**Roll Playing Game (working title):**

**Concept:**

A standard top-down overworld turn-based-combat JRPG-style role playing game with heavy themes of inflation, weight gain and general expansion.. The game will be set in a half-modern half-fantasy world, with a focus on characterization and worldbuilding.

As mentioned before, the game will very much be JRPG style; a mostly top-down overworld with a flashy turn-based combat system. Said combat system will incorporate various forms of expansion, primarily as a risk and reward system.

**Story:**

*It’s a mostly modern-ish world of furries! Mammals, reptiles, birds, fish; the whole shebang!*

*…and that’s pretty much it!*

*Our actual narrative focuses on a plucky troupe of young college clichés, best friends with great aspirations. They’re off on the west coast for the peak of the July sun, hoping to get happy, hench, and hammered.*

*They are then sucked into another dimension.*

*It’s not* too *dissimilar from their homeworld, but just weird enough to be terrifying. The skies are pink, the seas are wine-dark, and it’s impossible to tell whether it’s day or night. Stranger still are the landscapes* within *these skies and seas; pink beaches with spiral patterns, sky-blue forests with square-trunk trees, and blood-red moors that seem to breath in and out.*

*We start off with the leader of the gang, the athletic reptile Lucille Steele, stranded on an island far away from the others. Confused about her location and desperate to find her friends, she is quick to venture further into this mysterious island for answers.*

*Along the ways she encounters an entire suite of tutorial monsters, fighting sweat-and-tear all the way to that peculiar mountain at the land’s center. It’s* here *that Lucy is met with the greatest shock of all; this is no mere land mass. Rather, it is the* biggest, **fattest** *bear woman she as ever seen.*

*This woman is a native of this world, The Else, and her plight is not hers alone. The Else is a mystical dimension and a land of plenty, with many advanced civilizations having once thrived on its power. Terrible thing when the corrupt sorceress Persephone and her three consorts decided to seize as much power as they can and enslave as many people as they can, with the ultimate goal of taking over the multiverse.*

*This bear woman, Bertha, was one of the wizards who fought against her, and becoming mountain-size was the disastrous result.*

*Horrified at this threat to justice everywhere, Lucy vows to end Persephone’s evil schemes and bring order back to The Else. Bertha isn’t confident, but encourages her anyway, even pointing her to an whole box conveniently right next to them filled with managarb, a collection of sports, swimming, and under-wear which are the only way one can channel The Else’s magic.*

*Goal in sight and tools in hand, Lucy then shoves off to The Else’s mainland, with the hopes of finding her friends, saving the world and hopefully even finding a way home.*

**The Overworld:**

It fills in the role that all overworlds play. People to meet, places to see, and enemies to harass you. The overworld itself is a mostly linear path, starting in one area and ending at the other, with a lot of meat and potatoes in a straight-ish line with branches and bends.

All of the tropes are here; cities, shops and dungeons galore. The first two of this list are typically seen in the same space,

The player can traverse the land in eight glorious directions and has a sprint button, though the latter loses strength should any party members get expanded.

The player can also jump to ignore barriers and avoid area hazards, and this does *not* get affected by expansion (they’re quite bouncy, y’see).

Enemy encounters are visible on the overworld, and will hone in on the player when they enter a certain radius. This means battles can be avoided entirely if the player is fast enough.

**Combat:**

This starts whenever an enemy nabs the player on the overworld.

This is a very final fantasy-like battle system. Both the party and the enemies are visible, facing each other on dedicated battle screen. Right below that is the battle HUD, from which all of the commands are made. The order in which everyone in the fight will get to move is determined by their speed stats.

The party members are subject to a scrolling HP mechanic; whenever they’re hit, their health scrolls down based on the health deducted. This should allow the player to save that member from fainting in a pinch. Depending on the severity of the damage, however, the bar can scroll slightly slower or slightly faster.

The magic points bar is subject to the same rule as the health bar.

**Stats:**

Combat stats in this game are really no different than those in other games, but they have more “flavorful” names and should be explained regardless. These stats are:

* **Fitness:** The health stat, plain and simple. It’s how much health a character has.
* **Brains:** The mana bar by another name. It is the amount of Red Star Power (mana by another name) a character has be default.
* **Muscle:** The physical attack stat, dictating how much damage physical attacks deals to the target.
* **Bones:** The physical defense stat, dictating how much damage physical attacks deals to themselves.
* **Ambition:** The stat that determines how much power special moves have.
* **Resolve:** The stat that calculates how much resistance one has to special moves.
* **Speed:** Speed! Imagine that! It determines in what order characters will perform during a round.
* **Guts:** A stat that dictates the chance of performing critical hits, while simultaneously calculating how much resistance one has to them. It seems familiar somehow…

Wits and smarts affects both special attacks and special healing spells; wits boosts the power of both spells and heals, and wits hinders special damage and increases special healing.

**Expansion Types and Mechanics:**

The main gimmick, standout mechanic and selling point of the game. Through various means, including items, spells, attacks and even overworld hazards, both party members and enemies can expand in one of three ways.

