New Camelot

Design and development guide

# Mission and Goals

What is New Camelot? A medieval fantasy role-playing game.

The core lore comes from the public domain Camelot content. Be sure that any names or stories are in public domain.

All assets should be public domain including music, models, etc. To contribute an asset, you must have all rights to do so including the rights for all components (e.g. textures, materials).

Game Design

There is not a lot of helpful info. There is a lot of mystery and exploration is rewarded. For example, a rare NPC or special location will not have any quest but will be well hidden. Spell and potion recipes will have to be discovered. People will need to draw their own maps and write down their own recipes or rely on community built wikis.

Exploration is rewarded