



Project II:

# THE EVER TOLD QUEST

Game Design Document

Team data:  
University: UPC  
Date:

# Index

- [Narrative](#)
  - Synopsis
  - Maps
- [Basic Mechanics](#)
  - Off Combat
  - On Combat
- [UI](#)
  - Main menu
  - In game menu
- [Items](#)
- [Quests](#)
- [Characters](#)

# Narrative

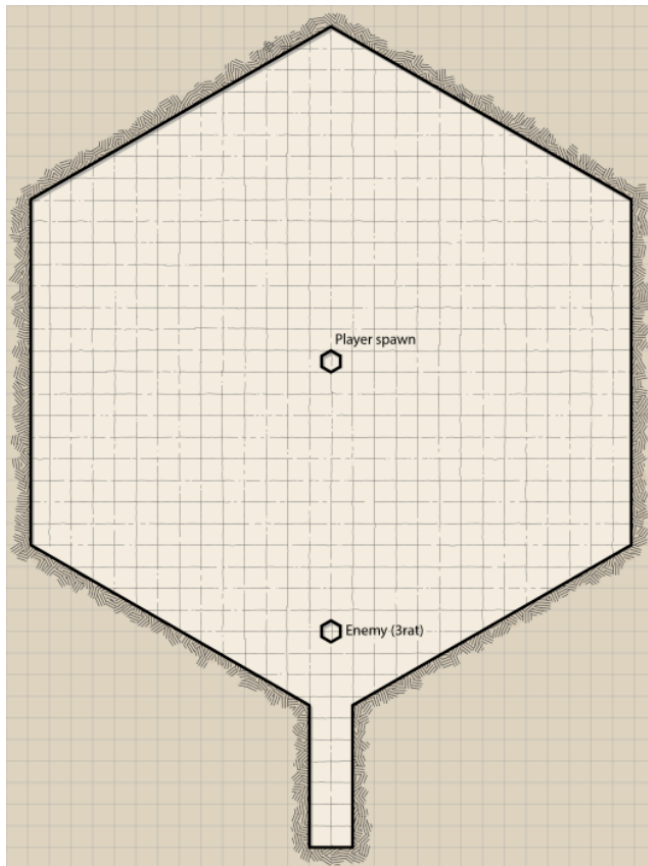
## - Synopsis

In a desolate world, sinked by a powerful archmage who openly defies anyone who wants to restore the world to its old glory, a party of heroes decides to face him, these heroes proved to be worthy opponents, but not enough to end the archmage's tale, the mague, please by their worthiness markes the with a special sell, sending the party to the past and making them forget their stories.

After such encounter, the party awakes in a cave, without remembering who they are, decided to move forth, encountering a village, where after some time they recover their abilities, a local mague talks with them, reminding the who they are and offering to send them back to the future and fulfil their duty of ending the evil archmage.

## - Maps

### - Level 1: The Fall



#### **Narrative:**

On The Fall the player starts the story, after falling from the upper level “Dragon’s cliff” marked by the archmage “Anmague”, our heroes are sent to the past, where they have been scattered around, in these level the hero knight awakes without memory and confused and will have to find a way out.

