Game Designs 5/17/13 / 5/18/13

Name: Lode Scape

Theme: Multi Country Based

Objective: Travel from country to country acquiring new items as you go. Each different country requires certain amount of xp (level) / money to enter. Gain money by trading with locals at trading centers located at some central location and by completing certain missions.

Tradeable Items (Profitable):

* Wood (little money gained)
* Minerals / stones (a little more money)
* Rare ores (high profit)
* Rare Items (Add Tiered System)
* Fishing Items
* Animal / mob drops (bacon!, cowhide, etc)

Missions:

* Simple (Acquire 10 fish for the shop owner) Gain (x) amount of coins and xp
* Fight bosses to gain experience / levels
* Quests (main - gain and maintain control at all territories)

Countries:

* Drakita
* **Ascelon** *(Ask-A-Lon)*- Start Place
  + Some small shops (fishing shop, blacksmith, bakery)
  + One main castle containing chests, beds, kitchen
  + Decent resource of trees, and basic ores
  + River full of easy to catch fish (don’t trade for high amount of money)
* WisGard
* NightRun
* Sincha’s Dungeon

Mobs / Animals

* Wolfs (drops bones)
* Bear (can get bear hide)
* Hogs (drop bacon)
* Horse(travel)
* HentchMen
* Soldiers (Enemy/Allied)
* Goblin (Enemy)

Tutorial:

* How to **obtain wood** (goes on when you
* How to **fish**
* How to **attack** (pauses game when you go near first mob)
* How to **trade** (enables when you go near trading center)
* How to **buy**
* How to **start quests**
* How to **earn money**
* **How to GET BITCHES**

First Quest / tutorial quest: (Being added RN)

* Start off by going to the Armory Shop and buy a sword
* Shop owner tells you that you don't have enough money to buy the sword. He gives you a fishing rod and tells you to go fish and sell the fish to the Seafood Shop
* Go fish down at the lake
* Go to the Seafood Shop and sell the fish you get
* Go back to the Armory and try to buy a sword
* Shop owner says he doesn't have enough wood to make the sword, he then gives you a axe to cut a tree down **made it up to here in game - will continue latter**
* Go cut a tree down and bring the wood back to the shop owner
* Shop owner give you sword and takes the money
* You then step out of the shop

Side Quest #1 (Unamed)

•While traveling around you stubble across a dungeon

• You enter it and quickly jump behind a wall

* While behind the wall, you notice a black due dripping down the wall
* You ignore it and turn the corner and battle the two guards
* After defeating them you must unlock a doorway.
* You must look for the key(key is on one of the guards)
* Unlock the door
* When you unlock the door a creature attacks you.
* You battle it
* After defeating it, the dungeon starts to crumble in

Quest #2 Starting Over

* You wake up and relize your not at your river house.
* You see a fire in the distence and you run to it.
* Its a abbandoned cabin
* You loot what ever is left
* You get bread, an axe, a shovel, a barrel of water, and a arrow
* You go out side and gather some wood to fuel the fire
* When you get back in, a dog is there, he wants to be friends
* You can choose to slay him or keep him
* The sun starts to set, mobs come out
* A oversized snake is outside your house
* It sees you and trys to get you.
* You go and fight it

Sean’s Quest!

* Start off by going to the Armory Shop and buy a sword
* Shop owner tells you that you don't have enough money to buy the sword. He gives you a fishing rod and tells you to go fish and sell the fish to the Seafood Shop
* Go fish down at the lake
* Go to the Seafood Shop and sell the fish you get
* Go back to the Armory and try to buy a sword
* Shop owner says he doesn't have enough wood to make the sword, he then gives you a axe to cut a tree down
* Go cut a tree down and bring the wood back to the shop owner
* Shop owner give you sword and takes the money
* Take the sword to the castle to test on practice dummies
* After the main character has practice, he/she is approached by a knight in the castle that sends them to deal with a Goblin problem
* The character returns to the castle and presents the Goblin head to the Knight
* End of tutorial (Unless there is other stuff we got to teach)

Main Quest:

* The Knight brings you to the Mayor of Ascelon
* The Mayor tells you there are wolves all over the town threatening the villagers
* He sends you off to hunt down five wolves and bring back their hides
* While on your way to hunt down the wolves, you encounter a group thieve arguing with a shop owner
* The owner tells you to leave, but you stay and fight the thugs
* After killing the thugs you are arrested by the town guards
* The owner of the shop says you came along and killed the men (He’s secretly in charge of the gang
* I shall continue this soon