

FINAL KISMET®

Final Kismet® Game Design Document
Version 1.8
December 14, 2025

© SeruaoSoft

CONFIDENTIAL

Revision List

Version	Author	Position	Date	Comments
1.0	Derrick C.	Director	April 23, 2021	Initial
1.1	Derrick C.	Director	May 6, 2021	Revision
1.2	Derrick C.	Director	May 15, 2021	Revision
1.3	Derrick C.	Director	July 18, 2021	Revision
1.4	Derrick C.	Director	August 4, 2021	Revision
1.5	Derrick C.	Director	July 8, 2022	Revision
1.6	Derrick C.	Director	October 6, 2022	Revision
1.7	Derrick C.	Director	January 19, 2023	Revision
1.8	Derrick C.	Director	December 14, 2025	Revision

Table of Contents

1. Introduction.....	4
1.1 Scope.....	4
2. Specification.....	5
2.1 Concept.....	5
2.2 Scenario.....	5
2.3 Game Structure.....	5
2.4 Localization.....	5
3. Development Tools & Software.....	6
3.1 Graphics.....	6
3.2 Target System.....	6
4. Gameplay.....	7
4.1 Battle System.....	7
4.2 Role System.....	7
4.3 Power Tier System.....	7
4.4 Rage Limit.....	8
4.5 Status Effects.....	8
4.6 Game Over.....	8
4.7 Player Menu.....	8
4.8 World.....	8
4.9 Currency.....	8
4.10 Character Development System (CDS).....	8
4.11 Attributes.....	8
5. Development Time.....	9

1. Introduction

This document specifies the design of the game with the title: "Final Kismet", abbreviated as "FK". It is based on elements solely created by the director, Derrick Clemons, since 2021. Final Kismet is the first entry to its upcoming series and it is the first commercial game release of SeruaoSoft.

1.1 Scope

This document is intended for the programmer, scenario writer and event planner involved in the design, implementation and testing of Final Kismet®.

CONFIDENTIAL

2. Specification

2.1 Concept

Final Kismet® (abbreviated "FK") is an anthology role-playing game (RPG). Its name collectively refers to: *"destiny determined or shaped by fate"* of its worlds and characters. Complex stories pivoted on the abstract realities attracts attention with unheralded conclusions and interpretations. Featuring war-torn settings, pre and post-apocalyptic universes, dystopian worlds, steampunk, medieval, high fantasy/surrealism, despondent natures and mature themes, elaborately integrated scenarios and the backgrounds of the characters that appear in the game, one should be able to gain a deeper appreciation for the story. These games, whether 2D or 3D, do not feature voiceovers.

2.2 Scenario

Final Kismet is often linear and story-focused with nuanced scenarios, while other entries may focus on the player creating their own story with full customization of all roles of the Final Kismet role system, starting with the four Warriors of Fate. Some other entries, such as FINAL KISMET 2, would be a survival RPG, retaining core mechanics with restructured abilities, strict item management and player handicap. Final Kismet scenarios are long, riveting stories with well used nuances, subtly, character growth, philosophies and world building. The stories and lore of Final Kismet games are consistent, subtle and are handled with precision.

The FINAL KISMET Athenaeum Itinerarium is the comprehensive volume providing detailed info on characters, backgrounds (world/scenario), additional art and illustration. All Final Kismet games contain one volume entry respect to its numeral entry: i.e. FINAL KISMET II (Volume II), FINAL KISMET III (Volume III), etc.

2.3 Game Structure

Final Kismet utilizes the CG-2D field system, pre-rendered assets, ambient animations, zones/sub-maps, a Mode 7, AfterPhase Side-Scroll Platform (AP-SSP), turn-based battles and random encounters. As it is story-focused, players will be able to progress through the scenario through linear progression. The game will be playable by a single player on a standalone machine and local multiplayer in combat battles by assigning player characters in the comrade's units to a secondary player. Players will be able to navigate vehicles such as ships, airships and Falconozos to traverse to other parts of the world that are inaccessible by foot. These vehicles can only be obtained at specific scenario points and it will be removed from the player's disposal as the scenario progresses.

Falconozos are fast-traveling, anthropomorphic Falcons that can be used to traverse across fields. A Falconozo, when ridden, disable random encounters. They are primarily used as vehicles, but can also appear as a monster in random encounters or bosses. Falconozos do not have an item to call them on the field, as they are only available to use from a wrangler. Falconozos will remain were they were last dismounted on the field, or otherwise sent back to the Falconozo Stables by the event bit flag. Falconozos favorite food are 'Sativus Greens', an edible vegetable, green in color, and are used to allow the Falconozo to sprint. Falconozos cry 'Hwark!' to indicate emotion and/or if they've discovered items.

2.4 Localization

The game is primarily localized in the English language.

3. Development Tools & Software

Final Kismet® uses AfterPhase®, the proprietary engine developed by SeruaoSoft containing authoring tools, kernel system, the Acoustic Audio Unit Ossia® (AAUO) sound engine that renders custom MIDI sequences in-real time, and the SeruaoSoft CG-2D® (Computer Graphics 2-Dimensional) field system, the foundation and pipeline which includes integration of industry standard software: Autodesk® Maya and ZBrush.

