.2.3.2. Smoking Ruins

If she's been blowing things up and causing collateral damage, there'd be evidence of that.

3.1.3. Diet

As we all know, cute anime females don't have to worry about their weight, no matter how much they eat. However, they do eat, and that can cost a lot of money.

2.1.3.1. Slimming

Sometimes, to boost cuteness, the girl might try a slimming diet. It gradually reduces constitution, but it doesn't cost much.

2.1.3.2. Normal

It doesn't affect any stats, and it doesn't cost all that much.

3.1.3.1. Too Much

Boosts constitution, costs a lot.

3.1.3.2. WAY Too Much

Boosts constitution and strength a bunch, lowers cuteness.
Costs a whole lot of money.

3.1.3.3. Give Lina Inverse & Goku a Run for Their Money

Boosts constitution and strength a WHOLE bunch, lowers cuteness a lot, and costs an awful lot of money.

3.1.4. Always-Viewable Stats

On the main screen, certain stats will always be viewable. They will be the name, how much money you have, type of diet, patron ArbyFish/Star, and blood type. As well will be little icons for the weapon and armor equipped, any injuries the girl's got, and what stage of rebellion the she's at.

3.1.5. Control Panel

Can't do a whole bunch without a control panel, now, can we? From this panel, all major decisions will be made on the main screen.

3.1.5.1. Accessible Stats Box

Click on this box to bring up the list of accessible stats.

3.1.5.2. The Town

Click on this button to bring up the town menu and have a chance for a random encounter.

3.1.5.2.1. Weapon Shop

You can buy and upgrade weapons here. There's a sort of Japanese/Chinese long-mustached weapon smith here.

3.1.5.2.1.1. Upgrading weapons

For a nominal fee, most weapons will be upgradeable to +1, thru +50. Some may require rare minerals to boost up to a new level, findable on adventures.

3.1.5.2.2. Armor Shop

Buy and upgrade armor here. There's a burly smith here working.

3.1.5.2.2.1. Upgrading Armor

All metal armors are upgradeable to +1, thru +50 for an appropriate fee, and may require rare minerals to get up to higher levels.

3.1.5.2.3. Magic Shop

Buy spells and spiffy magic items here.

3.1.5.2.3.1. Buyable Spells/Summons

Spells can be expensive, but you can buy them instead of waiting to rise to another level in class to learn them. Besides, these aren't available from class. Summons can be used like direct single big-attack spells, but can also be used like FF10 Aeons--as in, they replace the party for fighting until defeated. They'll use up Light or Dark power to summon depending if they're using destructive or holy/light type magic or attacks.

3.1.5.2.3.2. Buyable Magical Items

There's always the odd +5 Cheap Sword of Bluntness to buy. Random items should appear here for sale at either inflated or lowered prices. Inventory changes every couple of months. Naturally, some unique items would never pop up there, but spiffy weapons, armor, and some special items would appear.

3.1.5.2.3.3. Enchanting Items

Sometimes, there's only so far the smiths can upgrade your stuff. Bring it here to build it even further up for a hefty fee.

3.1.5.2.4. General Healer

Sometimes, the girl or a companion's just too hurt to heal without help. Take 'em here for small problems.

3.1.5.2.4.1. Healing Broken Limbs

This definitely needs treatment. Fix up the girl's injuries inexpensively, or build saintly reputation by taking an injured rival to get fixed up. It'd take a real heel to just leave them bleeding on the street with two broken legs. In fact, a rival might help the girl out if she were really cute and lost really pathetically.

3.1.5.2.4.2. HP Recovery

Healing from combat wounds naturally is slow. Barring other major injuries, all can be fixed up quick here for a small fee. You can even take those that have joined you in for recovery before or after an adventure.

3.1.5.2.5. High-Level Cleric

Sometimes, bandages, casts, and Cure2 just doesn't cut it. For those times when things are just a little more critical, bring 'em here.

3.1.5.2.5.1. Instant Recovery from Critical Injuries

It's possible for the girl or an opponent to sustain life-threatening injuries that just won't heal on their own. This is a bit pricey, but it can restore a badly injured person to full health instantly, without having to wait another month or two for it to all heal up nice.

