

THE SEER'S CHOICE

Game Design Document

INTRODUCTION

Working Title

The Seer's Choice: Navigating the Crossroads of Destiny and Free Will

Elevator Pitch

The Seer's Choice is an immersive adventure game set in 1650s rural England. Players will take on the role of Ella, a young woman with the power to see into the future, as she navigates the dangerous crossroads of destiny and free will to uncover the truth about a murder and clear her boyfriend's name. With stunning graphics, engaging gameplay, and a richly detailed world filled with magic and mystery, The Seer's Choice is the perfect adventure game for fans of historical fantasy and mystery.

Concept

OVERVIEW

- Genre:** Adventure/Historical Fantasy
- Target Audience:**
 - Age:** Teen to Adult
 - Gender:** Male and Female
- Keywords:** Mystery, Magic, Destiny, Free Will, England, 1650s, Truth
- Interests:** Adventure Games, Historical Fantasy, Mystery, Puzzle Solving

PLATFORMS & SYSTEM REQUIREMENTS

The game will be available on Windows, Mac, and Linux operating systems, with minimum system requirements of a dual-core processor, 4GB of RAM, and a dedicated graphics card.

The game will be designed to run smoothly on a range of devices, providing a seamless gaming experience for players regardless of the platform they choose.

THEME AND SETTING

The Seer's Choice takes place in 1650s rural England and is set against the backdrop of a world filled with magic and mystery. Players will navigate the dangerous crossroads of destiny and free will as they help Ella, a young woman with the power to see into the future, uncover the truth about a murder and clear her boyfriend's name. The game is steeped in historical detail and is sure to captivate fans of historical fantasy.

PLOT

Ella's boyfriend, Thomas, has been accused of murder and she is determined to clear his name. With her powers of foresight, she sets out to find the real killer and unravel the truth behind the crime. Along the way, Ella will encounter a host of interesting characters, each with their own motivations and secrets. As she delves deeper into the mystery, Ella realizes that the fate of her boyfriend, and perhaps even the fate of the kingdom, rests in her hands.

GAMEPLAY

The game features a mix of puzzle solving, exploration, and decision making. Players will have to use all of their skills to solve puzzles, make choices, and ultimately discover the truth about what happened on that fateful night. The game world is richly detailed, with immersive environments and memorable characters.

The story of The Seer's Choice is driven by player choice. Players will have to make tough decisions, and each choice will have consequences that will affect the outcome of the story. The game features multiple endings, so players can replay the game and make different choices to uncover all the possible outcomes.

ART STYLE

The Seer's Choice features a unique art style that blends historical accuracy with fantasy elements. The game world is beautifully rendered, with detailed environments and characters that bring the story to life. The game's visuals are inspired by the art and architecture of rural England in the 1650s, but with a touch of magic and mystery.

TARGET AUDIENCE

The Seer's Choice is aimed at players who are fans of adventure games, historical fantasy, and mystery. The game's richly detailed world, immersive gameplay, and engaging story will appeal to players of all ages who are looking for an exciting and memorable gaming experience.

Project Scope

The project scope for The Seer's Choice includes the following elements:

1. **Gameplay:** The game will feature a mix of puzzle solving, exploration, and decision making, with multiple endings determined by player choice.
2. **Art Style:** The game will have a unique art style that blends historical accuracy with fantasy elements, inspired by the art and architecture of rural England in the 1650s.
3. **Story:** The story will follow Ella, a young woman with the power to see into the future, as she navigates the dangerous crossroads of destiny and free will to uncover the truth about a murder and clear her boyfriend's name.
4. **Environment:** The game will be set in 1650s rural England, with beautifully rendered environments and characters that bring the story to life.
5. **Platforms:** The game will be available on Windows, Mac, and Linux devices, optimized for each platform.
6. **Target Audience:** The game is aimed at players who are fans of adventure games, historical fantasy, and mystery, and will appeal to players of all ages who are looking for an exciting and memorable gaming experience.

