One-page game design document

Game type:

Browser-based, text-based, multiplayer high-fantasy RPG

Design Pillars:

Open world, adventurous, character development

Story Summary:

A demi-god goes rogue and seeks to implore humankind to help it reach it's ultimate goal of galactic domination.

Features:

Multiplayer, crafting, large enemy battles, exploration, epic story

Interface:

A multi-pane UI with an input field for typing commands, an output field to see real-time in-game events, and an info pane to view your character, see the enemies in battle, or npc dialogue.

Art Style:

The game is all text and does not use any graphics.

Music/Sound:

Synth instruments that somewhat resemble orchestral instruments like flutes, violins, and drums. The music style is reminiscent of Nobuo Uematsu's work from the 1987-1992 Final Fantasy series.

Development Roadmap:

Platform: Web Browser   **Audience:** MUD, RPG, and MMORPG players

Milestone 1: user registry/login/character creation
Milestone 2: input/commands/menus
Milestone 3: battle system/trade/groups/dialogue/quests
Milestone 4: game content (monsters, rooms, objects, quests, items, skills)

Launch Day: 1/1/2023