3.1.5.2.5.2. Raising the Dead

Oh dear, you've killed again. That's, what, five for you now? Sometimes, you may regret offing someone or just want to clear your conscience. You know, parents complain, the mobs with the torches keep beating down the door, and you've got enough spare cash to make it all better. Either that, or the one you wanted to get to join you kind of got vaporized from that one last spell you cast. No problem! We'll just take the body or some of the ashes over to the friendly local high-level cleric, and he'll make it all better... for a price. It's kind of expensive, especially when you're reviving someone that got raised as a vampire, turned to dust in the sunlight with the ashes dropped into an active volcano, but it'll erase some past mistakes if successful. You should be able to deactivate the high-level cleric in the options, if you so desire.

Regular "bulk" casualties that get raised just go back to their old lives, albeit a little dazed, but none the worse for wear. Special rival casualties get a conversation between the girl and the one that got raised, with explanations. For example:

Princess Althea: Why did you bring me back?

Girl's responses...

A: I didn't mean to hurt you...

This one boosts any friendship relationships and reduces rancor between them.

B: Mom/Dad just wouldn't leave me alone!

Keeps things at an average level.

C: Oh, you know, I didn't want to get burned at the stake or anything. Decreases respect by the rival for the girl.

D: Just so I could slaughter you again. PREPARE TO DIE!!!

Increases rancor and decreases respect. Initiates duel combat in the High-Level Cleric's shack.

3.1.5.2.6. Random Challenges

Going between classes, work, and the town is ample opportunity for a rival to come attack, or for a groupie to declare her undying support for you. The main screen will use a special dueling setup for fights, slightly different from adventure combat modes. Dueling setup is one on one only, and has a wide angle combat view.

3.1.5.3. Talking to Girl

As a parent, people say you should talk to your child. One might ask what there is to talk about. "Oh, lovely job you did with that 'Prissy' gel. Think they'll ever find the body?" or "Please, you have simply GOT to stop doing that. The neighbors are starting to talk..." or even "Have you ever tried perhaps NOT being an evil monstrosity from beyond the stars, dear?"



3.1.5.3.1. Supportive

In order to ease tensions and dislike for the parent, it's generally good to speak positively to the girl, and quite necessary for survival in this instance.

3.1.5.3.2. Opinions

Asking her opinion will give not-so-subtle hints to hidden stats, randomly picking one of those to talk about. "You're not so bad, Mom." or "Arby's really getting on my nerves..."

3.1.5.3.3. Reprimand

Sometimes, you just have to inform the girl that she's done something wrong. Once rebellious or at a certain level of rebellion, lowering it down either takes 1-4 months of low stress depending on the seriousness of the rebellion level and stress. A successful reprimand reduces the level of rebellion by one notch. An unsuccessful reprimand increases stress by 10 points.

Results of rebellion depend on alignment of the parent--who the girl's rebelling against.

3.1.5.3.3.1. Scold Her

This has a chance at getting her to correct her ways. The success of this one depends on the parent's alignment.

3.1.5.3.3.2. Hit Her

Spanking and general flogging is a widely-respected parenting technique, though mostly reserved for younger children to get a point across that words can't seem to convey. Its success depends on the

parent's alignment. Annoyingly good parents, for example, may not know how to do it right.

3.1.5.3.3.3. Kill Her

"Mama-san, HIDOI YO!! AAAAAAAAH!"

If she turns back into an evil monster and starts ravaging the countryside, this may end up being the only option. Not to worry, though! You did it before, and you can do it again! This is the only way to turn her back to normal when she does that.

3.2. Adventure Mode

Okay, so you've got all these spiffy skills, you've got upgraded gear--let's go bust some heads! In adventure mode, there will be opportunities for financial gains and to locate useful items. Also, slaughtering monsters has been known to be a good stress-relieving activity, though some parents may object to it. You don't get any "levels," per se, but there might be stuff out there that's good for increasing skills.