The scope of the project will be continuously reviewed and refined throughout the development process to ensure that the final product meets the needs and expectations of the target audience and the goals of the development team.

Our Team

The team behind The Seer's Choice is a group of experienced game developers, artists, and writers who are passionate about creating immersive and engaging games. The team is dedicated to delivering a high-quality game that is both fun to play and visually stunning.

The team is composed of:

1. **Project Manager:** Responsible for overseeing the development process and ensuring that the project stays on schedule and within budget.
2. **Art Director:** Responsible for creating the game's art pipeline and ensuring that the game's visuals are of the highest quality.
3. **Lead Developer:** Responsible for programming the gameplay mechanics and ensuring that the game runs smoothly on all platforms.
4. **Game Designer:** Responsible for designing the gameplay mechanics, puzzles, and overall gameplay.
5. **Level Designer:** Responsible for creating the game's environments and designing the puzzles and challenges that players will face.
6. **Sound Designer:** Responsible for creating the game's sound effects and music, ensuring that the game's audio is of the highest quality.
7. **Writer:** Responsible for crafting the game's story and dialogue, and ensuring that the narrative is engaging and compelling.
8. **Artist:** Responsible for creating the game's unique art style, including environments, characters, and animations.
9. **Programmer:** Responsible for implementing the gameplay mechanics, coding the game engine, and optimizing performance.
10. **Quality Assurance:** Responsible for testing the game to ensure that it is free of bugs and glitches and providing feedback to the development team to improve the game's overall quality.

The team will work closely together to ensure that the final product is of the highest quality and meets the needs and expectations of the target audience. The team is committed to delivering an immersive and memorable gaming experience that will keep players engaged and coming back for more.

- **Project Managers:** Eugene Bridger
- **Art Directors:** Danel Sande
- **Lead Developers:**
- **Game Designers:** Eugene Bridger
- **Level Designers:** Commander Necro
- **Sound Designers:**
- **Writers:** Eugene Bridger, Commander Necro
- **Artists:**
- **Programmers:** Bill Gower, Sarah Smith
- **Quality Assurance:** Eugene Bridger

This project is a great opportunity for the team to showcase their skills and creativity. The Seer's Choice has a unique concept that combines elements of adventure, historical fantasy, and mystery, which will appeal to a broad range of players. With its stunning art style, immersive gameplay, and richly detailed world, The Seer's Choice has the potential to be a hit with both fans of the genre and casual players alike. The team is confident that their combined expertise and passion for creating great games will result in a truly memorable gaming experience for players.

Budget

The budget for The Seer's Choice will depend on various factors such as the size of the development team, the platform(s) being targeted, and the scope of the project. The budget will need to cover the following expenses:

1. **Software and Hardware:** The cost of any software or hardware required for development, such as game engines, programming tools, and hardware for testing.
2. **Art and Design Assets:** The cost of creating the game's art and design assets, including environments, characters, animations, and sound effects.
3. **Music and Voice Acting:** The cost of creating and recording original music and voice acting for the game.
4. **Marketing and Advertising:** The cost of promoting the game, including advertising, marketing materials, and public relations efforts.
5. **Legal and Administrative:** The cost of legal and administrative expenses, including trademark and copyright registration, business licenses, and insurance.

The budget will also need to include a contingency fund to cover unexpected expenses that may arise during the development process.

It's important to note that the budget will be continually reviewed and adjusted as the project progresses to ensure that it remains in line with the project goals and timeline. The development team will work closely with the project manager to ensure that the budget is managed effectively and that the project stays on track.

