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CITM  Videogames Design & Development - Projecte II

gAME DESIGN DOCUMENT

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GAME PILLARS



nARRATIVE STRUCTURE

## Player contextualization:

“It is said that only the ones who step harder are able to leave his footprints on the history’s path. Your moment of choosing has arrived: Will you let be stepped on by other faith’s believers? Will you take the initiative to avoid it seeking peace and understanding or you will be merciless to anyone who differs from your beliefs?”

“The moment is now, the most influential of the mankind’s history are mobilizing in this inter-temporal scenario seeking to extend its influence to the ends of the earth and beyond the mankind’s memory.

“Guided by a prophet, each religion acts following the guidelines of its God using the word of the elected prophet. Rise up champions of the earth, honour your beliefs and portray which is the only true faith for the human race”

“You have come far, the history books of all nations around the world have already spoken of your faith, your myths, beliefs… However, there’s one last battle to be fought, the one that will decide which religions fall to the dust of time and which one will rise victorious among the rest.”

## publisher contextualization:

The narrative structure of our game it’s based on a last battle between the religions that have marked more the mankind and its history: From oriental Shinto to Christianism, having in between Budhism or even Greek of Egyptian mythology.

The origin of this battle comes from the need of the human race to prove which of all the faiths is the truthful one since there has been no clearly signs from a supposed “Creator”.

This battle takes place in an a-temporal scenario in which the most devotee individuals and mythological beasts of each religion assemble from afterlife in order to start a harsh fight.

In this inter-generational frame each religion will chose its own strategy to extend its influence amongst the rival religions, with the aim of converting its believers to its own in order of becoming an spiritual revelation to the whole mankind in the actual temporal plane.

Controls

## units selection

Using the left-click of the mouse the player will be able of selecting the desired unit after putting the cursor on top of it.

If the player holds the left click and drags the mouse, a selection square will be generated after the cursor, all the units that rest inside of this square will be selected in the moment that the player releases the left click. (Not for buildings)

## building selection

Using the left-click of the mouse the player will be able of selecting the desired buidling after putting the cursor on top of it.

## UI Interaction

The player will interact with the UI menus using the left-click to select each option.

## Moving camera

If the player holds pressed the right-click of the mouse and drags it will be able to move the camera of the map.

## Units orders

When a player has a certain unit/s selected can indicate the destination of the unit/s by clicking in a certain point/building/unit of the map after putting the cursor on top of it.

GAMEPLAY FEATURES

## Isometric-tile based

The game will be an isometric tile-based game, meaning that units will move between tiles and buildings will be built in certain tiles.

## fOG OF WAR

There will be fog of war, this gameplay feature will avoid the player from seeing what’s happening in certain tiles of the map that are too far from the player’s units/building view range.

The fog of war will disappear when a unit gets near of it, releasing the view from the near tiles of the unit. The same effect will happen with buildings.

## RESOURCES

Existen 3 tipos de recursos los cuales el jugador podrá intercambiar por “desbloqueos” dentro del árbol de talentos de su religión. Chaotic pts. Lawful pts. Prayers. Cada tipo de recurso está enfocado a ciertos usos.

## OBTAINING RESOURCES

El jugador obtendrá ciertos recursos después de realizar una acción que sea del “align” correspondiente.

Estas acciones pueden ser realizadas desde las edificaciones del jugador o interactuando con religiones rivales.

* Obtaining Chaotic pts: Realizar sacrificios, realizar ofrendas animales, asesinar unidades de una religión rival, atacar edificaciones enemigas.
* Obtaining Lawful pts: Realizar ofrenda floral, realizar oraciones, extender la palabra de tu dios entre otras religiones, convertir unidades enemigas a tu religión.
* Prayers: Este tipo de puntos serán acumulados sobre el tiempo durante la partida ordenando a ciertas unidades a rezar al dios.

## Talents tree