3.2.1. Companions

If you got a rival, a groupie, or a personal avatar to join you, they could be useful in a fight. They'll form up alongside the girl, Final Fantasy style. You can have as many as you can get in the reserves, but only three at a time in your party.

3.2.2. Preset/Scripted Adventures

Some adventures will be best played out where there's something nifty to find or a specific boss to fight.

3.2.2.1. Earth-like

One mode will be held in a small, comfortable wood on Earth. There's monsters and stuff, but nothing someone with a Power Sword can't handle.

3.2.2.1.1. Map

The map should be simple and straightforward, with lots of space to roam around in between the trees.

3.2.2.1.2. Preset Treasures

There'd be some basic stuff like a hand grenade or two, some money, and maybe a piece of armor or weaponry.

3.2.2.1.3. Scripted Events

The events in this area should be basic fairyland sorts of details.

3.2.2.1.3.1. Eating the Magical Cooking Faeries

Imagine, you wake up, famished, and then there's some little pixies flying around with cooking utensils. No one else is around, and there's already a nice fire going...

"Hello! We're the magical cooking fairies. We'd like to--
AAARGH!"

*Snap*Crunch* "MMMM!"

Cooking +30.

Stress is now 0. =^.^=

3.2.2.1.4. Enemies

We'll go with some general woodland creatures like slimes and giant frogs and the like. Maybe a bear or pseudodragon or two.

3.2.2.2. Mars-like

A red, dusty sort of tileset. It's Olympus Mons, kind of like FF4's Mount Ordeals.

3.2.2.2.1. Map

It's a huge mountain with caves, sheer drop-offs, and ancient high-tech ruins.

3.2.2.2.2. Preset Treasures

There'd be money, armor, weapons, and a really spiffy magic item guarded by a boss monster.

3.2.2.2.3. Scripted Events

No ideas for this one yet.

3.2.2.2.4. Enemies

Lots of scorpions, spiders, and insects.

3.2.2.3. Jupiter-like

Metallic continents/islands above a deep and dangerous drop into miles of hydrogen. Some forested areas.

3.2.2.3.1. Map

Scattered wooded islands, linked by either bridges, rope swings, or jumping.

3.2.2.3.2. Preset Treasures

Rare elements useful for upgrading weapons and armor back in town.

3.2.2.3.3. Scripted Events

There are elves in these forests. Maybe some clowns, too.

3.2.2.3.3.1. Beating up the Elf

If you come without any metal on you, this elf takes half your weapon skill and says thanks. Beat the tar out of him to get it back and say, "You're welcome."

3.2.2.3.4. Enemies

Rabbits and leopards and clowns, oh my! Maybe some imps, too.

3.2.2.4. Pluto-like

Now we're getting into really dangerous, restricted territory. This is exploring some foreboding metal ruins on a far-away world.

3.2.2.4.1. Map

Dungeon-like, with lots of corridors, chambers, and monsters lurking around every corner.

3.2.2.4.2. Preset Treasures

There's a time staff towards the end that lets you freeze combat or turn the clock back one extra year while keeping your stuff and skills. Only a one-time usage, though.

3.2.2.4.3. Scripted Events

A big boss battle towards the end.

3.2.2.4.4. Enemies

Mostly robots and ghosts.

3.2.2.5. Asteroid

Here's some funky unexplored territory. Mazes of rocky caves. Real tough to navigate.

3.2.2.5.1. Map

Caves with one outside extraction point.

3.2.2.5.2. Preset Treasures

Lots of money and raw materials.

3.2.2.5.3. Scripted Events

No ideas yet.

3.2.2.5.4. Enemies

Bats and mynocks and spiders.

3.2.2.*. Bosses

All bosses will be decided on later. However, they should be much tougher than any of the rivals.

3.2.3. Randomly Generated Adventures

Sometimes, you just run out of places to go, and that's why there's randomly generated stuff, to find things you might not ordinarily locate.

3.2.3.1. 99 Levels of Impossible Doom...

I'm leaving Ammon in charge of this one. Plenty of opportunities for blowing off stress or treasure finding. At the bottom waits the Lord of Darkness...

