

2024

WITCHCRAFT

GAME DESIGN DOCUMENT

TEAM FEVER DREAM TEAM

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Introduction

Team Fever Dream Team

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Programmers:

- Dillon
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Audio-Engineers:

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Game Concept

Elevator Pitch

Immerse yourself in the enchanted world of “Witchcraft”, a first-person simulation/RPG where you, as a young witch, inherit a mystical cottage in the serene forest from your grandmother. As you uncover the secrets of her magical legacy, a banker threatens your home and wants to turn it into a medieval knight training ground. Your mission? Prove the worth of the cottage to the villagers and the lord by completing quests, brewing potions, and cultivating magical plants.

With a unique 'utility' system that measures your contribution to the community and a dynamic skill tree to enhance your magical abilities, “Witchcraft” offers a captivating blend of strategy and creativity. Immerse yourself in a fairytale world where your time management and craftsmanship determine the fate of your enchanted home. Will you overcome the challenges and save your refuge, or will it fall into the hands of the bank?

Genre and Inspiration

Our game, "Witchcraft," falls under the simulation/RPG genre with strong elements of life simulation and farming simulation. Due to its similarities with games like Stardew Valley and Dinkum, it can also be categorized as a crafting and resource management game. The inclusion of quests and a skill tree adds layers of RPG mechanics, making it a rich, multifaceted experience that appeals to fans of simulation games with a touch of adventure and strategy.

Story and Setting

Plot Summary

You take on the role of a young witch who inherits a small hut in the forest from your grandmother. Shortly after your arrival, a banker shows up and tells you to pack your things and leave the property, as the bank plans to convert the land into something else. Your goal is now to prove the value of the hut to the villagers in order to thwart the bank's plans. By completing quests and supporting the villagers, you can fill the "utility" bar and win the legal process.

Medieval Setting

In the game, the bank is represented by a banker who plans to convert the property into a knight training ground or a guild for merchants. These medieval repurposings give the game an authentic atmosphere and provide players with a clear goal to fight against.

Core Gameplay Mechanics

Crafting and Workstations

The player takes on the role of a young witch who performs various magical and crafting activities to complete tasks for the villagers and fill the "utility" bar. A variety of workstations are available for crafting different recipes and items. The main stations include:

- Cauldron: For brewing potions or soups.
- Cutting Board: For cutting ingredients like mushrooms and vegetables.
- Oven: For baking bread, cakes, and other treats.
- Mill: For grinding grains and herbs.
- Mortar and Pestle: For crushing ingredients and making powders.
- Dryer: For drying plants and leaves.

Gardening and Animal Husbandry

Outside the hut, there are several plots that can be used either for planting crops or for animal husbandry. The player can buy seeds from the merchant, till the plots, and grow plants to obtain ingredients for their recipes. Unique animals like giant snails and giant toads can also be kept, providing useful resources regularly.

Quests and Progression

Quests and tasks are delivered to the player via the mailbox. Each completed quest increases the "utility" bar, while missed deadlines or declined quests lead to a decrease. The goal is to fill the bar to 100% to win the legal process and keep the property.

Mana and Skill Tree

The use of mana is central to performing magical activities and operating the workstations. Mana is consumed when the player crafts items at the workstations. To facilitate mana management, a skill tree is available. Various improvements can be unlocked here to reduce mana consumption, increase workstation efficiency, and slow down the decline of the "utility" bar. This offers different play styles and increases replayability.

Unique Selling Point

"Witchcraft" features a unique "contribution" system that measures and displays your magical efforts for the community in real-time. This system sets the game apart by providing immediate feedback on your impact within a living medieval world, making every action count and enhancing the immersive experience.

Visual and Audio Design

Our game "Witchcraft" is characterized by a stylized 3D art style that creates a fairytale and magical atmosphere. The detailed and colorful world is designed to transport players into a medieval fantasy world where every element is lovingly crafted. The soundtrack will consist of relaxing and enchanting music that enhances the mood and ambiance of the game. The sound effects are carefully chosen to bring the players' interactions and activities to life, whether brewing a potion, harvesting plants, or using the magical workstations.

Market and Audience

"Witchcraft" targets fans of simulation and role-playing games who enjoy creative and strategic tasks. The target audience includes players who enjoy games like Stardew Valley and Dinkum, as well as lovers of medieval and magical settings. By combining farming, crafting, and resource management, the game offers a rich and varied experience that appeals to both casual and hardcore gamers. The diverse customization and skill enhancement options through the skill tree make the game particularly appealing to players who enjoy trying different play styles and adjusting their strategies.

Development Plan

- **Alpha Version: December 20, 2024**
 - Completion of basic game mechanics
 - Implementation of core features and initial quests
 - First testing phase to identify and fix major bugs
- **Beta Version: January 7, 2025**
 - Expansion of content and improvement of game mechanics
 - Implementation of additional quests and game areas
 - Second testing phase for fine-tuning and bug fixing based on feedback
- **Goldmaster: February 7, 2025**
 - Final optimization and bug fixing
 - Preparation of the final game version for release
 - Completion of quality assurance and game delivery

This development plan aims to ensure that "Witchcraft" is completed and released on time. We adhere strictly to these deadlines to guarantee a high-quality gaming experience.

Conclusion

"Witchcraft" offers a unique blend of magic, strategy, and craftsmanship in a lovingly designed medieval setting. Our vision is to provide players with a captivating and relaxing gaming experience where they can step into the role of a witch and uncover the secrets of a magical legacy. With a dedicated team of talented programmers, artists, and audio engineers, we are confident that "Witchcraft" will be an unforgettable adventure for all simulation and RPG fans.