

Hagaren Game RPG-Maker XP Project

Basic idea:

Hack'n'Slash RPG with Hagaren Characters(Roy, Ed, Winry, Havoc).

1 or 2 players

View: from above

You can run around battling monsters in an area and get experience points from them to level up and get stronger.

Story:

Time: Sometime in April 1919.

There was a new little island discovered by a guy named Phil Teacon. He and some others went there but disappeared. Now the military sent a search troop consisting of Brig. General Roy Elric(34)(married to Ed ^^), Colonel Edward Elric(20) and First Lt. Jean Havoc(28) to investigate going there by ship. When they arrive there they find out that Winry Rockbell(20) also came with them cause she wanted to go on an adventure and because she is together with Havoc and wanted to be with him.

When they start investigating they find Phil Teacon and his troop who have been killed by something. Exploring the island they find out more and more about the island and the evil plans of the only inhabitant prof. Isaac Peterson.

He has found out ways to manipulate the weather via alchemy and uses the island as a testing ground cause he is still in the experimenting phase. In the future he plans to do these weather manipulations in a larger scale in Amestris for earning a lot of money and becoming kinda a god through this. He also built robots (some look like real people) and made chimeras as his personal army so no one can get in his way. These are also roaming the island.

At the end our search troop is able to defeat him after a hard battle but before he dies he activates a robot which is programmed exactly like him in his thinking but which is stronger. After they destroy the robot a self-destruction mechanism for the whole island is beginning to countdown and the troop has to flee from the island as fast as they can.

Key Configuration:

Both:

Menu	Esc
change focus	Enter
easter egg	Space

Player 1:

up	up
down	down

left	left
right	right
attack	p
special attack	o
special skill	i

Player 2:

up	r
down	f
left	d
right	g
attack	s
special attack	w
special skill	q

Characters:

Edward Elric:

- Attack: S (very strong)
- Defence: C(average)
- Weapons: 1.Automail Blade (range: 1 tile away)
2.Spear (2 tiles)
3.throws dagger(3 tiles)
- Special Attack: Earthquake (5 tiles in every direction)
- Special Skill: can crawl through narrow passages
- Easter egg (pressing SPACE): if next to roy, kisses him, if on Winry's left next to her, gets poked in the right side, bends over, is pissed

Roy Elric:

- Attack: A (strong)
- Defence: B (above average)
- Weapons: 1.Fire (range: 2 tiles away)
2.Fire (3 tiles)
3.Fire(4 tiles) (fire gets bigger with each upgrade)
- Special Attack: Fire Dragon (6 x 3 tiles in the direction he is facing)
- Special Skill: can make torches
- Easter egg (pressing SPACE): if next to ed, kisses him
- If it's raining he can't use fire so he has to use a gun then (special attack disabled then)

Jean Havoc:

- Attack: B (above average)
- Defence: A (very high)
- Weapons: 1.Gun (2 tiles away)
2.Gun (3 tiles)

3. Shotgun (4 tiles)

4. Shotgun (5 tiles)

- Special Attack: Grenade (5x5 tiles in the direction he is facing)
- Special Skill: has found a book in an old language which has special important infos about the island which you need for some parts of the game, prof. isaac has lost this book of his and havoc finds it in the beginning. Only he can read it cause he studied that language a while ago.
- Easter egg (pressing SPACE): if next to winry, kisses her

Winry Rockbell:

- Attack: C (average)
- Defence: B (above average)
- Weapons: 1. Small Wrench (range: 3 tiles away)
2. Screwdriver (4 tiles)
4. Hammer (5 tiles)
3. Big Wrench (6 tiles)
- Special Attack: Throws tools (5 tiles in every direction)
- Special Skill: can repair mechanical things (e.g. elevator)
- Easter egg (pressing SPACE): if next to ed, pokes him in the right side, if next to Jean, kisses him

Enemies:

//**TODO**//

General:

wolves

chimeras

robots

other animals

cannons

Bosses:

bear (cyborg with metal claw and big cannon on his back)

Items:

Healing:	First Aid Kit	Full Heal
	Salve	1/2 Heal
	Plaster	1/4 Heal
	Milk	1/4 Heal (doesn't work on Ed)
	Antidote	heals poison
	Herbs	heals status disorders (poison, confusion)
	Bomb	hits all enemies on the screen

Energy Drink Fills up special attack gauge fully

Locations:

If you have beaten a location a new one appears on the map screen. You can choose the location you want to play on that screen. At the beginning you start on the first location though and can't choose anything.