3.3. Rivals

When skills rise to a certain level, people are going to get jealous and take notice. Teenagers, especially, will try to prove they're better than the girl. Or worse, try to date her. It's possible to have more than one rival. In fact, it's possible to have all of them as rivals at the same time, which can get kind of difficult for Oktoberfest, where you're supposed to be competing against them all. That's where stamina comes in--the girl will have to rush from one tournament to the next to get it all done.

3.3.1. Princess Althea (both Magic and Combat)

She's one rival who's slated to become a leader. She's good at just about everything, and knows it.

3.3.1.1. Meeting

Whenever fighting/magic reputation rises above a certain level, along with both decent magic and fighting skills, she'll make an appearance.

3.3.1.2. Fighting

Althea will challenge you at random, and during the Oktoberfest battle arena.

3.3.1.3. Losing

If you lose to her, she'll gloat for a bit, then wander off.

3.3.1.4. Winning

If you win, she'll whine and cry in disbelief--because she really is a tough opponent.

3.3.1.5. Finishing

If you win with a sufficiently high difference in power, you will have the option to finish her off. Show mercy and saintly reputation will rise. Kill her, and combat reputation will go up even higher. She'll be revivable at the High-Level Cleric's place for a larger-than-normal fee.

3.3.1.6. Utilizing

"Join me! Together, we can CRUSH...."

Beat her three times in a row and don't kill her, and she may ask to join up with you.

3.3.2. Tachi

Where would we be if there weren't this annoying kendoist trying to date the girl?

3.3.2.1. Meeting

If the girl's cuteness, social reputation, and decorum go over a certain level, he'll appear and declare his undying love.

3.3.2.2. Fighting

Just say no when he asks to go on a date, and then he'll make it a challenge.

3.3.2.3. Losing

The girl will have to go on a date with him. Stress goes up a bunch.

3.3.2.4. Winning

Tachi goes away for a while.

3.3.2.5. Finishing

Beat him with a sufficiently high margin, and there'll be the option to finish him off. Show mercy or ruthlessness--it's pretty much your choice.

3.3.2.6. Utilizing

Beat him enough times and don't kill him, and he'll eventually join you in hopes of winning the girl's favor.

3.3.3. Ukkyo

A Martial Arts Cooking expert. She uses a giant spatula and is excellent in both combat and domestic skills.

3.3.3.1. Meeting

Cooking must go above a certain level before she comes along.

3.3.3.2. Fighting

She'll come along and challenge you. You have the option of either a straight combat or a martial arts bake-off.

3.3.3.3. Losing

If you lose, she gloats.

3.3.3.4. Winning

If you win, she wanders off in a daze.

3.3.3.5. Finishing

If you choose a straight combat, the same rule applies: beat her with a big enough power difference margin. In the cook off, the finishing move isn't fatal, but there's still an option for it.

3.3.3.6. Utilizing

Beat her enough, she'll proclaim you her teacher, and follow you wherever you go if you let her.

3.3.4. Rei (Socio-Political and robot combat)

Pale hair, pale skin, and barely enough personality to fill a thimble. Legend says no one can beat her in a staring contest. On the bright side, she's an excellent mecha pilot.

3.3.4.1. Meeting

Decorum gets too high without much else being there, and Rei will pop up.

3.3.4.2. Fighting

It's an insult competition! All about how to insult the other while appearing completely normal and polite.

3.3.4.3. Losing

If you lose, the girl will be too traumatized to go anywhere or do anything for a month.

3.3.4.4. Winning

If you win, stress goes down to zero and social reputation rises.

3.3.4.5. Finishing

If you decide to kill her after beating her, a clone will come along in another month, so there's not really much point.

3.3.4.6. Utilizing

She'll join you if she's ordered to. Shmooze with the rather evil-looking scientific community and ask about her joining you.

3.3.5. There's room for more.

3.4. Groupies

Some people just think you're cool and want to tag along. They're not nearly as useful as joined rivals, but they're decent to have around.

3.4.1. Meeting

Usually just after winning a competition of one kind or another, they'll pop up.

3.4.2. Utilizing

Just make their day: say, yes, you'll let them come along with you.