All characters have a limit on how much they can expand, but they can be raised as experience and levels are gained. For each level of expansion, two character-specific stats are raised while cutting into one’s speed, requiring one to think differently about how that character will operate during the battle.

At the beginning, characters will only have three levels of expansion they can take. By the end, characters will have up to seven. If they over go over their limits, they explode and are knocked out instantly.

Each expansion type is super-effective against another, while simultaneously having a weakness, not unlike rock-paper-scissors. The more one expands a certain type, the greater these strengths and weaknesses get.

The three forms of expansion are:

1. **Fat:** The subject consumes or is fed massive quantities of food, making them quite obese in the process. Strong against Berry, weak against Inflation.
2. **Gas Inflation:** The subject is pumped up with massive amounts of gas, turning them into a living balloon. Strong against Fat, weak against Berry.
3. **Berry Bloating:** The subject becomes bloated with fruit juice by any number of means, slowly blowing them up into a massive fruit. Strong against Inflation, weak against Fat.

Many enemies fall under a specific expansion form, and the party members can specialize in a certain field. When a party member doesn’t specialize, they can be afflicted by any one of these types, though the expansions are mutually exclusive (when one is fattened, they will take extra damage from inflation attacks but not get inflated). If they are to specialize, they are immune to the expansion types they don’t specialize in, but are immediately subject to its pros and cons (when one goes full-berry, they take extra damage from fat but never have to fear being fattened).

More on this in the Characters, Classes and Specs section.

**Status Ailments:**

Simple straight inconveniences than any tipping of the scales. They are mutually exclusive.

They are as follows:

1. **Discombobulated:** The subject isn’t all there after an especially nasty hit to the head. They will perform random moves each turn, which can stir discord on the battlefield.
2. **Food Poisoned:** The subject is quite nauseous from whatever they just ate/smelled/got injected with in a suspicious way. The victim takes minor damage every turn, and has small chance of being stunned every other turn.
3. **Hypnotized:** The victim had been brainwashed by forces beyond their comprehension. They have a chance to attack an ally or themselves every turn.
4. **Aroused:** All of this expansion can get one hot and bothered, y’know? People afflicted with this have a chance of doing nothing each turn, preferring to just… enjoy themselves instead.
5. **Frozen:** Trapped in suspended animation after you’ve been encased in freezing-cold water! You’re basically dead in every way except for health; you can do absolutely nothing! You’re out of the field! You’re benched! You’re out! Turn off the VCR!

Food poisoning and frozen are the only ailments that has any effects on the overworld, so you’ll want a lot of anti-poison and anti-freeze items on ya.

**Characters, Classes and Specs:**

What’s an RPG without loads and loads of characters? The player will have up to five party members at their disposal, each playing a specific character class. Within their class, they will also have three specializations, each tied to a specific form of expansion.

When they don’t specialize, they have no immediate strengths or weaknesses, but can be expanded any way. When they *do*, they get increased powers and vulnerabilities, able to do more damage to those weak to them while getting hit harder by those *strong* against them. They can change their specs at any time in inns or at other safe points.

Our intrepid heroes and heroines are…

* **Lucille “Lucy” Steele, Superstar Athlete**: A proud and noble lizard with a strong workout schedule and a heart of gold-plated steel. A righteous, no-nonsense type who takes charge and pushes herself to the limit. She can also be *very* slow on the uptake, a bad diplomat, and is still quite weirded out by all of the insanity going on around her.

Lucy plays the role of warrior and tank. Armed with her trusty baseball bat, she is usually the master of physical damage on both the giving and receiving end. Having learned first aid, she is also the main healer, typically helping her teammates should they fall too far under the weather.

She isn’t very good at magic, however, and isn’t one to use powerful attack spells. She also somewhat slow, being more of a muscle girl than a track star.

**Specs:**

1. **Monk (**Fat, +Muscle/Bones, -Resolve**):** Donning a too-small sports bra and short-shorts resembling a mawashi, while replacing her bat with a hefty barbell. She may *look* like a sumo as she gets fatter, but she in fact takes ques from *multiple* martial arts, from karate to tai quan do. She focuses more on damage and defense with this spec.
2. **Berserker (**Inflation, +Muscle/Resolve, -Bones**):** Jet-black bra and panties with red “danger” stripes, and armed with a pair of *deadly boxing gloves*. Lucy prioritizes speed and aggression, pelting her foes with heavy blows as she becomes rounder and floatier. She becomes a bit of a glass cannon with this spec.
3. **Paladin (**Berry, +Ambition/Resolve, -Bones**):** A two-piece bikini of a brilliant emerald green, complemented by hockey shoulder pads and a trusty hockey stick. Lucy uses the natural power of blueberry juice to enhance her healing prowess, turning her first-aid into full-on spells.
* **Swinton “Swift” Park, Bookworm of Power**: A scrawny, lanky wolf, and a rare example of a modern youth who actually bothers to read books. The brains of the team, with a keen eye for details and a strong grasp on the emotions of others. He is, however, the most easily frightened of the gang, and can often have too much faith in a plan.