At the beginning of each location there will be a cutscene. At the end of each will be a boss and a cutscene before or/and after defeating. Every location has two screens.

Intro

on ship:(1)

Roy: Nice to get out of the office to go on a mission these days.

Ed: Haha yes. Everything to avoid paperwork hm?

Jean: What is this mission about again? I haven't really been informed yet.

Ed: Some guy named Phil Teacon discovered an island not that far away from here which no one has seen before. He went there with some others to explore it but he disappeared.

Roy: And we are the ones who should investigate what happened there.

Jean: I see.

Ed(to roy): I'm glad you are here with me, you know.

(2)(ed puts hand on roy's cheek) **Ed:** Now if Havoc wasn't here...

Jean: Colonel, Brig. General, could you stop this please! I know you love each other and are married, but ..

Oh! Hey look, I can see the island right in front of us!

1. Beach

at beach:

Jean: So this is the island where Phil Teacon disappeared.

Ed: Yeah. We should better split up and...

Winry: Hey! *grin*

Ed: Winry?! What the heck are you doing here?

Winry: I was bored at home and Jean told me that you were going on a mission on a newly discovered island so I just decided to come with you!

Roy: You just go around and tell military secrets to your girlfriend Lt. Havoc?

Jean: Oh come on. You tell your boyfriend everything as well, General.

Roy: Husband. And in case you forgot he IS in the military!

Winry: Well, I'm not going to disappear soon. Do I hear any objections about me staying? *holds up wrench*

Others: ... *scared expression*

Winry: Good.

aggressive looking wolves appear around them

Roy: We have got company.

Ed: Yup. Prepare to fight everyone!

Jean: Be careful Winry.

Winry: Don't worry about me, I have my ways... *holds up wrench*

Ed: Yeah... I believe that without any doubt...

directly before boss:

Roy: I wonder why those animals are so aggressive.

Ed: Probably cause the island is their territory.

Jean: I wonder if this island is inhabited.

Roy: Look at that! *points towards a bear with a cannon on his back*

Winry: Wow! That's a GXP3000 cannon consisting out of one of the finest types of steel!

Ed: I think *someone* is missing the point...

Roy: Stop talking and get ready to fight.

after boss fight

Ed: There have to be humans here... Animals don't just randomly create cannons.

Roy: Yes. Something really strange is going on here.

Winry: Hey guys! Look what I found! A book.

Ed: Show me! *takes it away from her* What kind of language is that?

Jean: Hey boss!

Roy:*looks at book too* Hmm. I don't know... Maybe it's some kind of secret code...

Jean: Hello?!

Ed: Could you just shut up Lieutenant! Don't you see we are trying to think right now?

Jean: That's written in Catian.

Ed: So what are we... wait...what? You know this?

Jean: Yes. It's a very old language from a long lost civilization. I had to study it for school so I can read it. Seems like a guide for handling different kinds of machines or something like that.

Winry: Maybe it will become useful. Take good care of it, ok?

Jean: Yes, I will.

2. Woods

in woods:

Winry sees a bird like creature which is almost as tall as herself

Winry: Aww. Look what a cute bird.

Roy: It's... big.

Winry: Who cares? Hey come here bird. *stretches out hand*
bird lets out high pitched scream and reveals its sharp teeth

Jean: Watch out!

Winry whacks bird with a wrench

Winry: Evil birdie.

Ed: Seems like the animals here are crazy.

Roy: That bird is definitely not a normal animal.

