Notes / Ideas

- Cathedral name can be customised by the Player. – Default "Bastion"

Contents

** The use of square brackets [ ] indicates notes or placeholder information **

Themes

Dark Fantasy

Deities

Heaven & Hell/ Good v Evil: [Atheism reasoning/ justification???]

Story

Humanity has been protected from evil by the regular pilgrimage of a devout soul carrying part of the eternal flame to a distant hill and sacrificing themselves on a pyre that burns for [insert number] years and cannot be extinguished but will burn out eventually, and so requires regular pilgrimage.

A supernatural and torrential downpour of blood extinguished the pyre [insert time] ago. Since then, Evil has begun to encroach on Humanity, killing and destroying all in their path.

The city of Angstrom is the home of the Eternal Flame, an inextinguishable flame housed within the Cathedral of Bastion

The Player [last pilgrim sent that inexplicably re-appeared from the flame after the floods?]

Gameplay Loop

High Level:
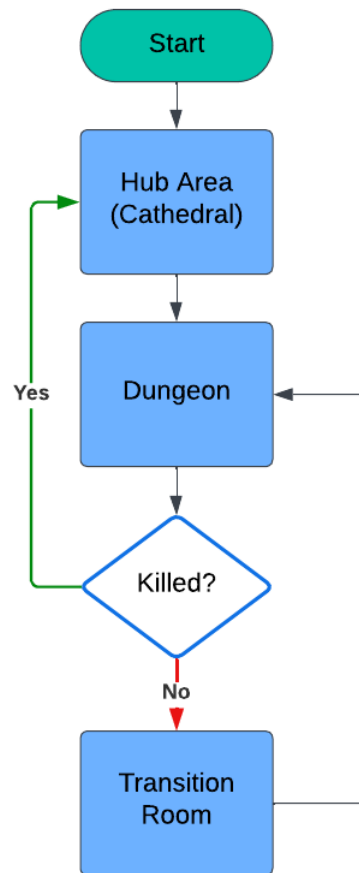
Mechanics

Theism

At the start of a new game, Players can choose their faith:

- Monotheism: a single deity that provides all.
- Polytheism: multiple deities providing their own unique benefits.
- Atheism: no deity, belief in the human self.

Depending on their choice here, Players will have access to different alters within the Cathedral hub area, ability trees, and choices:

Monotheism: Wrath vs Mercy (Offense v defence) trees

Polytheism: Different deities to worship

Atheism: Egoism vs Altruism (Self-centred vs community-centred)

Community Management

- Population
- Food
- Services -

Items

Resources

There are [x-many] main resources within the game that can be used for purchases, crafting, and upgrades:

- [Resource 1] – [Description]
- [Resource 2] – [Description]
- [Resource 3] – [Description]

The Cathedral

Player Upgrades

Community Upgrades

Purchase Per-Run Equipment

Dungeons

Biomes

- **City (Start):**
  A medieval styled city in generally good but abandoned condition.
- **Catacombs/ Sewers:**
  Underground portion to the city.
- **Forest:**
  [Insert description]
- **City (Destroyed):**
  Similar to the starting city environment but this one has been besieged, pillaged, and generally ravaged. [Flooded with blood – ankle high?]

Tile Types

- **Start**
  Where the Player will begin the dungeon. A uniquely decorated tile that is free of enemies and immediate dangers.
- **Base**
  [Insert description]
  Tile styles:
    - Junctions – X, T, 90 degree
    - Straights – Long & short
    - Crouching transitions – provide safety and separation from many enemies (should have a low weighting)
- **Special**
  Interesting or unique tiles that appear infrequently. Should contain rarer loot and/ or special enemy types [mini-boss?].
- **Finish**
  [Insert description]

Gameplay

- Find materials for Bastion
- Find relics (temp boosts for that level – permanent boost for Bastion)

Transition Rooms

Safe rooms between dungeon levels.

Houses missionaries who thematically are responsible for returning found resources to Bastion, and provide basic services to the Player (healing, ammo, limited items etc.) – [services upgradeable?]

Colour Use

Player HUD

Environment

Skills

Data Tables

Dungeon Tiles (DT_Tiles)

Heading	Type	Description
TileID	Int	ID number for this tile.
Name	Text	Display name.
RoomActor	ActorClass	The Blueprint actor class for this tile.
Weight	Float	Defines how often the tile should appear compared to others
Biome	Enum	Compares against the generator Enum to decide if this tile should spawn.
Type	Enum	Determines which Map the tile should be added to during generation (Start/ Base/ Special/ Finish)
SpecialLimit	Int	The maximum number of times that this tile can spawn within a dungeon.
Spawnables	ActorArray	A list of enemies and items that can spawn in this tile [Enemies generation likely to be reworked to occur after dungeon generation so it can change by difficulty/ progress]
Decorators	ActorArray	A list of decorative items that can spawn in this tile (barrels, crates, etc.)

Naming Conventions

Prefix (*_)	Type
ABP	Animation blueprints
ANS	Animation notify states
AO	Aim offsets
AS	Animation sequence
BP	Blueprints
BPC	Blueprint classes – Parents
BPI	Blueprint interfaces
Cue	Sound cues
DT	Data tables
E	Enumerators
IA	Input actions
IMC	Input Mapping Context
L	Game levels
M	Master materials
MI	Material Instances
Mont	Animation montages
NS	Niagara systems
T	Texture images (Albedo, RMA, 2D images, etc.)
SM	Static meshes
Struc	Structures
SW	Sound waves (raw .wav files)
W	Widgets

Version Control

Version control is maintained through the use of SourceTree connected to a GitHub repository.

Push requirements:

- Title (generally a date at this time)
- Brief description of main changes (include smaller changes if important)

Glossary

- **Angstrom:** The starting city and home to the Bastion Cathedral hub area.
- **Bastion:** Angstrom's cathedral that serves as the safe hub area of the game.
- **Tile:** A piece of the procedurally generated dungeon. Can be: Start, Base, Special, or Finish.

Reference Links