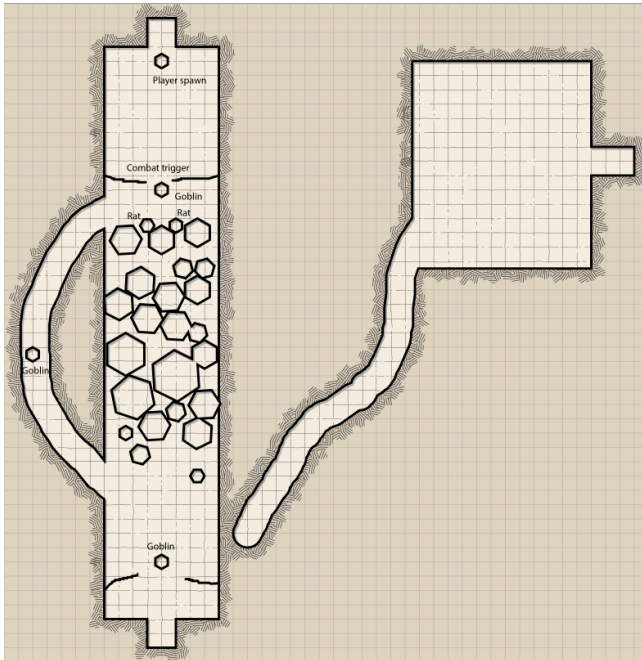
#### **Design:**

This level is merely introductory, where the player is taught the basics and can try to combat the system.

#### **Visuals:**

This map is mainly illuminated by a main focus unseen coming from the hole where the hero falls, also there are water sources around and a clear path to follow.

- Level 2: Green path



**Narrative:**

On this level the player must cross a life path, filled with hostile entities, also in this level he will team up with his forgotten team member the archer.

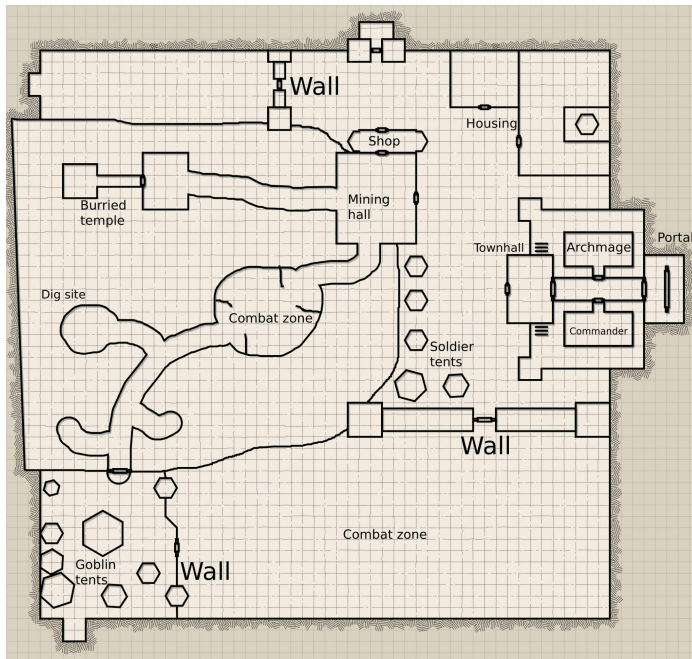
**Design:**

In this level the player can face a group of enemies with the new teammate, the archer, to see how the mechanics work with more than one character on the team.

**Visuals:**

In this level the player will be able to feel that the cavern is lively, in order to make a parallelism with level 5, which is the opposite.

### - Level 3: The village



#### **Narrative:**

In these level the heroes arrive to the underground village, where they will spend most of their time, the player will see the surrounding areas, and talk with the townsfolk, where he will be pointed in to the direction of the castle, when the party arrives they will find the last member of the group, the mage, who is talking with the general of the village.

After the presentations and talking about their situation the general gives the party an offer, if they slay the king goblin that is harassing the village they will be guaranteed a visit with a powerful Archmage that might be able to help the party with their situation.

After the quest the party can be introduced to the Archmage, who will tell them who they were and offer them a way to return to the future, after accepting the party can access the next level.