* All values listed are expressed in New Zealand Dollars.

| Expense Category | Expense |
|---------------------------|-----------------|
| Software and Hardware | \$109.49 |
| Art and Design Assets | \$0 |
| Music and Voice Acting | \$0 |
| Marketing and Advertising | \$0 |
| Legal and Administrative | \$0 |
| Contingency Fund | \$0 |
| Total | \$109.49 |

Timeline

The timeline for The Seer's Choice will vary depending on the size and complexity of the project, but a typical timeline for a game development project of this scale might include the following stages:

1. **Pre-Production:** This stage involves planning and research, including market research, concept development, and team formation.
2. **Prototyping:** During this stage, the team will create a basic prototype of the game to test the core gameplay mechanics and overall gameplay.
3. **Production:** This stage involves the bulk of the game development, including the creation of environments, characters, animations, sound effects, and music.
4. **Testing and Quality Assurance:** During this stage, the team will thoroughly test the game to ensure that it is of high quality and meets the needs and expectations of the target audience.
5. **Release and Post-Launch:** This stage involves the release of the game, followed by ongoing support and maintenance, including bug fixes, updates, and new content releases.

The timeline will be continuously reviewed and updated as the project progresses to ensure that it stays on track and meets the needs and expectations of the target audience. The project manager will work closely with the development team to ensure that the timeline is managed effectively and that the project stays on schedule.

| Stage | Duration |
|-------------------------|----------|
| Pre-Production | 6 months |
| Prototyping | 3 months |
| Production | 6 months |
| Testing and QA | 3 months |
| Release and Post-Launch | 6 months |

Note: The actual timeline will depend on the size and complexity of the project, as well as the availability of resources and the development team. The timeline should be reviewed and updated regularly to ensure that it remains accurate and in line with the project goals and timeline.

Conclusion

The Seer's Choice is an exciting and unique adventure game set in 1650s rural England, filled with magic, mystery, and adventure. The game's richly detailed world, immersive gameplay, and engaging story will appeal to fans of historical fantasy and mystery, as well as casual players who are looking for an exciting and memorable gaming experience.

The development team behind The Seer's choice is a group of experienced game developers, artists, and writers who are passionate about creating immersive and engaging games. The team is dedicated to delivering a high-quality game that is both fun to play and visually stunning.

The budget for The Seer's Choice will depend on various factors, including the size of the development team, the platform(s) being targeted, and the scope of the project. The budget will be continually reviewed and adjusted as the project progresses to ensure that it remains in line with the project goals and timeline.

With its stunning art style, immersive gameplay, and richly detailed world, The Seer's Choice has the potential to be a hit with both fans of the genre and casual players alike. The development team is confident that their combined expertise and passion for creating great games will result in a truly memorable gaming experience for players.

STORY

Backstory

In 1650s rural England, magic and mystery still hold sway over the land. In this world, there are those who possess the gift of foresight, the ability to see into the future. Ella is one such person, a young woman with a special connection to the spirit world. She lives in the small village of Willow Creek, where she has grown up and fallen in love with a young man named Thomas.

However, their idyllic life is shattered when Thomas is accused of murder and arrested. With her boyfriend's life on the line, Ella sets out to clear his name and uncover the truth about the murder. With her powers of foresight, she sets out on a journey that will take her from the familiar streets of Willow Creek to the heart of ancient forests and mysterious ruins.

As Ella navigates the dangerous crossroads of destiny and free will, she will encounter a cast of colourful characters, including fellow seers, merchants, and villagers. With each encounter, she must use her powers to see into the future and make choices that will determine the outcome of her journey. Through her trials and tribulations, Ella will unravel the truth about the murder, discover the full extent of her powers, and come to a thrilling conclusion that will leave players on the edge of their seats.

Key Plot Elements

- **The Accusation of Murder:** Thomas, Ella's boyfriend, is accused of murder and arrested, setting the stage for Ella's journey to clear his name.
- **Powers of Foresight:** Ella has the ability to see into the future, which she uses throughout her journey to make choices and solve puzzles.
- **Crossroads of Destiny and Free Will:** Throughout her journey, Ella must navigate the dangerous crossroads of destiny and free will, making choices that will determine the outcome of her story.
- **Encounter with Interesting Characters:** Ella will encounter a cast of colourful characters, including fellow seers, merchants, and villagers, each with their own motivations and secrets.
- **Unravelling the Truth:** Through her trials and tribulations, Ella will uncover the truth about the murder and come to a thrilling conclusion.
- **Multiple Endings:** The game features multiple endings, determined by the player's choices throughout the game.
- **Immersive Environments and Memorable Characters:** The game world is richly detailed and features immersive and memorable characters that bring the story to life.

