Introduction:

Our game is a Sci-fi Fantasy game, in which the player navigates in third-person view and engages in combat in a turned based fashion. The player will navigate the world completing objectives through exploration and/or combat, through which they will make progress towards the goal of the faction they have chosen to be part of.

Game Description:

Genre: Adventure RPG.

Game Elements: The player will engage in turn based combat and exploration, using basic attacks and magic in combat, as well as collecting objects and completing objectives such as talking to characters while exploring.

Theme/Style: Sci-Fi Fantasy. The world runs on a kind of magic-tech mix, reminiscent of games like Final Fantasy.

Game Sequence: Linear-Storyline with a choice between factions and game goals/outcomes.

Players: Single player.

Game Atmosphere:

Magic-Techy world, sciency looking weapons, vehicles, enemies, etc. powered by magic, with a technological look.

Selling Features:

Diverse storyline based on separate factions, interesting world exploration, dynamic turn-based combat.

GAME NOTES/Basically the Gameplay:

Beginning:

Choose a door!

Factions:

Purists:

Goal: Maintain humanity, avoid ascension.

+ Benefit: High armor and healing, very versatile.

- Negatives: Does not excel at things like debuffs, damage, etc.

Technomancers:

Goal: Encourages the advancement and incorporation of Ascension Tech.

+ Benefits: Status effects, debuffs for enemies, buffs for self.

- Lower damage output than Dark or Light.

Divines:

Goal: Bring all of the human race to Ascension.

+ Benefits: High damage, high health (can steal health).

- Negatives: Low damage resistance.

Little Goals:

1. Go to the first town outside of the starting zone.
   1. If Human: Reinforce the town, defending against an onslaught of Dark Faction troops.
   2. If Grey: Repel the Dark Faction, but don’t kill?
   3. If Dark: Bring down a unit or units in that town that allows the Dark Faction troops control of the town.

Final Goal: ???

**REWORK THE 1-4 SCALE TO A 1-10 SCALE**

Tank:

-STATS on a scale from 1-4 in proficiency;  
-HP: 4  
-MP: 1  
-Physical Damage: 3  
-Magic Damage: 1  
-Armor: 4  
-Resist: 3  
-Speed: 3

-Basic Attack (Physical Damage x1)  
-Taunt (Armor value x2 for one turn, 80% chance on each enemy to be forced to attack the tank this turn)  
-Double-Edge (2x damage to enemy, 0.5x damage to self)

Healer:

-STATS on a scale from 1-4 in proficiency;  
-HP: 3  
-MP: 3  
-Physical Damage: 1  
-Magic Damage: 3  
-Armor: 3  
-Resist: 2  
-Speed: 2

-Basic Attack (Physical Damage x1)  
-Heal (Heals to an ally Magic Damage x1.5)  
-Dispel (Removes all basic status effects from a single ally)

Archer:

-STATS on a scale from 1-4 in proficiency;  
-HP: 2  
-MP: 2  
-Physical Damage: 4  
-Magic Damage: 2  
-Armor: 2  
-Resist: 1  
-Speed: 4

-Basic Attack (Physical Damage x1)  
-Tag (Physical Damage x1 and inflicts “tag”, “tag” causes a unit to take 2x more damage for the turn it was inflicted and the turn after)  
-Snare (Physical Damage x0.25, inflicts “tag” and “immobile”, “tag” causes a unit to take 2x more damage for the turn it was inflicted and the turn after, “immobile” reduces the inflicted unit’s speed to 1.

Mage (Fully Ascended):

-STATS on a scale from 1-4 in proficiency;  
-HP: 1  
-MP: 4  
-Physical Damage: 2  
-Magic Damage: 4  
-Armor: 1  
-Resist: 4  
-Speed: 2

-Basic Attack (Physical Damage x1)  
-Fireball (Magic Damage x1 and 80% chance to cause “burn”, “burn” causes damage to an enemy every time they take an action and has a 50% chance to be dispelled after each action)  
-Freeze (Magic Damage x0.75 and 80& chance to cause “slow”, “slow” causes an enemies speed to drop by [0.25 x Magic Damage] points)