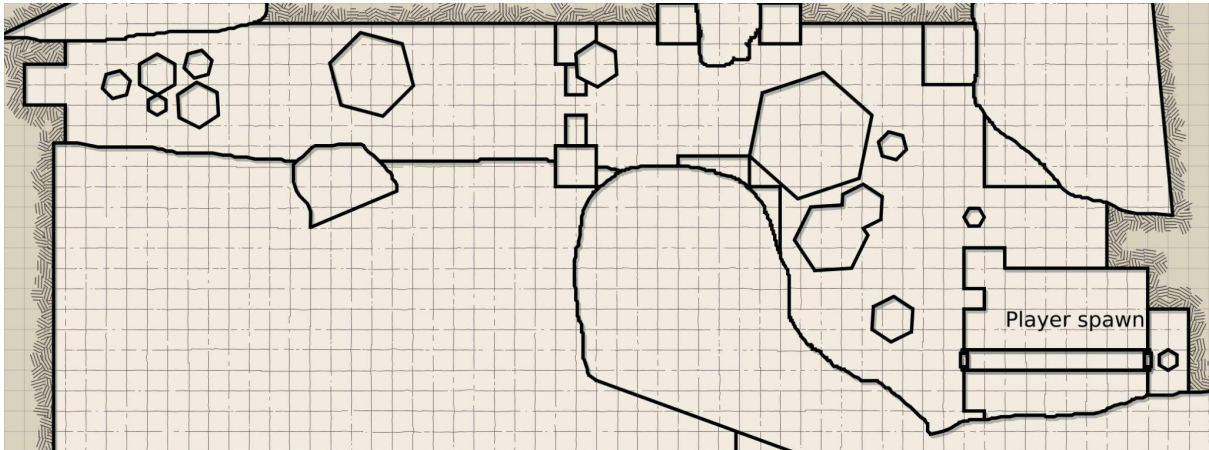
#### **Design:**

On these levels the players can level up, accept quests, and purchase items, in these levels the players can have freedom of choice.

#### **Visuals:**

An underground village, in conflict with a minor faction of goblins.

- Level 4: The ruins



**Narrative:**

In this level the player crosses some abandoned ruins, which look familiar to them, basically being the ruins from the same village they were previously.

**Design:**

In this level the player will see the ageing of the village and world, due to the consequences of the villain.

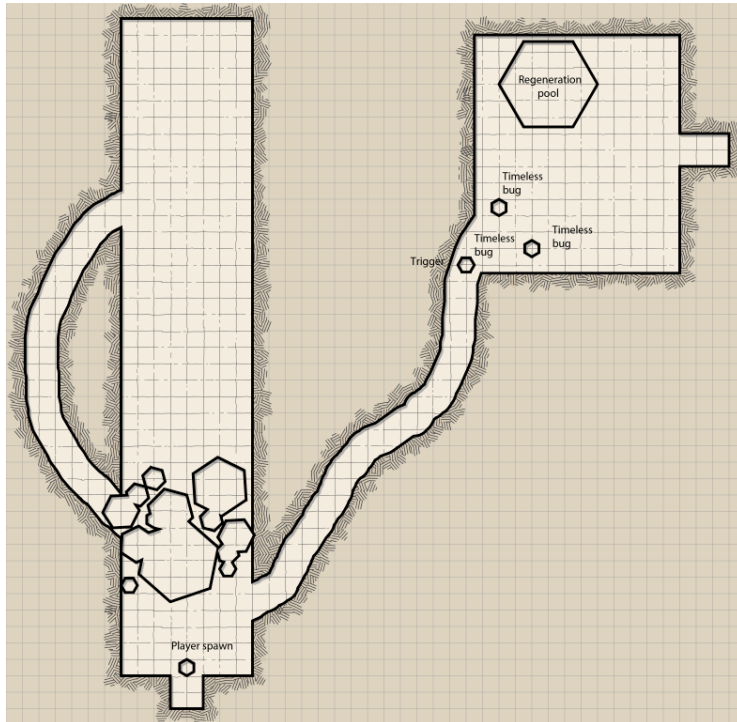
**Visuals:**

Ruins of the old village, with debris.

75 ancho

55 alto

- Level 5: Aged Path



**Narrative:**

An old path, which now reveals a secret way, and shows a little more the decay of the environment.