CHARACTERS

Ella



BACKSTORY

Ella is the main protagonist of 'The Seer's Choice'. She is a young woman with the gift of foresight, the ability to see into the future. Ella grew up in the small village of Willow Creek and fell in love with a young man named Thomas. However, their idyllic life is shattered when Thomas is accused of murder and arrested. With her boyfriend's life on the line, Ella sets out to clear his name and uncover the truth about the murder.

PERSONALITY

Ella is determined, resourceful, and brave. She is willing to do whatever it takes to protect those she loves and is not afraid to take risks in order to achieve her goals. Despite her powers of foresight, Ella is still a young woman trying to find her place in the world and make sense of the choices she must make. Throughout her journey, she will grow and mature, learning to harness her powers and make decisions that will shape the outcome of her story.

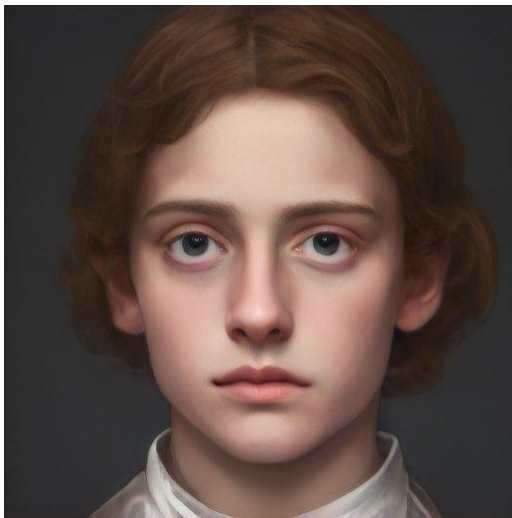
APPEARANCE

Ella is a young woman in her late teens or early twenties. She has a strong and determined demeanour, with a keen and curious mind. Her appearance is inspired by the fashion of 1650s rural England, with a simple yet elegant style that reflects her humble upbringing. She has long, dark hair and piercing green eyes that reflect her inner strength and resolve. Overall, Ella is a memorable and compelling character who players will come to care about and root for as they journey with her through the world of The Seer's Choice.

SKILLS AND ABILITIES

Ella's most notable ability is her power of foresight, which allows her to see glimpses of the future. This power will play a crucial role in her journey, as she uses it to make choices and solve puzzles. In addition to her powers, Ella is also resourceful and quick-witted, able to think on her feet and adapt to changing situations.

Thomas



BACKSTORY

Thomas is Ella's boyfriend and the love of her life. He is accused of murder and arrested, setting the stage for Ella's journey to clear his name and uncover the truth about the crime. Despite the accusations against him, Thomas is innocent and has been wrongly accused.

PERSONALITY

Thomas is kind, gentle, and hardworking. He is beloved by the residents of Willow Creek and is known for his honesty and integrity. Despite his current situation, Thomas remains hopeful and confident that Ella will be able to clear his name and prove his innocence.

APPEARANCE

Thomas is a young man in his late teens or early twenties. He has a warm and friendly demeanour, with a calm and reassuring presence. His appearance is inspired by the fashion of 1650s rural England, with a simple and practical style that reflects his hardworking nature. He has brown hair and deep blue eyes that reflect his kind and caring personality.

SKILLS AND ABILITIES

Thomas is a skilled blacksmith and is known for his work in the forge. He is also well-liked and respected by the residents of Willow Creek, which will come in handy as Ella investigates the murder and gathers information from the villagers.