3.5. School

The meat of all training goes on at school. Here, stats increase on a daily basis, and a class costs a certain amount per day. All increase stress by a bit, depending on what kind of parent and advisor the girl's got.

3.5.1. Engrish/Singing

Increases Ingenuity and Art.

3.5.2. Anger Management

Increases Politeness.

3.5.3. Underwater Basket Weaving

Increases Dexterity.

3.5.4. Physics

Increases Ingenuity a lot.

3.5.5. Metaphysics

Increases Favor, Ingenuity, and Magic Defense.

3.5.6. Family Life Curriculum

Increases Humanity.

3.5.7. Kendo Club

Increases Combat Skill, Constitution, and Combat Defense. Occasional sparring matches.

3.5.8. Magic Class

Increases Magic Skill and occasionally gives spells.

3.5.9. Occult Courses

Increases Magic Skill and occasionally gives summons. Sometimes decreases Humanity. Sometimes accidentally summons a beast you need to fight.

3.5.10. Ballroom Dancing

Increases Art, Dexterity, and Constitution.

3.5.11. Freestyle Performing

Increases Cuteness and Art. Sometimes a chance for a special contest entry.

3.5.12. Manga Club

Increases Art and Ingenuity. Occasional chance to make either a painting or a manga.

3.6. Work

Work tends to cause a lot of stress, depending on the job, but some skills can only be learned there. Plus, there's all that money to worry about!

3.6.1. Mushroom Farmer

Increases Temper, Dexterity, and erodes Cuteness.

3.6.2. Day Care Helper

Increases Humanity, Cleaning, and Maternal Instinct. Erodes Cuteness.

3.6.3. Shrine Maiden

Increases Favor, can reduce Casualties after 10 days working there.

3.6.4. Butcher's Apprentice

Increases Cooking, doesn't cause much stress, erodes Cuteness.

3.6.5. Wandering Samurai

Increases Combat Skill, there are chances to learn new techniques, and erodes Humanity.

3.6.6. Magitek Mecha/Starship Engineer

Increases Strength and Constitution, erodes Cuteness and Magic Skill.

3.6.7. Magical Girl

Increases Magic Skill, erodes Strength.

3.6.8. Telemarketer

Increases Temper and Conversation, erodes Ingenuity.

3.6.9. Ninja Assassin

Increases Combat Skill and sometimes Ingenuity, erodes Humanity. Very stressful.

3.6.10. Voice Actress/Idol Singer

Increases Social Reputation, erodes Strength and Dexterity.

3.6.11. Mangaka

Increases Ingenuity and Art. Very stressful.

3.6.12. Treasure Hunter

Increases Strength and Dexterity. Erodes Cleaning. Very profitable, very stressful.

3.6.13. Lawyer/Diplomat

Erodes Humanity and Temper. Very profitable, very stressful.

3.6.14. Street Pharmacist

Increases Conversation. Medium pay, low stress.

3.7. Random Visitors

Sometimes, after finishing a series of classes, a visitor will arrive to give an object or boost a skill.

3.7.1. Work-Related

Some will be work-related.

3.7.1.1. Fairy Godfather / Noir-type-person

From the Ninja Assassin job. Comes in and gives a whole bunch of money or Ninja garb.

3.7.1.2. The Wandering Samurai

May eventually come and declare that he's decided to retire and has chosen the girl as his successor. He gives her his reverse-blade sword.

3.7.2. School Related

Some random visitors will be school-related.

3.7.2.1. Sailor Nuke

This one's related to Combat Magic and Occult Courses. Comes in and boosts your Magic Skill. Maybe gives a Holy Hand Grenade.

3.7.2.2. Wandering Samurai's Master

From the Kendo Club. He gives a new ultimate technique to the girl and boosts her skill.

3.7.2.3. Space Butler?

From Family Life Curriculum, Housekeeping, Cooking, Explosives Training-type courses. Boosts relevant skills.

