



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 four sections:

Release History - 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.

Planned 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.

Release History

- **Path to version 1.0**
 - 0.1 – 0.3 (Chirper Edition) – September 2007
 - Skeleton project
 - Main window with placeholder tabs
 - Basic data classes
 - Basic ROM handling - open & save file
 - Text editing
 - Technique names
 - Marriage text
 - Status screen text
 - 0.4 (Tsveidon Edition) – September 2007
 - Message & dialog editing
 - Battle messages
 - Shop dialog
 - Save/load game messages
 - 0.5 (Blizrd Edition) – November 2007
 - Item editing
 - Item names
 - Item statistics
 - Technique
 - Effectiveness
 - Cost
 - Weapon & armor name editing
 - Game script editing (beta)
 - 0.6 (Flopper Edition) – November 2007
 - Weapon & armor editing
 - Statistics (Cost, ATK, DEF, SPD)
 - Techniques
 - Who can equip
 - Animation
 - 0.7 (Seeker Edition) – December 2007
 - Character editing
 - Names

- Initial statistics (HP, TP, ATK, DEF, SPD)
 - Initial level
 - Initial items
 - Techniques
- 0.8 (Slasher Edition) – December 2007
 - Enemy editing
 - Name
 - Sprite group
 - Animation
 - Statistics (HP, ATK, DEF, SPD, EXP, MES)
 - Techniques
 - Fix rom checksum
- 0.9 (Mantis Edition) – January 2008
 - Game script editing finished
- 1.0 (Guardian Edition) - January 2008
 - Title logo editing
 - Font & frame editing
- **1.x enhancement releases**
 - 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
 - 1.4 (Cille Edition) – September 2008
 - Shop data
 - 1.5 (Shusoran Edition) – March 2009
 - Level (XP) tables
 - 1.6 (Lensol Edition) – August 2009
 - Enemy technique level, technique cast %, and escape %

Planned Releases

- **Scheduled**
 - none
- **Not scheduled**
 - 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.