# Decay

Master Game Design Document

1. Abstract
   1. *Decay* is a 2D side-scrolling RPG in which the player loses power over time instead of gaining it. The estimated play time is 2-3 hours with a moderate level of replay ability.
2. Story
   1. The game is set in an abstract alternate 1500’s era English countryside in which dark powers seek to destroy the world. In this fray there exists an unspecified relic of great power, resembling the Holy Grail. In a manner very similar to games such as *Mark of the Ninja*, drinking from the chalice gives a devil’s choice of great power at the cost of their humanity.
3. Central Mechanic and Themes
   1. The player will start the game with a set number of Humanity points that they are free to spend on the most powerful skills straight away. This temptation, however, is tempered by the
   2. Fractal Skill Tree
      1. The player will be able to select one of three classes as diagrammed below to *lose.* When the player chooses one however, //REVISE//
4. Gameplay
   1. Controls