3.7.3. Challenges

Challenges may come in many forms. There are a fairly wide variety of skills to deal with. There could be assassination attempts, or someone wants to compete with the girl's singing skills. Perhaps someone just wants to talk things out and make friends. In any case, it's entirely possible that, between other things, the girl could be caught unprepared and in the wrong sort of outfit—which can make for a rather unfair fight. In any case, once you're challenged, you're caught right there and have to deal with it immediately--or drop everything and run away.

3.7.3.1. Combat

of
true
the
fall
best,



First all, there's the tried and method of whacking other person until they over. It could be to prove they're the or for the family honor.

"Honor, shmonor!"

You still owe me for taunting me all those times!!"

3.7.3.2. Dancing/Singing

Dancing can be competitive and potentially fatal. There should be a sort of DDR-style way of doing Dance competitions.

"This miniskirt of mine glows with an awesome power. Its frilly ribbons TELL me to defeat you!!!"

3.7.3.3. Cooking

Cooking competitors could fight with what they cook, flinging them at their opponent, or the girl could just cook up her opponent and devour him or her.

"ME EAT YOU U-UUUP!"

3.7.3.4. Drawing

Final Fantasy 6's Relm found a neat way of fighting with drawings. It could be that sort of thing.

"I'm gonna draw your picture!"

3.7.4. Political Insults / Mudslinging

And there's always the WWF Verbal Smackdown for those special formal occasions.

"How appropriate! You look like a cow!"

3.8. Rest and Recover

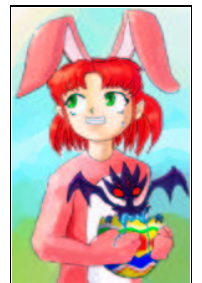
As mentioned before, there are ways to blow off stress, relax, and recover HP and Light and Dark power.

3.8.1. Free Time

Simply put, shove a bunch of money into the girl's pocket, open the front door, and tell her to have fun.

3.8.2. Vacations

Vacations are more structured and involve both the parent and child. Some special holidays may or may not be observed when a vacation is going on. These will have to be decided on later. However, vacationing on a special holiday period will have enhanced stress relief and statistic bonuses.



3.8.2.1. Mountain

The mountain's generally good for developing an appreciation for Humanity and how nice it can be while not killing things.

3.8.2.2. Sea

There's always a giant squid waiting to catch the unwary--great for blowing off a ton of stress, real quick.

3.8.2.3. Exotic Planetary Features

There'd be some special spots that could be visited to develop an appreciation for other things and build other skills. They'd be more expensive to go to, but possible to visit. For example, Saturn's rings, the Asteroid Belt, and maybe some planetary parks and whatnot.

3.9. Oktoberfest!!!

The one place where a year's work gets to be tested--it gets to be seen whether or not the girl's got the stuff to take 'em all down! It'd be possible to visit multiple events if rivals are in other areas, but there'd be temporary consequences like a percentage handicap in skills or decreased HP.

3.9.1. Battle Arena

Simple and straightforward: fight 'em all and be the last one standing. Single-elimination matches (double for BIG competitions) and rewards for each match won. The winner gets a big trophy. Runners-up get ribbons.

3.9.2. Art Competition

It's either a simple "my painting against yours" kind of competition, or a Realm-like duel to the death with the paintings that can get drawn. More powerful things would be tougher to draw.

3.9.3. Dance/Karaoke Competition

What would a Princess Maker Parody be like without Dancing and Singing competitions, eh? This comes in two modes: the traditional stat-based competition for dancing and singing, or with a more active and competitive thing. Basically, this is a full-on Idol competition.

3.9.3.1. Standard Automatic (Pure Stat-Based)

Everyone goes through, does their routine, dancing and singing, and whoever has the best stats and has gotten in real good with the judges, wins.

3.9.3.2. Advanced

Sometimes, stats won't cut it. For that, there's the full-on battle-mode. It's Dance-Dance-Revolution-style action for additional points. Stats count for the base level, but each arrow hit and how the performance goes will give substantial bonuses. But the others will be competing as well, so better make sure you're good. There should also be the occasional note to hit on the side. Sprites will have to be made for the girl standing in these various poses.

3.9.4. Cooking Competition

Gotta have cooking. Wouldn't be proper otherwise.

