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Formal Components

Players

The game is a PvE (Players vs. Environment) game. This game contains two game modes, Single-Player Mode and Multi-Player Mode that is available up to four players that play co-operatively with each other.

Goals

Main Goal

At the beginning of the game, when the player arrives to the town he will have to talk to the mayor. The mayor will explain the main goal which is to defeat the evil wizard and save the town.

Partial Goal

Before defeating the evil wizard the player must first go through five missions that will advance him, these missions can be performed in random order and they are not dependent on each other. Once the player has performed and completed the five tasks only then he can proceed to the main goal.

Procedures

Starting procedure - The player arrives to the town and talks with the mayor, in this first conversation the player learns about some of the main procedures in the game. Only after this conversation is complete the player will be able to approach the rest of the town members and get additional tasks.

Core Loop – In order to progress in the game the player will have to complete all the five partial goals, the player must go through three stages in each goal and fight monsters, after passing the three stages the player will face mission of the goal such as victory over a particular enemy / finding a special object / saving a character.

Finishing procedure – After the player has completed the five partial goals, he will perform a deportation ceremony for the evil wizard in the town, after this action the last mission of game will start, killing the evil wizard.

Rules

Both Modes:
1. The player will be able to complete a mission (enter the mission area) only if he has taken the mission first from the towns people.

Multi-Player Mode:

1. Team members will not be able to perform several different tasks at once, meaning all team members must perform the same task together (it will not be possible to enter different areas of the game - it is not possible for one player to go to Goal1 and another player to go to Goal2).
2. The tasks are performed for everyone. If a single team member has successfully completed the task, the task will be considered as completed for all team members even if they did not actually participate in the task.
3. It is enough that only one player receive/return a mission for all team members.

Resources

Health
Each player will have a different amount of health points depending on his level (each level will add a certain amount of life). If health points ends, the player dies he resurrected in town.

Power
In order to perform a certain spell / attack the player will have to use the power points. Power points will be limited and will return gradually every few seconds. The stronger an attack, the more it will require power points.

Potions:
1. Health Potion – Will return the player X health points.
2. Power Potion – Will return the player X power points.

Treasure Box
At each stage boxes will be scattered, and randomly generate gear items, coins and potions.

Coins
The player will get coins after completing missions, killing monsters and opening boxes.

Conflict
During the game the player will encounter a number of different conflicts. The main confrontation will be between the player and the system, the player will have to fight different monsters in order to complete the missions and win the game. Another confrontation will be between the player and himself / other team members, such as debating which character to save / which task to perform first and more.

Boundaries
The game world will be closed and flat. The player will only be able to walk on defined paths and will not be able to deviate from them; some of the paths will be restricted from physical walls and some to transparent walls.

Outcome

The game ends only when the player defeats the evil wizard.

Dramatic Components

Challenge

The target audience of the game is mainly young children aged 7-13. The game does not require special skills or a high level of skill from the players; it's an entry level game that suit players who have no previous experience in computer games. In order for the game to suit different levels of players, at the beginning of each game the player will be able to choose the desired difficulty level and the size of the maps. The game will not give feedback on failure, only for success. If a player succeeds in a mission he will be able to return it and receive a reward accordingly.

Flow

In order to focus the player's attention on the game itself and prevent distractions from the outside world the games use the control paradox, people enjoy the thought of being in control of difficult situations, that is, when the player is in an unsafe situation and the outcome of his decisions depends on the balance. Another important thing for the flow of the game is concentration in the mission. During a mission the player must be focused so that monsters do not kill him and he will have to run to the same point from the town.

Play

The game does not allow the player to do things that are not directly related to the purpose of the game. The game is mainly suitable for the following types of players:

1. The Competitive – Plays' in order to be better than other players, with the highest level, with the most coins and the best gear items.
2. The Explorer - Plays' in order to discover the world, looking for adventure, the game world changes in each game so the world will always look different and will need to be rediscovered.
3. The clown - Does not take the game seriously, playing for fun to pass the time with friends.

Emotions

Apart from positive emotions like joy, pleasure and victory, there are two other emotions that we would expect to find in the player when he plays the game.

1. Friendship - It is observed when the player plays together with his friends and reaches significant achievements.

2. Guilt - This emotion is observed when performing one of the missions, in which the player is required to save only one of three different characters.

Premise

Characters

Plot

World

The game world will be divided into six main districts, each of which will be designed differently. The player will get to know the world of the game with the help of the missions he will be given, each mission will take place in a different area of the world. Each area operates according to the laws of nature known to us.

The Town

The central area of the game, designed in a rustic way, in the form of a medieval village. In this area the player will be able to get missions, rest and engage in trading. Around this area will be the other five areas.

The Winding Mountains

This area will be shaped in a mountainous way. The area will contain the mission that the player will have to defeat the "Name" king of the mountain, the leader of the "Name" tribe and right hand of the evil wizard.

Dynamic Components

Objects

Properties

Choices

Behaviors

Economic system

Information

Control