



## Project Roadmap

### What is this document anyway?

Consider this to be the project plan for Aridia. This document defines the features and release schedule for the application. It is divided into three sections:

**Primary Releases** – These are the eight major releases that contain the basic functionality of Aridia. These features are considered “must haves” for Aridia to be a useful Phantasy Star III ROM editor. The last of these releases was completed in January 2008.

**Enhancement Releases** – These are minor releases that contain additional editing capabilities or other new features.

**Enhancement Candidates** – These are features that are under consideration for an enhancement release. Many of these fit into the “can it even be done?” category.

**Things that can't be edited** – Things that are verified to be uneditable and why.

# Primary Releases – Completed January 2008



## Chirper Edition

- ✓ Skeleton project
  - ✓ Main window with placeholder tabs
  - ✓ Basic data classes
- ✓ Basic ROM handling - open & save file
- ✓ General text editing
  - ✓ Technique names
  - ✓ Marriage text
  - ✓ Status screen text



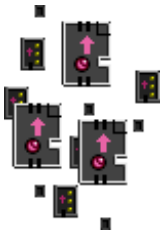
## Tsveidon Edition

- ✓ Message & dialog editing
  - ✓ Battle messages
  - ✓ Shop dialog
  - ✓ Save/load game messages



## Blizrd Edition

- ✓ Item names
- ✓ Item statistics
  - ✓ Technique
  - ✓ Effectiveness
  - ✓ Cost



## Flopper Edition

- ✓ Weapon & armor names (implemented in Blizrd release)
- ✓ Weapon & armor statistics (Cost, ATK, DEF, SPD)
- ✓ Weapon & armor techniques
- ✓ Weapon & armor who can equip
- ✓ Weapon animation



### **Seeker Edition**

- ✓ Character names
- ✓ Character initial statistics (HP, TP, ATK, DEF, SPD)
- ✓ Character initial level
- ✓ Character initial items
- ✓ Character techniques



### **Slasher Edition**

- ✓ Enemy names
- ✓ Enemy sprite group
- ✓ Enemy animation
- ✓ Enemy statistics (HP, ATK, DEF, SPD, EXP, MES)
- ✓ Enemy techniques



### **Mantis Edition**

- ✓ Game script editing (beta version implemented in Blizrd release)
- ✓ Fix rom checksum (added in Gnasher release)



### **Guardian Edition – Early 2008**

- ✓ Title logo editing
- ✓ Font & frame editing

# Enhancement Releases

## 1.X Releases

- **Complete**

- 1.1 (Yaata Edition) – May 2008
  - Add "Find" option to script editing
  - Add "Press start button" to text editing
  - Update tile editor to use version from Eisfrei
- 1.2 (Rysel Edition) – June 2008
  - Palette editing
- 1.3 (Hazatak Edition) – July 2008
  - Character techniques

- **Scheduled**

- None scheduled – there will likely be something released in late summer 2008

- **Not scheduled**

- 1.4 (Cille Edition)
- 1.5 (Shusoran Edition)
- 1.6 (Lensol Edition)
- 1.7 (Endora Edition)
- 1.8 (Mystoke Edition)
- 1.9 (LaShute Edition)

## Enhancement Candidates

- Cut scene editing
- Replace GYM files
- Sprite editing
- Tile (floors, walls) editing
- Portrait editing
- Event editing
- Treasure chest contents
- Advanced enemy editing
  - Name lookup
  - Color palette
  - Technique effectiveness

## Things that can't be edited

- Gems – Since Gems can be equipped it seems logical that they would modify statistics. Nope, editing them has no effect in the game so they were removed from the weapons page.
- Adding items to initial inventory – In the ROM, a character's techniques begin immediately after their inventory. Adding items causes their values to overflow into techniques, resulting in incredibly powerful techniques. In a save state, the empty item slots are filled with [00 00] but not in the ROM.
- Add/Remove individual techniques – Aridia only supports modifying an entire technique group. However, it is possible to add/remove individual techniques within a group. Doing that causes the game to crash when you enter a technique redistribution shop. I wouldn't be surprised if other problems occurred too.