**Design:**

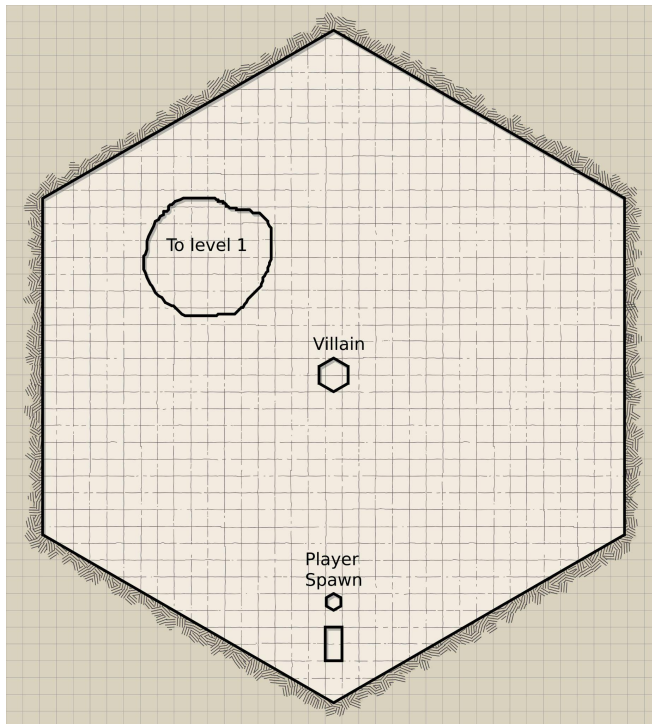
Here the player will be met with some strong NPCS to see if he is ready for these areas of the game.

**Visuals:**

A decayed version of level 2.



- Level 6: Dragon's cliff



**Narrative:**

The top of the mountain in which the party will face their destiny.

**Design:**

The player faces the final boss of the game.

**Visuals:**

The top of the mountain, decayed and darkened by the powers of the evil Archmage.

# Basic mechanics

## - Off combat

### Movement:

The player will be able to move freely around the level, he will move all the party with a single character.

### Interaction:

The player will be able to interact with locked doors by using a key on it's inventory.

The player will be able to interact with the NPCs to trade, talk and or accept/decline quests.

The player will be able to interact with triggers at the end of the levels in order to change between levels.

The player will be able to pick up certain objects in the ground.

The player will engage in combat by interacting with static hostile NPCs.

## - On combat

### Turn based:

The player will be able to manage its character during his turn, each turn each player's character can move a certain amount of tiles and make one action, the player can click on the character he wants to control, and he can end these after using all its actions/movement or selecting others.

After that the enemy will engage the player and he will have to wait until his turn once again.

### Movement:

The player's characters will be able to move a certain amount of tile per turn, depending on the character's movement, the characters won't be able to move through walls or enemies/objects blocking the path.

The player will have certain advantages/disadvantages depending on the terrain he is located.

The player will be able to use one action per turn, these action can be:

- Use a certain skill on himself/allies or foes.
- Use a certain item on himself/allies or foes.
- Attack an enemy with the weapon that is currently equipped.
- Defend, which increases the character's defence points.

# UI

## Main menu:

In these menu the player can access the following buttons:

- New game: This button will be used to start a new story from scratch.
- Load game: This button will load the current save file.
- Settings: This button will lead to the settings menu, these menu will allow to lower or raise the sound/music volume.
- Exit game: This button will exit the game.

## In game menu:

The player will have two main menus out of combat, the options menu and the game menu.

### **Options:**

In these menu the player can access the following buttons:

- This button will load the current save file.
- Save game: The player saves the game
- Settings: This button will lead to the settings menu, these menu will allow to lower or raise the sound/music volume.
- Exit game: This button will exit the game.

### **Game menu:**

The game menu will have the following buttons:

- Characters: In this menu the player can see his character's stats.
- Equip: In this menu the player can equip the characters with one weapon and one armour.
- Items: In these menus the player can use items on any character and see them.