3.9.4.1. Standard Automatic

The winner is determined off of Cooking and other, smaller stats.

3.9.4.2. Martial Arts/Power Cooking

Arby gets loose and starts growing dangerous veggies! Fight the mutated ingredients to earn bonus points so ya can win without any skill!

3.9.5. Omega Weapon Test Site

Sometimes, you just want to blow something up.

3.9.5.1. Defensive

This is a test against Magical Defenses to see if you can you survive a blast and how tough of one you can resist. How about with shrapnel? That requires Combat Defense.

3.9.5.2. Offensive

This is a competition to see who can destroy the toughest object. Can you blow away something shielded with Neutronium, for example?

4. ENDINGS

After all is said and done, what's the reward? You get a customized story of what happens to the girl afterward, complete with lots of art, music, and storytelling. How the girl ends up depends on a number of factors, such as whether she can defeat this great, big menacing threat that comes along at the end of the eight years, what her stats ended up being, and what she spent most of her time doing. It's entirely possible that things could be different depending on whether a certain adventure was completed or not. In the end, though, you could just as easily get a sad, destructive ending, as a happy, world-saving ending.



5. LOGISTICS

This will be a point-by-point description of the art and engines required.

5.1. Total Image Count, Itemized

Here, all the images required will be listed. It'll grow more complete as we grow more certain on what we need.

- We know we'll need one featureless "blank" model for each age. (7 or 8 ages) [525x300]
- We'll need and almost all the dresses for each age. (10 dresses x (7 or 8 ages))[525x300]
- Expressions for Very Happy, Marginally Happy, Neutral, Sad/Injured, Rebellious, Angry, and Mad as Heck for each age. (7 expressions x (7 or 8 ages))[525x300]

- A background bedroom for each parent alignment. (3 alignments) [1024x768]
- A spiffy-looking control panel and filigrees with title for the main mode (1) [1024x768]
- A Main Menu screen. (1) [1024x768]
- An Options Menu screen. (1)[1024x768]
- A Loading screen. (1)[1024x768]
- A Parent Settings screen. (1)[1024x768]
- A Child Setting screen. (1)[1024x768]
- Generic Intro art screens. (4)[1024x768]
- Parent-Specific Intro art screens (6 characters x 4 screens)[1024x768]
(Ammon will need to specify required sprites and resolutions.)

5.2. All Sounds Required

- Sword Hit
- Sword Deflected/Blocked
- Fireball
- Lightning
- Ice
- Friendly character hit
- Non-Annoying "Click" for when you push buttons

5.3. All Music Required

- Main Menu music (general to loading and options)
- Character Creation music (for both parent and child settings)
- Intro Music
- Ominous Galactic Destroyer Theme Music (Whatever it is, I want it entitled, "Nowhere to Run, Nowhere to Hide" ^_^)
- Elevator music for main mode (4, one for each season)
- Monster Battle
- Boss Theme
- Top-Level Boss Theme
- War Music (Lots of drums, etc)
- Desperate War Music (sounds urgent and unwinnable)
- NPC Demise Theme
- Battle-Winning Theme
- Endgame (Positive Note)
- Endgame (Sour Note)

5.4. Engines and Modes

- Main Mode (Send girl off to work or whatnot)
- Adventure Mode
- Duel
- Monster Battle
- Death Dance Revolution with a side order of Idol Singing

6. SUMMARY

So much has been explained and yet so much uncertainty remains about it all still. During development, we have to remember that there's considerable leeway, and there may very well be a better way of handling this than what's written above. For that, we'll continue to work on it, develop prototypes for sections, and stick things together as they come along.

In the end, we have to make a fun and entertaining game. Being a parody, it has to be witty and thoughtful as well as look good.

6.1. Remind Us Why We're Doing All This

We're doing this to make something good, functional, funny, and nifty. Plus, once it's done, we can put it on our resumes and say, "HA-HAH! YES, we ARE software developers." Plus, if a lot of people get to know about it, things will go well for us. For skill development, self-accomplishment, and recognition.

Besides, it was a pretty neat idea ever since that first parody edited picture showed up. I never knew it'd end up being so... long and complex.

