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| [Type the company name] |
| Project Vaerydian |
| Design Specification |

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# Concepts

## Base Concept

You play a man unwillingly driven to uncover an ancient well of power. When you eventually uncover it, you end up causing a cataclysm of global proportions as you release “The Power” back into the world. The world is sundered, separating the world into separate “floating” realms within space as the laws that govern our universe are rewritten instantly. During this cataclysm the well’s guardian does all it can to prevent the complete utter destruction of the world and becomes significantly weakened, but has enough strength to curse your character by being turned to stone until the guardian can recover and decide what to do with you, the destroyer of worlds. ~1000 years later, the guardian awakens, unseals you and sentences you to a fate of redemption to undo the damage done to the world and make it whole again. The guardian marks your character with a seal on his forehead which purpose is manifold: unlocks and preserves gifts of power; provides two-way communication with the guardian; ensure your servitude; slow your inevitable corruption from the power.

Near the end of the first episode, it is revealed that the guardian has not been as straightforward or truthful with you. When the well was opened and he cursed you, he was going to issue punishment on you after he regained control over the well. But when the well was opened, his binding was released; he was no longer bound to the well and now had a will of his own.

~~Near the end of the first episode, the guardian is revealed as the architect of the sundering. That he had grown tired of watching the well and sought freedom from it, and the only way he could be free was to summon a human to open it. But part of his duty, his binding to the well, was to protect it, so it had to be someone weak enough to be controlled, but strong enough to survive. After the guardian had you open the well, he cursed you, but originally had no intent of ever releasing you as you had served your purpose. He reveals that the last memories you had before your imprisonment he planted there to ensure your servitude as his redeemer. The mark was not to protect or slow your corruption, but to ensure it. He needed you to serve him and his goals, so he would mold you into one of his Legates. For these thousand years, he has been assembling a mighty army. An army to break the seals of the maelstrom. An army to invade the plane of the old gods.~~

## Themes

* Power and Corruption
* Futility
* Redemption
* Loss
* Banality of Evil
* Conflict and Illusion of Choice
* Overcoming of limitations

## Settings

1. Initial Setting will be modern day with a slight Lovecraft influence
2. After the sundering, setting will be fantastical with techno-magical influences.
3. Each Sundered Realm will have a unique setting, as they’ve been separate from each other for a millennia

## Features

* 2D Tile Engine
  + Three layer types: Base, Object, and Detail.
  + Supports Triggers
* Highly interactive combat engine.
  + Active involvement
    - assist defense and offense with active button presses
  + Reactive abilities
    - React to blocks, evades, damage types, etc.
    - Some automatic, some based on skills
  + Set Passive abilities
    - Setup defensive, offensive, or tactical benefits for your fights
  + Combos
    - Create elaborate attacks based on a pre-planned tactical combo system
  + Field system
    - Affect the battle field itself applying battlefield-wide benefits to you and penalties to your attackers
  + Independent Turn-based system
    - Each character and enemy goes at their own pace according to the characteristics of the combatants.
    - Build your character so that they can attack multiple times before an enemy can.
  + Action Point system
    - Each round governed by action points that can be spent to perform actions, whether it is abilities or just normal attacks. No MP/Power gauges to restore.
* Experience System
  + Enhanced skill-level hybrid system that grows your character over time and unlocks abilities and enhancements as you progress
  + Gain experience with skills and abilities to tailor your character in the direction you want.
  + Gain experience against enemies and enemy types to become more affective against them, gaining bonuses and special abilities.
* Narration system
  + Character will narrate his journey passively to the player.
  + Also allows the guardian to develop as well
* Dynamic Item system
  + Items will be generated procedurally and be able to be regenerated via a unique ID
  + (time limiting) items can be grown over time to become more powerful…
* Unlimited inventory
* Recovery after battles
* Log System to capture conversations

# Plotlines

## Introduction

You play a man, whom for uncertain reasons is inexplicably drawn to the Appalachian Mountains. During his journey, upon almost reaching his destination, you are run off the road as he rounds a turn to find a man in a medical gown standing in the middle of the road. You awake to find yourself in a medical facility devoid of people except for a lone attendant. You manage to escape the facility further being drawn through the complex. There is a surprising absence of guards. Upon working your way further into the facility, you eventually come upon an elevator trying to shut repeatedly, but being stopped due to a dead guard impeding the doors. The draw, overcomes your common sense, and you enter the elevator and continue onward. You descend for what appears to be an eternity, until you eventually the shaft opens up into an enormous cavern…

## The Cavern and the Well of Power

Asdasd

## Emergence into the Sundered Realms

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## The First Sundered Realm

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# Design

## Screens

Screens are any active major game component. They allow logical separation of game systems and input handling. All user input should be logically handled within an active screen. The screen manager will only let the “on top” screen handle input, no others.

### ScreenManager

Manages all the screens within a screen list and allows the “top most” screen to handle input. Will call each screen’s Update and Draw methods with the top screen being called to handleInput.

### Screen

Base Screen class, all screens should inherit from it. Screens have 4 states: Active, Inactive, Activating, and Deactivating.

## Windows

Windows are like screens, but are different in that they are not allowed to process user input. They are managed separately from screens, but the screen manager will have a reference to the current window manager

### Window Manager

Manages all the windows assigned to its window list

### Window

Base Window Class, all windows should inherit from it. Windows have two states: Active and Inactive

### Dialog Window

This window displays a String inside a window at a given origin of a given size. Should be added to the Window Manager for it to become active. The Dialog Window will remain active until a killWindow command is given or it is cleared from the window manager’s window list.

### Timed Dialog Window

This window is similar to the normal dialog window, except it will kill itself a number of seconds after being initiated.

## Maps

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### MapEngine

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### Map

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### Tile

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## Triggers

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## Combat

### Systems

#### Combo System

#### Adaptation System

#### Passive System

#### Reactive System

#### Field Effect System

### CombatEngine

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### AIEngine

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## Items

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## Characters

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## Skills

## Abilities

## Sessions

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## Fonts

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### FontManager

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## Input

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### InputManager

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## Quests

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## Journal

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## Inventory

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## Scripts