## On combat

During the combat the player will have a UI which allows him to track the character HP and mana of each character, he can access an item menu if he chooses the item action on a character.

# Items

## Weapons:

Old sword: Grants a basic attack of 5

Longsword: Grants a basic attack of 10

Greatsword: Grants a basic attack of 15

Old Bow: Grants a basic attack of 10

Longbow: Grants a basic attack of 15

Mighty bow: Grants a basic attack of 20

## Potions:

Health potion: Restores 50 hp

Mana potion: Restores 50 mana

# Quests

Main storyline:

## **Title: Once upon a time...**

Description: You have just awakened in an unknown cave! I suppose it would be wise to find a way out...

Objective: Reach the underground village.

How to complete: Talk with the mage

Unlocks: Strage deepthes

## **Title: Strage deepthes**

Description: These villages seem unknown, perhaps seeking answers would be wise.

Objective: Talk with the villagers.

How to complete: Talk with the General.

Unlocks: Defeat Gomak the giant

## **Title: Defeat Gomak the giant**

Description: Reach the goblin camp and defeat Gomak

Objective: Defeat Gomak

How to complete: Defeat Gomak

Unlocks: Monster haunter and The four Keys of the apocalypse

## **Title: Monster haunter**

Description: Report about your victory to the General.

How to complete: Talk with the General.

Unlocks: Mailman

## **Title: Mailman**

Description: Talk with the Archmage

How to complete: Talk with the Archmage

Unlocks: Star Gate

### **Title: Star Gate**

Description: Cross the portal to reach your destiny, be ready.

How to complete: Cross the portal.

Unlocks: Destiny

Description: Defeat your forgotten enemy.

Unlocks: End of the game.

Side quests:

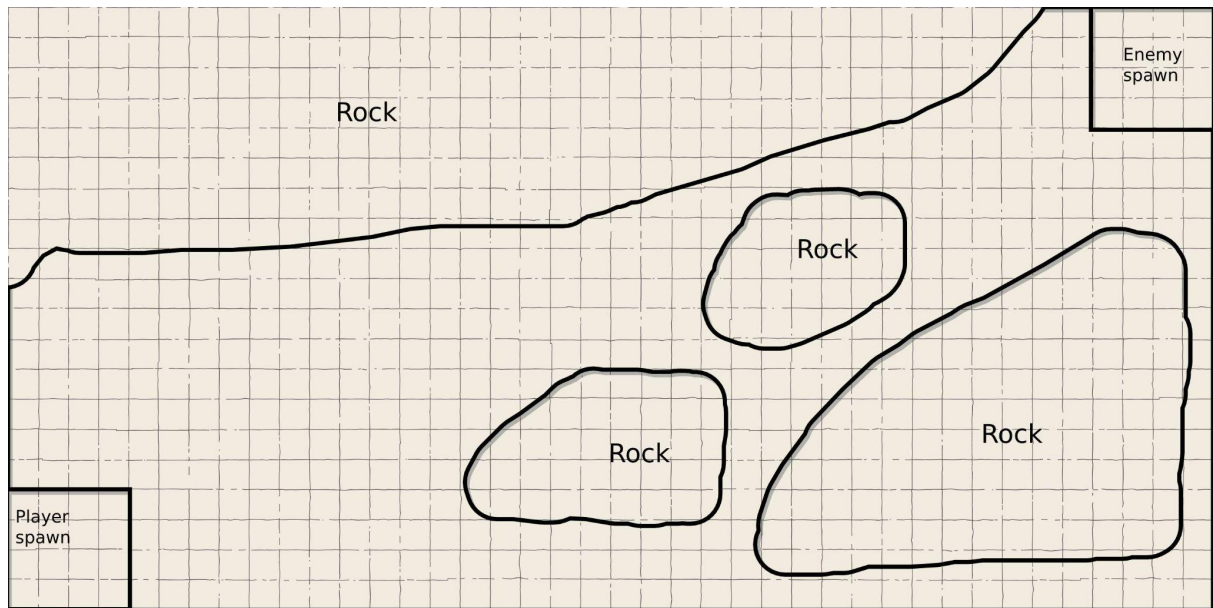
### **Title: The four Keys of the apocalypse**

Description: You have found one of the four keys, I suppose the other three raided somewhere else, I wonder where...