The Villagers



BACKSTORY

The villagers of Willow Creek are a tight-knit community, still reeling from the recent murder. Each resident has their motivations, secrets, and opinions about the crime, and Ella must navigate this complex web of relationships as she investigates the murder and clears Thomas' name.

PERSONALITY

The villagers of Willow Creek are a mix of personalities, from helpful and friendly to suspicious and hostile. Some may offer valuable information and assistance to Ella, while others may actively try to obstruct her investigation.

APPEARANCE

The appearance of the villagers is inspired by the fashion of 1650s rural England. Each character has a unique style and features, reflecting their personality, background, and role in the village. From the market vendor with their colourful wares, to the pub owner with their apron, to the church pastor with their sombre robes, the villagers bring a rich and diverse tapestry to the world of Willow Creek.

SKILLS AND ABILITIES

The villagers of Willow Creek have a variety of skills and abilities, from merchants who can offer valuable goods and services, to gossip-mongers who have the latest news and rumours. Some may be skilled craftsmen, while others may know the local area and its history. As Ella investigates the murder, she must interact with the villagers, gathering information and building relationships, to uncover the truth.

ENVIRONMENTS

Willow Creek

GENERAL DESCRIPTION

A small and tight-knit community, where Ella and her boyfriend live and where the murder took place.

INSPIRATION

The village of Willow Creek is inspired by the traditional English villages of the 1650s, with cobbled streets, thatched-roof cottages, and a bustling marketplace. The atmosphere is one of suspicion and fear, as the residents are still reeling from the recent murder.

LEVELS THAT USE THIS AREA

The village of Willow Creek serves as the starting point for Ella's journey and is featured throughout the game as she investigates the murder and clears her boyfriend's name. In the village, players will interact with the villagers, gather clues, and solve puzzles to progress the story. The village will also serve as a hub where players can return to rest, purchase supplies, and receive guidance from fellow seers.

CONNECTIONS TO OTHER AREAS

The village of Willow Creek is connected to other locations in the game, including ancient forests, mysterious ruins, and other small villages. As Ella's investigation takes her further from the village, she will encounter new challenges and obstacles, each requiring her to use her powers of foresight to overcome them. Through her journey, Ella will unravel the truth about the murder and discover the full extent of her powers, leading to a thrilling conclusion that will leave players on the edge of their seats.

KEY LOCATIONS

- **The Marketplace:** A bustling hub of activity where villagers come to buy and sell goods.
- **The Pub:** A popular gathering place where villagers come to drink, socialize, and gossip.
- **The Church:** A sombre and imposing building that serves as a place of worship and a source of comfort for the residents of Willow Creek.
- **The Blacksmith's Forge:** A busy workshop where ironwork is made and repaired.
- **The Constable's Office:** A small building where the village constable works to maintain law and order.

Ancient Forest

TODO

Mysterious Ruin

TODO

GAMEPLAY

The Seer's Choice is an adventure game that features a mix of puzzle solving, exploration, and decision making. Players will take on the role of Ella, a young woman with the power of foresight, as she navigates the dangerous crossroads of destiny and free will to uncover the truth about a murder and clear her boyfriend's name.

The game world is richly detailed and filled with immersive environments and memorable characters, each with their motivations and secrets. As players explore the world, they will have to solve puzzles, make choices and interact with characters to progress the story.

The story of The Seer's Choice is driven by player choice, with each decision having consequences that will affect the outcome of the story. The game features multiple endings, so players can replay the game and make different choices to uncover all the possible outcomes.

In addition to puzzle solving and exploration, players will also use Ella's powers of foresight to make decisions and navigate the game world. The powers of foresight will play a crucial role in Ella's journey, allowing her to see glimpses of the future and make informed choices.

Overall, The Seer's Choice is designed to provide a captivating and memorable gaming experience for players who are fans of adventure games, historical fantasy, and mystery. With stunning graphics, engaging gameplay, and a richly detailed world, players are sure to be fully immersed in the world of The Seer's Choice.

