



Roadmap Sacred Phoenix



After making the last maps, I realize that the fangame is a titanic project and that if I continue at this pace while being alone to manage:

- communication
- mapping
- scenario
- and the staging (eventing)

... and almost alone on:

- Coding
- and the creation of tiles

... It would take me **15 years** to finish my fangame if development continues at this pace.

Only the artwork + the majority of the pixel art are delegated thanks to Eysselia and Dracoyan, but I feel a drop in motivation that makes me very scared for the future of the project. (I can't count the field of music where I have a hard time finding a motivated musician, but there is a way to survive.)

However, in 15 years, my IRL will inexorably evolve, and you too may have to invest less in this fangame for various reasons, but all valid. Technologies are also evolving, and when I see fan-games taking advantage of the latest advances in built-in starter kits as standard, my version of PSDK will quickly become outdated.

In a more down-to-earth way, I'm going to have a lot less free time in the short term, because IRL catches up with me to face reality. (Hi Reshiram.) This will even lead to the death of the project before the end of the year, because I know that it will be impossible for me to achieve my goals in a humanly reasonable time frame by having 80% less free time.

A project as ambitious as Sacred Phoenix can succeed, but only if I am surrounded by a complete team ready and motivated to take the project to the skies. I don't want to see almost 6 years of work crumble into dust: for me who has devoted all my time to it for these long years, but also for you who have invested time voluntarily, sometimes since 2019.

Other fan-games as ambitious as mine manage to achieve their ideals thanks to a complete, close-knit and productive team. Why not us when so far has already been travelled?

Almost all the features of Sacred Phoenix are coded and the databases are finished (if I ignore the one of the Pokémons which will have to be completed little by little). That's why today, I can finally devote time to mapping and the script.

That's why I want to finish at least Eleanor's Shire with about 2-3 hours of content and 1 Badge. This will save the honor by leaving a small posterity in the world of fan-games.

If I achieve this goal, I'll just have to pray that it will spark enough hype to attract new recruits, or even just give you hope and motivation.

I can even assure that **this goal will be achieved this year in 2024**, because it is within my reach, even if I work alone. I have enough resources to script all this content.

Beyond Eleanor, the legacy of Sacred Phoenix will depend on you and if the game engine migration will be able to go smoothly, as I don't intend to continue on PSDK 24 beyond this milestone. (RPG Maker XP's mapping system alone, I feel its limits when I compare it to Tiled and am forced to duplicate a lot of tiles just for differences in priority, alignment or collision.)

Here is my short- and medium-term roadmap for Sacred Phoenix, goals that are within my reach:

Objective 1 – Tintignac demo without skipping some menus

- ✓ Map Tintignac's interiors
- ✓ Script Tintignac (NPCs, main quests, merchants...)
- ✓ Script the end of Chapter 1 in Sylvan Town (presentation of the Time Flute and the Score Book by Fintan)
- ✓ Complete the list of forging recipes (game design)
- ✓ Code a rudimentary menu for the Flute of Time so that the first score is usable (only one will be available at this point in the game).
- ✓ Add Route 2 and North Route 3 Blockers + Cut Trees.
- ✓ Block the southern exit of Tintignac and the entrance to Gortelda until Chapter 1 is over. The western exit of Tintignac must be blocked until the events of the inn are done.
- ✓ Once Chapter 1 is over, block the middle of Route 3 with a herd of rabid Tauros and the entrance to Route 8 with a logging tree.
- ✓ Code the side quest of the Talonflames' Farm + mapping of the interior of the farm.

Objective 2 – Code the missing menus essential to the gameplay

- ✓ Code a slightly more elaborate score menu or use the Scepter of Phoenix menu and improve it to include this option.

- ✓ **NEED:** The artwork of the sheet music book. Pixel art here =>



Symbol in the center:



Otherwise, a very pixelated placeholder will be used...

Objective 3 – Arrival in Gortelda

- Script the hero's arrival in Gortelda
- Finish mapping the outside of Gortelda + the south of Route 4

– Remember to block access to Elda Forest! (This should remain blocked until the main quest in the Ivy Tower is completed. Don't forget to put trees in the Cut between Route 5 and Elda Forest.)

✓ **NEED 1:** The OW of Elowen, Viviane's mother (in progress by Dracoyan).

NEED 2: Pontoon and boat tiles for the port of Gortelda

Objective 4 – Gortelda's interiors

- Script the hero's arrival in Gortelda
- Map Gortelda's interiors, including the Ivy Tower and the Ivy Colosseum

NEED: The tiles of the interiors of Gortelda (nice workload, because it includes the Ivy Tower and the interior of the Colosseum of Ivy).

Objective 5 – Main Scenario – The Talisman of Eternal Ivy

- Scripting the interiors of Gortelda
 - Script the main quest in the Ivy Tower and the Ivy Colosseum
 - Clear access to Elda Forest once Lae is defeated, but block the southern exit of the forest. (The middle of Route 3 is still blocked, but it won't be once the Ivy Tower is completed.)
 - Place trainers on Route 5 and Elda Forest (note: there is a side quest with a bandit hidden in it).
- ✓ Mapping Maëve's Cottage + places this NPC here in placeholder mode.
- Make the encounter tables for the heights of Route 1, Route 2 and Elda Forest (where Cut is required).

Objective 6 – Enchantment Menu + Route 3

- Liberate the south of Elda Forest.
- Liberate the Route 3 Pass once the Ivy Tower is resolved.
- Place the trainers south of Route 3
- Code the boarding house of Maëve's Cottage (1 Pokémon possible).
- Code the orchard of the Cottage de Maëve.
- Code the scenario of the initiation to Enchantment by Lae (post-badge reward)
- Make the UI design of the Enchantment menu
- Code the Enchantment menu
- Establish the list of Enchantment recipes (game design)
- Block access to Route 6! (It's not fully mapped.) Don't forget the Cut tree south of the Talonflames' Farm.
- Also block access to Route 7 via Palkia (+ remove that of Lake of Time)

Objective 7 – Eldania + Route 6, Route 7 and Cernos Lake + Alchemy menu

- Map Eldania's interiors

- Finish mapping Route 6 and Cernos Lake + Cernos Mounts
- Place trainers in these areas.
- Make the encounter tables of these places.
- Add the Charmander side quest to Eldania (inspired by Pokémon Anime Season 1, Episode 11).
- Place the Route 7 trainers + make the encounter tables. Don't forget to move to the entrance of Argonne Cavern to announce the end of the demo.
- Make the UI design of the Alchemy menu
- Code the Alchemy menu
- ✓ Establish the list of Alchemy recipes (game design)
- Integrate the quest for an introduction to Alchemy in Eldania

Objective 8 – Cave Mapping (Swan Song on PSDK 24)

- Map at least one symbolic entrance to the Eagle Cave and Cernos Pass (the hero can't explore, as Flash is required)
- Map Argonne Cavern
- Block the entrance to Argonne Cavern on the outside until it's scripted! (Trainers to place, objects, encounter table...)
- Place trainers in Argonne Cavern
- Establish the Argonne Cavern encounter table
- Map the Astur Inn located just after the exit of the Argonne Cave, which marks the entrance to Iberia.
- Put a Palkia announcing that this is the end of this demo at the bridge that crosses the Mouth of Astur, just after the inn.

NEED: Cave tiles