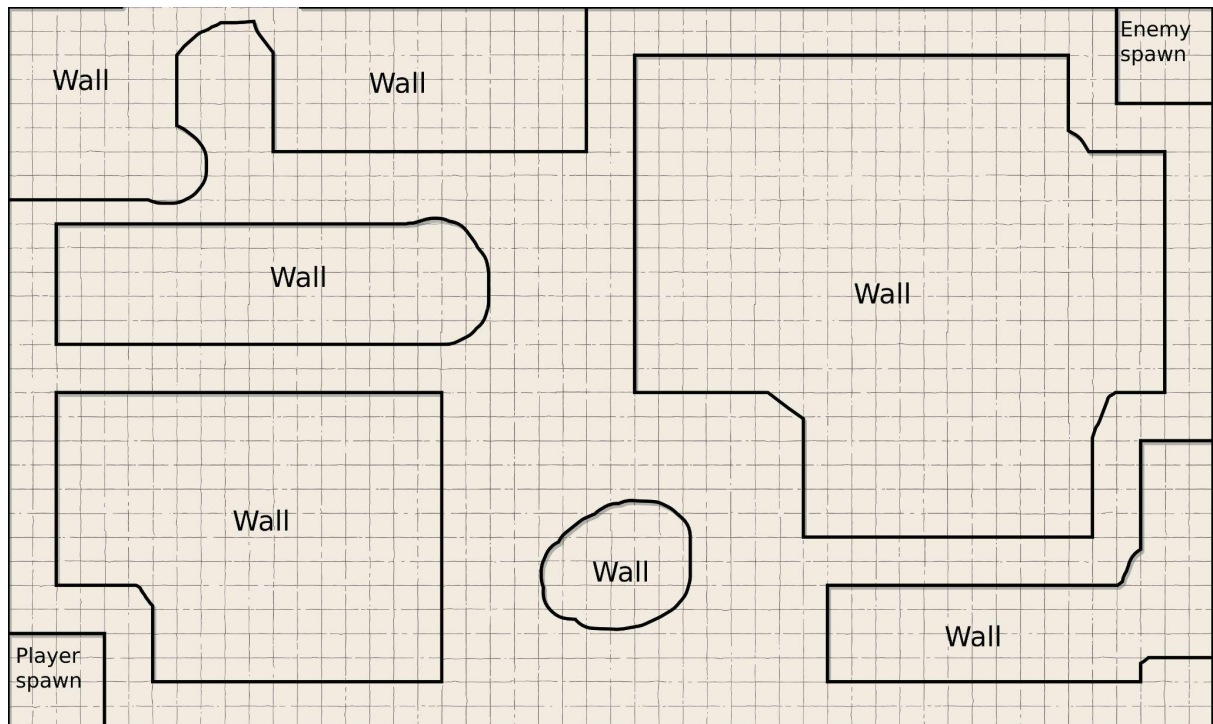
Objective: Find the remaining keys

How to complete: Find the remaining keys

## Combat map: Small caves



## Combat map: The fractured path



# Characters

## Major characters

### **The party:**

The party will contain three characters which will be controlled by the player, the knight, the ranger and the mage.

The party is a group of elite warriors that was sent by their kingdom to face the archmage and restore the world to its old glory.

- **Knight:** The knight is the tank of the party, mainly focused on resisting great amounts of damage.

### **Stats:**

Health - 100

Mana - 50

### **Habilities:**

Taunt: Provokes an enemy to attack you.

