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

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# Concepts

## Base Concept

Game is based on the concept of infinite replay.

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, 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.

main character, and his wife are traveling, they get into the accident... wake up in the "center" drugged, etc.... the calling occurs, where they are lured into the cave and end up freeing the golem... by his design... his story is that of a man (a doctor) bent on retrieving his love, but in the same, breaking, becoming what he despises in order to re-unite with her, for she has also been corrupted, and it was the only way to join her.

## Themes

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

## Settings

1. Initial Setting will be surreal/fantastical with techno-magical influences and a slight Lovecraft twist

## Features

* 2D Tile Engine with Procedurally Generated worlds
  + World Generated with each game
    - Supports 3-scaled views – World, Regional, and Local.
    - Varied terrain types determined by temperature, weather, and height
    - Procedural Rivers
    - Cities, towns, castles, forts, outposts, trade posts
    - Caves, dungeons, underworld, over world
    - Chaos lands
    - Items of power
    - Warp stones
    - Shrines of power
* Highly interactive combat engine.
  + Action “zooms-in” to the cells immediately surrounding the player when combat initiates, so there is always context to your battles.
  + Adaptive system
    - System will attempt to adjust tactics as you battle on, you will also gain bonuses as you learn against your opponents.
      * Influenced by certain skills that allow you to learn quicker and gain more bonuses with each turn
      * Wear concealing items like hauberks, tabards, cloaks, and robes to deceive your visual appearance.
  + Reactive abilities
    - React to blocks, evades, damage types, etc.
      * Some automatic, some based on skills
  + Set Passive abilities
    - defensive, offensive, or tactical benefits
  + 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
  + 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.
* Character Development
  + Skill-Experience Hybrid 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 effective against them, gaining bonuses and special abilities.
  + Classes based on most powerful skillsets
    - Gain unique abilities and bonuses based upon your determined class
    - Rank your class over time after earning special Rank points further improving your class
* Narration system
  + Character will narrate his journey passively to the player
    - when he learns important things
    - stumbles upon something interesting
    - Alerted
    - Etc.
  + ~~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
  + All items will know how they can be created so a player can craft them or disassemble them
  + (time limiting) items can be grown over time to become more powerful…
* Unlimited inventory
* Recovery after battles (difficulty based)
* Log System to capture conversations
* Deep Craft System
  + Anything in the world should be craft-able
  + All items will know how they can be created so a player can craft them or disassemble them
* Unique Quest System
  + Quests are earned by gaining information, finding odd items, exploration, following rumors (i.e., things relevant to your players journey).
    - Perhaps you’ll hear a caravan guard talking about how a goblin he killed the other day was mumbling about a glowing sword he stashed away in a cave to the north.
    - Perhaps you’ll hear that a necromancer is raising an army in a city far to the east
  + Never one single Kill – X number of Y quest.
* Artificial Intelligence
  + Each character in the world will have goals, will plan, and will attempt to carry them out in varying ways
    - If they want something, they may attempt to trade, steal, build, find, task, etc. and follow a determined method to do it.
      * Trade -> find vendor, find money, buy thing
      * Steal -> find owner, is it safe to steal, steal thing
      * Build -> find plans, find materials, find workshop, build thing
      * Find -> find rumors about thing, go to rumored location, search for thing, find thing
      * Task -> charge player to get thing, wait for player to get thing, reward player.
      * Etc.
  + NPCs can be almost any profession, even rival adventurers or companions (possibly), monsters, villains, creatures.
  + Villains will plot to achieve their evil schemes through a robust drama planning AI
    - May attempt to corrupt NPCs turning them evil
    - May attempt to assemble an army
    - May attempt to take over towns turning population loyal & evil
    - May attempt to destroy towns
    - May hunt down player
    - May hunt down people favorable to player
    - May search for items of power
    - Etc.
  + NPCs trade rumors and news as they meet each other, spreading information available to player, NPCs, and villains.
* Player Death
  + Asdad
* Weather

# 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

Asdads

### MapEngine

Asdasd

### Map

Asdasd

### Tile

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## Triggers

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## Combat

### Systems

#### Combo System

#### Adaptation System

#### Passive System

#### Reactive System

#### Field Effect System

### CombatEngine

Asdasd

### AIEngine

Asdad

## 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

Asdasd

## Scripts

# Versions

## Alpha Phase

### Alpha 1

#### Features

* Three-Scale Generated World
  + World
    - World Class (made up of World Segments)[pre-gen]
    - World Segment Class (made up of locations)[pre-gen]
    - Location Class[gen]
  + Terrain
    - Terrain Class
    - Art for Terrains
  + Caves
    - Cave Generator Class
    - Cave Class
    - Way to access / leave Caves
    - Art for Caves
  + Outpost
    - Outpost Generator Class
    - Outpost Class
    - Way to access / leave Outpost
    - Art for Outpost
* Characters
  + Character Class
    - Skills
    - Abilities
    - Art for players
    - Art for NPC
    - Art for monster
  + Stat Class
  + Behavior Class
  + Skill Class
  + Ability Class
  + Affect Class
* Items
  + Item Class
  + Armor Class (based off of item class)
    - Test Armor
  + Weapon Class (based off of item class)
    - Test Weapons
* Basic Combat System
  + Basic Attack
    - Battle Menu Window class
  + Basic Defend
    - Battle Menu Window class
  + Basic Ability
    - Battle Menu Window class
* Saving & Loading
  + Game session Class
  + Storage routines

### Alpha 2

## Beta Phase