Ed: I suppose it's a chimera. I wonder who created it.

Havoc: Maybe that person is still on this island.

Roy: Yes. We better go on.

before boss fight:

SCREEECH

Winry: Did you hear that?

flames come shooting at them in Roy's direction

Roy: *looks surprised*

Ed pushes Roy out of the way and lands on top of him

Ed: You ok?

Roy: Yes, I'm alright I guess.

a phoenix comes flying into the screen

Jean: That's a phoenix!

Winry: Hmph. Just another evil birdie.

Ed: You'll so pay for almost hurting my Roy. Let's fight!

After fight:

Ed: Whew what a fight.

Jean: Hey look over there! There are some people on the ground!

they walk over there

Roy: Oh no...

Ed: It's Phil Teacon and his troop...

Winry: Are they... dead?

Jean: *looks at them more closely* Seems like it...

Everyone: *looking sad* ...

Winry: And what are we going to do now...?

Roy: We'll continue with investigating this island. We have to find out what is going on here.

3. Town

at town entrance:

Roy: A town. I wonder if there are humans here.

Winry: There is one! Hey you! *walks to a person standing around*

person pulls out gun and points it at Winry's head

Winry: *shocked*

Ed 'kills' person with automail blade(CG, Winry shocked)

Ed: Seems like I have to play everybody's lifesaver today.

Winry: You... you just killed a person! How could you?!

Ed: How do you think I survived the Nimbian War? By being nice to everyone? I got used to killing.

Winry: You asshole! Don't you care at all?

Ed: *looks annoyed*

Roy: Winry just stop it. Ed is lying. He still hates killing, he has just gotten really good at not showing that.

Winry: Oh, I understand.

Ed: Hmph.

'dead' person stands up again and points gun at surprised ed, roy and winry

Jean: *shoots at person* I don't think that this thing is human. It seems like it's some kind of machine... so I guess your discussion is kinda pointless.

Winry: Well then... Let's finish it off!

4. Mine

5. Sewers

6. Mountain

7. Cave

8. Milk Factory

9. Snowy Mountain

10.Laboratory

Other important gameplay things:

- name of character, health and special attack is almost always displayed on the top of the screen (1 player left, 2 player right) (not on map screen and character selection screen).
- Enemies reappear when you leave and reenter a screen.
- You get full health when you are on the map screen.
- there are areas only certain characters can visit cause of their special skills
- the characters can walk horizontally, vertically, diagonally
- The screen is focused on one player (1st player is standard) but you can change the focus through a key (ENTER)
- WHERE CAN YOU GET ITEMS?? Maybe enemies drop them as well.
- You can find items in chests
- the health of the enemies is displayed over their head
- special gauge fills when an enemy is killed

Option Menu:

- Items
- Save
- Back to Map
- Quit to Title Screen

Map Screen:

By pressing Esc you can enter the options menu.

- Status
- Items
- 1 Player / 2 Players
- Change Character
- Key Configuration
- Quit to Title Screen

Extras:

different clothes, all cgs used ingame can be unlocked.

Needed Animations:

Needed CGs:

Intro: (1)roy, ed at the rail of the ship, havoc steering

(2)ed right next to roy, left hand on roy's face looking lovingly at roy

Character expressions:

Roy: neutral, slightly annoyed, scared

Ed: neutral, pissed off, slightly annoyed, scared, determined

Winry: neutral, wrench!, happy, scared

Havoc: neutral, scared, mischievous, worried

Needed Music:

Intro on ship

Stages:

Beach

Woods

Town

Mine

Sewers

Mountain

Cave

Milk factory

Snowy mountain

Laboratory

Other:

Map screen

Title screen

normal boss fight

end boss fight 1

end boss fight 2

countdown to island destruction

ending music(everything is fine)

game over music(music on the game over screen)

Needed Sounds:

character attacks, gets hurt, sounds of the attack itself

Victory after boss fight

level up

game over(everyone is dead)

Healing

use energy drink

use bomb

use milk on ed (negative sound)