Damage: none

Duration: 3 turns

Attack type: Unic target

Target: enemy

Range: 10 tiles

Mana cost:10

Bind: Binds your health to an allys, causing that all the incoming damage to that ally is passed on to your health.

Damage: none

Duration: 3 turns

Attack type: Unic target

Target: ally

Range: 20 tiles

Mana cost:10

Concussion: Hit an enemy on the head, leaving it confused and unavailable to attack.

Damage: 20

Duration: 1 turn

Attack type: single

Target: enemy

Range: 1 tale

Mana cost: 10



- **Ranger:** These hero is based on causing damage from afar.

**Stats:**

Health - 75

Mana - 75

**Habilities:**

Precision strike: A range attack that reaches way further than any regular attack.

Damage: 25

Duration: -

Attack type: single

Target: enemy

Range: 20 tiles

Mana cost: 10

Multishot: Fire three arrows at a time

Damage: 10x3

Duration: -

Attack type: multi/single

Target: enemy

Range: 10 tiles

Mana cost: 25

Powerful strike: A powerful shot

Damage: 50

Duration: -

Attack type: single

Target: enemy

Range: 15 tiles

Mana cost: 15

- Mage:

**Stats:**

Health - 50

Mana - 100

**Habilities:**

Magic missile: A weak spell used by many mages

Damage: 15

Duration: -

Attack type: single

Target: enemy

Range: 15

Mana cost: 5

Heal: Heal a target

Heal: 20

Duration: -

Attack type: single

Target: ally

Range: 15

Mana cost: 15

Powerful strike: A powerful shot

Damage: 50

Duration: -

Attack type: single

Target: enemy

Range: 15 tiles

Mana cost: 15

## **The archmage**

The archmagus is a powerful mage, these mages obtained all his powers in his long life span, due to all the time he has existed he has grown a particular interest towards battle, and is now in search for worthy opponents.

### **Stats:**

Health - 300

Mana - none

Basic attack - 20

### **Abilities:**

Firebolt: You cast a fireball on to one enemy

Damage: 25

Duration: Fire

Attack type: target one enemy

Target: any

Range: 20 tiles

Mana cost: -

Powerful strike: A powerful shot

Damage: 30

Duration: -

Attack type: single

Target: enemy

Range: 15 tiles

Mana cost: -

Concussion: Hit an enemy on the head, leaving it confused and unavailable to attack.

Damage: 10

Duration: 1 turn

Attack type: single

Target: enemy

Range: 1 tile

Mana cost: -

## **The archdragon (2nd phase)**

The archdragon is the transformation of the mage into a dragon, increasing all his stats and abilities.

Art tip: You may leave a ragged robe on the dragon to hint the transformation

### **Stats:**

Health - 600

Mana - none

Basic attack - 40

### **Habilities:**

Fireball: You cast a fireball on to the enemy

Damage: 25

Duration: Fire

Attack type: AoE(5 tiles)

Target: any

Range: 20 tiles

Mana cost: -

Mighty strike: A powerful shot

Damage: 50

Duration: -

Attack type: single

Target: enemy

Range: 15 tiles

Mana cost: -

Stomp: Hit the ground and stun anyone around you.

Damage: 20

Duration: 1 turn

Attack type: AoE(2tiles)

Target: none

Range: 2 tale

Mana cost: -

## Secondary characters

Enemies:

**Snake** (snake with cape hat and a sword) (lvl 1, 2 and 3)

**Stats:**

Health - 10

Mana - none

Basic attack - 5

**Goblin**(lvl 2 and 3)

**Stats:**

Health - 25

Mana - none

Basic attack - 10

**Timeless bug** (lvl 4 and 5)

**Stats:**

Health - 50

Mana - none

Basic attack - 15

Endless knight (lvl5)

**Stats:**

Health - 100

Mana - none

Basic attack - 20