3.1 Graphics

Final Kismet uses CG-2D, an art style composed of 3D-CG pre-rendering with ambient animations in an often strict, orthogonal perspective, structured with core pipelines.

-Orthodox Pipeline

Assets are grouped and partitioned into zones within a grid canvas, divided into seamless tiles.

-Pre-Render Pipeline

Asset are processed through the Pre-Render Pipeline, composed 3D pre-rendered assets, finalized by processing the asset through the core orthodox pipeline.

3.2 Target System

Final Kismet is produced for the platform: SeruaoSoft® AfterPhase® OS (SSAP-OS).

4. Gameplay

The early Final Kismet entries use the CG-2D field system of AfterPhase.

The Action Rapid Battle® (abbreviated 'ARB') is the battle system used in Final Kismet and all its entries thereafter. It incorporates elements of traditional turn-based functions while featuring real-time tactical depth, time management and input buffers during a battle.

4.1 Battle System

The Action Rapid Battle® (ARB) functions with two core mechanics: Active Time Stage (ATS) and Lethal Attack. Further information is detailed in the document: "ARB_btl_sys_FK".

Active Time Stage

The player has 24 seconds to select an action and target(s) when the ARB meter is full. Players can view the status of the Active Time Stage by its visual indicator on the battle HUD.

If no action is taken after 24 seconds, the character's ARB meter will reset to 0 and the character will be damaged 25% of their max HP. This only affects characters' ARB meters, not enemies.

Physical attacks use the character's Strength attribute along with weapon durability to determine the resulting damage.

Magick attacks use the character's Magick attribute along with the ability's power value to determine the resulting damage.

4.2 Role System

Magick, warriors, warlocks, and elemental-based magi (chrism/ebony/alabaster/alizarin) using elemental based magick spells; these are common roles of the Final Kismet Role System.

4.3 Power Tier System

The Power Tier System use the following suffix to denote its tier on the hierarchy of power:

- ri (Level 2 second-tier magick)
- gi (Level 3 third-tier magick)
- ji (Level 4 fourth-tier magick)
- ki (Level 5 fifth-tier magick).

These suffixes offer a unique and memorable leveling tier system for the recurring abilities, magick and skills that appear in Final Kismet.

4.4 Rage Limit

Rage Limits are special abilities that either do more damage than a character's native ability, enhance a character's status or both. Each Final Kismet game incorporates its own background on how characters acquire these powerful skills, as it differs for each game. Generally, the mechanic, visualized by its own meter independent from the character's ARB meter, accumulates over time. The rate in which the Rage Limit meter fills is significantly slower than the character's ARB meter.

4.5 Status Effects

During battle, some characters and/or enemies may become inflicted with beneficial or detrimental elements. These are known as Status Effects. Status Effects are divided into two categories: Beneficial and Negative. Both can be cured or dispelled.

4.6 Game Over

Game Over is the scene given when certain conditions are met. Common conditions are:

- *All allies incapacitated*
- *All allies afflicted with specific bad status effects*
- *Timed Events unfulfilled*
- *Timer reaches Zero and conditions unfulfilled*
- *Certain enemy attacks*

4.7 Player Menu

The game uses a menu system that contains all sub-menu options on the right plane, character portraits and basic statistical information including character name, HP (Hit Points) MP (Magick Points) and Character Level (LV.) etc., on the left plane. Menus and sub-menus are animated when navigating from one to the other.

4.8 World

Final Kismet will feature an Overworld, as the central hub to access various locations both on the path of progression (scenario) or optional locations for optional content.

4.9 Currency

Currency 'Gelt Ring' or simply 'Gelt', are brass rings with the engraving:

'In Seruao We Trust', to deviate it from real-life currency. Gelt Rings are used as gold to be sold or exchanged. It is a symbol of riches and wealth.

4.10 Character Development System (CDS)

The CDS functions as the character's progression through Level Ups and experience (EXP) growth. Characters learn abilities based on their Level growth. As a character grows, abilities unique to that character will be unlocked and ready to use.

4.11 Attributes

- **Celerity;** Affects a character's ARB meter fill rate.
- **Strength;** Affects physical attack strength, critical hit and Lethal Attack damage.
- **Magick;** Affects the strength of magick attacks.
- **Vitality;** Affects the resistance of physical attack, the growth of Hit Points (HP), the effectiveness of status effects and effects the speed fill rate of a character's Rage Limit meter.
- **Durability;** Base damage formula for weapon physical damage.
- **Resist;** Affects the amount of damage received from physical attacks.
- **Evasion;** Determines the rate a character may dodge a physical attack.
- **Magick Resist;** Affects the amount of damage received from magick attacks.
- **Magick Evasion;** Determines the rate a character may dodge a status effect.

5. Development Time

Official Start Date :: 23-4-2021

Game Design :: 31-7-2021

AfterPhase® Engine :: 17-12-2021

Alpha-A :: 4-2-2022

Look & Feel :: 23-4-2022

1st Play :: 21-5-2022

Alpha-B :: 15-8-2022

2nd Play :: 1-9-2022

Alpha-C :: 3-5-2023

3rd Play :: 14-8-2023

End of Project (ETA) :: Q3 2026

CONFIDENTIAL