Game Idea

# Story & Worldbuilding

The game should include morally grey situations and be a bit deeper: The player’s morality and goodness are being questioned, depending on which choices you make. The player can choose between more power and more character interaction. For example:

* A guardian protects an item, which gives a new, powerful ability. You can choose to fight him (with the possibility of being outmatched) or to leave him be. That choice affects other guardians, who might be friends with you after a time and tell you some secret about another, stronger (or weaker) ability.

Choices should lock and unlock different paths. The general set of abilities which you acquire by following the “main quest” are always the same, but special abilities, which you acquire by spending a bit more time in the word can make things a lot more interesting. The paths which are opened by certain events should also be different from run to run, so that each playthrough is individual.

Some things can also be locked forever, but that should be an exception. The player should have the ability to redeem himself. For example:

* Killing a villager for money may permanently lower your reputation drastically, but when you later save the village from a danger, villagers may look at you a certain way. But there shouldn’t be a simple invisible value, which defines you reputation. Different events unlock different dialogue choices and interactions.

The way to achieve this on the technical side is the following: There are factions, villages, and individuals. There can also be just individuals like travellers (with no faction or village). Each choice you make holds a value, which determines how impactful that choice is (killing is more impactful than stealing). By making a choice, the affected entity (an individual or village) logs that choice. Depending on how impactful that choice was, it can also make its way to the overarching village, faction, or the whole world. Once a village has that choice logged, all villagers of that village will know about it. This means, that everyone eventually holds a collection of choices you made. These choices affect, how they act. For example:

* The choice “murder” may permanently make someone despise you, while the choice “save life” may permanently make someone like you. The interesting things happens when both combine. Then the individual has a mixed feeling about you and reacts differently.

To achieve this, each character must hold a collection of dialogue choices, each with dependencies attached to them. He may never help you when you have killed someone. But a shadier individual might ask you for help to assassinate someone, only when you killed before.

# Quests

Besides the main quest, there are many side quests. These can lead you to new abilities, secrets, information about the world, new characters, special collectibles (which may unlock new dialogue choices) and new gear (sword and armour upgrade).

# Gameplay

**Quest System:** The player shouldn’t have an automatic system for logging all secrets and quests. Instead, he gets a journal, which he can write himself. This means, that the player must pay close attention on what the NPCs say to no miss anything. While listening, the player can write some notes.

**Map:** There isn’t a map from the start, and it also doesn’t show your location. To have a better understanding of the world, you must buy a map and then figure out where you are by reading waypoints and signs (which can also be found on the map).

**Inventory:** The game has an inventory, which shows the collectibles, the player stats, and abilities.

**Shortcuts:**

* Left Button … Light Attack
* Right Button … Recall Sword
* Shift … Change sword mode
  + Left Button … Heavy Attack
  + Right Button … Damaging Recall
  + Space … Jumping on sword
* Tab … Dash
* Q, R, F, C, X, etc. … Special Attacks
* E … Inventory
* M … Map (for current area)
* WASD … Player Movement
* Space … Jump

# Combat

The player controls two things: The player entity itself (WASD + Space) and the sword (Cursor).

The player has health, which is damaged when the player entity is attacked.

The sword is indestructible, can move at any speed and can be charged to execute special attacks or abilities.

The sword is being charged whenever the player entity holds it and stands on the ground. This means, that the sword isn’t independent from the player entity.

Initially, the sword has only 1 charge and one ability: a strong attack. When the sword isn’t charged, it can only perform light attacks.

Over time, the player unlocks certain new abilities (for the player entity and the sword) and gains more sword charge slots. These abilities can be chained together to perform special attack sequences or to reach certain places. For example:

* A heavy sword attack (consumes 1 charge)
* A heavy sword attack (sword in hand of the player, consumes no charge)
* Jumping on the sword (equivalent to a double jump, consumes 1 charge)
* Lightning charge (sword becomes electrically charged, every enemy the sword touches becomes charged as well, when done, all the charged enemies get damaged depending on how many enemies were charged [more enemies = more damage per enemy], consumes 2 charges)

