

YOUR GAMES TITLE

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Abstract

Encompass & Understand

- Video game type
- What are we designing for ?
- Goals
- What are we designing ? Character, props, environments...
- Creatures, bosses, Define stuff here
- Adjectives & nouns

Chapter 1

GAME OUTLINE

Game Story Summary

Game Flow

The game start with the creation of the character. The player can choose between the background of the character and his mission in the new randomly generated world.

The player then interact with the world through a serie of randomly generated even whose odds are influenced by the players starting background and actions within the game in order to see its quests completed.

The player win the game if he manage to complete the quest and lose if the quest cannot be completed anymore or upon death.

The events the player has to engage with simulate a living world, creating threats and opportunities. This system will be very powerful, shaping the world, the character and ultimately the gameplay.

Examples of such event :

- A bandit camp appear near your village.
 - You can decide to take care of it.
 - You can decide to ignore it
 - You can enter in contact with the leader and start a rebellion
 - You can try to recruit them as a mercenary group
- You hear rumors of a tomb infested with living dead which allegedly hide a big treasure / artifact / the lair of a powerful necromancer
 - You can send a search party and explore the tomb to find treasure.
 - You can search for the necromancer to slay him and bring peace to the village

- You can search for the necromancer to ask him to become your master
- You can ignore the event but it might grow into something else, evolving, shaping the world.

Chapter 2

CHARACTER

You can decide which global direction to evolve (seek strenght, knowledge, skill or religious, ...) but not choose. So depending on your pursue and event you accomplish you will be proposed with a couple of choices for evolution. (Seek knowledge and get into library, help some wizards, seek knowledge rewarding quests can lead into becoming all kinds of mage. Seeking strenght and getting enroled in the militia might lead in meeting a paladin that can get you into a holy order and so forth.)

2.1 Character creation

2.2 Companions

relationships

relationship -> lead to ability like black mage and knight : magic sword

2.3 Afflictions

mentally unstable

Chapter 3

GAMEPLAY

3.1 Main phases

1. Gameplay
2. Manage asset
3. Explore/fight
4. Events/Time pass
 - Time Management each turn (can be influenced ? Time control ?)
Event
 - Asynchronous rounds - small team will begin a new round sooner and get powerful cards earlier.

3.2 Management gameplay phases

- Character
 - afflictions - condition system
- Town
 - Character “hidden” properties influenced by events
 - evolution of hamlet based on char properties which attract specific people or evolutions and trigger specific opportunities
- Team management

3.3 Event system¹

List of events

- Mage seeks dark knowledge
 - call demons – > powerful erratic rebellious ally
 - study necromancy – > eternal servitude
- Bandit camp spawn
 - raid marchant
 - can be made into mercenary
 - ally with them to start rebellion

Relationships influences

- Befriend a group makes other non friend group take actions against you
- Makes it harder to strike bargain / deals

3.4 Combat System

Combat system ? Card based ?

Magic

Different magical effect to combine (trail of ice that slows that can be combine with a powerful spike that needs to be channelled first)

3.5 Character Quest

events and decision might alter your goal

3.6 General ideas

- evolution of char somewhat random
- Point of view ?
 - Point of view ? Character ? “God”?
 - Playing multiple character, first you get to choose as a king how to evolve the kingdom, then you play as you character and you get to work with this change. Maybe as a mage you can get a mind control spell ? ...

¹think about scala project, population sim

Chapter 4

GAME WORLD

4.1 Races

4.2 Environment

Places

Biome

4.3 World generation

World randomly generated

Chapter 5

ENEMIES & BOSSES

5.1 Monsters

- Wendigo

Chapter 6

GAME INSPIRATION

Alundra

- Platformer
- Story(Upbeat yet dark) / Universe

Medievil

- Universe / Aesthetic

Darkest Dungeon

- Universe / Aesthetic
- Combat system
- Difficulty
- Character management

Might and Magic heroes

- empty

6.1 Gamplay elements I want

- Exploration: dungeon and so on
- RPG element for characters

- Town management or equivalent
- random generation of dungeon
- relationship and random event system
- hero management