He is the team’s mage by trade. With his trusty tomes by his side, Swift is the master of single-target and multi-target spells. He has a variety of different types of spells regardless of his spec, meaning he can do decent damage to anything he comes across.

He is quite frail, however, and doesn’t know any healing spells, so he isn’t always going to save the party in bad situations.

**Specs:**

1. **Warlock (**Fat, +Bones/Resolve, -Ambition**):** A devilishly purple sleeveless t-shirt decorated with many dark symbols, with a matching pair of running shorts with an inverted pallet. Swift allows dark forces to slowly creep into and fatten his body, having them do most of the work while he serves as the host. Most spells focus on damage over time.
2. **Mystic (**Inflation, +Ambition/Resolve, -Bones**):** A night-sky-blue pair of boxers with yellow-star prints, which glow softly in the dark. Swift channels the powers of the cosmos, making himself a faux-micro celestial body. Most spells focus on single targets.
3. **Druid (**Berry, +Bones/Ambition, -Resolve**):** A deep-maroon speedo with various runic markings cast in green ink. Swift blows himself up into a cherry, using the forces of nature to rain doom on his foes. Most spells focus on an area of effect.
* **Rosalina “Rose” Heights, Silent Beauty**: A short but lithe robin, with a knack for fashion and design. A connoisseur for aesthetic, and somewhat haughty, but her utilitarian tendencies end up causing more trouble than her obsession with looks. She tends to cause the most conflict within the gang.

Rose is the team rogue, relying on skills and smarts. It definitely gets harder as she gets bigger, but she always goes for precise one-target strikes and undetected thievery. She is the fastest among the party by default, guaranteeing the first move most times.

Her defenses are rather poor to balance, and she has no self-defense moves.

**Specs:**

1. **Outlaw (**Fat, +Bones/Ambition, -Muscle**):** A two-piece track suit cast in pinks and greens, with subtle cowboy theming. Rose becomes a gunslinger, trading her thieving for stronger, faster attacks.
2. **Sneak (**Inflation, +Muscle/Resolve, -Bones**):** A dark-purple satin bra and panties. Rose specializes in thievery and sabotage, silently floating over her victims while swipping multiple items and raining pain from above.
3. **Boss (**Berry, +Bones/Resolve, -Muscle**):** A frilly two-piece bikini of bright yellow, themed after a gala dress. As she blows up into a giant grape, she gains an entire cast of adorable minions, who gladly cause havoc on the entire enemy side. None of them can really do much on their own, however.
* **Joseph “Juice” Brilliance, Songsmith Supreme**: A trim, handsome tarpon who’s just too darn good. A general nice guy who’s more than happy to follow, which often leads to him squandering his potential. His main other problem is that he’s easily grossed out, even at all of this expansion stuff.

A musical savant by trade, Juice is the all-purpose bard. Buffs and debuffs are his game, on one target or many at once. He is also the main force behind status ailments, having the most spells that cause them among the party.

He is stocky and has high ambition, but has poor resolve and weak muscles.

**Specs:**

1. **Brass (**Fat, +Bones/Resolve, -Ambition**):** A pair of stretchy shorts made of golden cloth and black string. Fatty juice takes up a whole brass ensemble, focusing on buffs for his fellows.
2. **Bagpipes (**Inflation, +Muscle/Ambition, -Resolve**):** A pair of dark green/red plaid briefs complete with a beret. Bagpipes firmly across his back, Juice’s goal is to cause as much discontent to the enemy as possible. He even risks afflicting his fellows!
3. **Percussion (**Berry, + Ambition /Resolve, -Bones**):** A nice and tight pair of blue sports trunks, themed after the rim of a drumset. He blows up into a lemon, making himself a NICE big drum. As such he beats his bloat belly boastfully, with an even split of positive and negative effects.
* **Maria Ebonfang, Queen of Gears**: A skinny, scrappy housecat with permanent DreamWorks face. The smarmy malcontent of the group, always prepared to flaunt her giant brain and prank whoever she doesn’t like at the time. She *is* genuinely elated whenever her talents are complimented, and she rarely is particularly cruel to her mates.

The team tinker, being a mechanical science expert. A jack of all trades, master of none, using her wide variety of gadgets to perform all sorts of tasks and actions.

Her stats are average across the board except for ambition, and her role changes based on her spec.

**Specs:**

1. **Assembly (**Fat, +Muscle/Bones, -Ambition**):** A plain-black sports bra and matching bikini bottom, with a pair of big o’l sunglasses. Maria focuses on defense and healing, producing temporary setups and MREs to bolster the party and put REAL food in their bellies.
2. **Aviation (**Inflation, +Muscle/Ambition, -Bones**):** A utilitarian brown bra and panties with leather seam patterns and a pair of aviator goggles. Armed with two massive hip-mounted guns, Maria becomes your average zeppelin to bombard foes with bullets and missiles alike.
3. **Agriculture (**Berry, + Bones/Resolve, -Muscle**):** A deep-blue bandeuakini with floral prints and scuba goggles. Maria uses the power of plantlife to poison her foes and invigorate her fellows as she blows up into a massive tangerine.