Game Progression

The Seer's Choice is an adventure game that follows the journey of Ella as she tries to clear her boyfriend's name of murder. The game is set in 1650s rural England and is filled with magic, mystery, and a richly detailed world. The gameplay features a mix of puzzle solving, exploration, and decision making, with players using Ella's powers of foresight to navigate the dangerous crossroads of destiny and free will.

As players progress through the game, they will encounter a cast of interesting characters and visit a variety of environments, each with its unique atmosphere and challenges. The game's story is driven by player choice, with multiple endings determined by the choices players make throughout the game. The game also features richly detailed environments and memorable characters that bring the story to life.

Objectives

The main objective of The Seer's Choice is to help Ella clear her boyfriend's name of murder and uncover the truth about the crime. To achieve this goal, players must solve puzzles, make choices, and explore the game world. Along the way, players will encounter a cast of interesting characters, each with their own motivations and secrets, and visit a variety of environments, each with its own unique atmosphere and challenges. The game is designed to be immersive and engaging, with stunning graphics, richly detailed environments, and memorable characters that bring the story to life. The ultimate objective is for players to help Ella solve the mystery and come to a thrilling conclusion.

Playtesting

Playtesting will be an important part of the development process for The Seer's Choice, as it will allow the team to gather feedback from players and make improvements to the game. Playtesting will involve having players play the game and providing feedback on elements such as gameplay mechanics, level design, and overall enjoyment.

The playtesting process will be iterative, with the team making improvements to the game based on the feedback received from players. The playtesting will be conducted at various stages of the game's development, from early prototypes to the final product, to ensure that the game is enjoyable and accessible to players of all skill levels.

The playtesting will help the team identify and fix any bugs or issues with the game, as well as make improvements to the overall experience. The goal of playtesting is to ensure that The Seer's Choice is the best game it can be and that players have a smooth and enjoyable experience as they play.

GAMEPLAY MECHANICS

User Interface

The user interface in The Seer's Choice will be designed to be clean and intuitive, allowing players to easily navigate the game and access the information they need. The interface will include a minimap, which will help players orient themselves in the game world, as well as an inventory system and a dialogue system, which will provide players with important information and choices throughout the game. The user interface will also feature a hint system, which will provide players with helpful hints and clues as they progress through the

game. The user interface will be designed to be both functional and aesthetically pleasing, ensuring that players have a seamless and enjoyable gaming experience.

MAIN MENU

The main menu will serve as the hub for all the game's features and options. From here, players can start a new game, load a saved game, access the options menu, and view the credits. The main menu will be simple and easy to navigate, allowing players to quickly access the features they need.

INVENTORY

The inventory in The Seer's Choice will be an important tool for players, allowing them to keep track of items they have collected and use them to solve puzzles and progress through the game. The inventory will be accessible from the game's main menu and will be designed to be easy to navigate and use. Players will be able to view and manage their inventory at any time, making it easy to keep track of the items they have collected and the progress they have made.

MAP

The map in The Seer's Choice will be an important tool for players, providing them with an overview of the game world and helping them to navigate through it. The map will show the locations that players have visited, as well as highlight important locations, objectives, and obstacles. The map will be accessible from the game's main menu and will be designed to be easy to navigate and use, providing players with all the information they need to progress through the game.

OPTIONS

The options menu in The Seer's Choice will allow players to customize their gaming experience. From here, players can adjust the game's graphics and sound settings, as well as control settings such as the camera, movement, and control scheme. The options menu will also allow players to access the hint system, which provides helpful hints and clues as they progress through the game. The options menu will be accessible from the game's main menu and will be designed to be easy to navigate and use, allowing players to quickly and easily make adjustments to the game as needed.

Exploration

Exploration is a key aspect of The Seer's Choice, with players visiting a variety of environments in 1650s rural England, each with its own unique atmosphere and challenges. As players explore the game world, they will discover new environments, interact with characters, and uncover secrets that will help them progress through the game. The game's environments are richly detailed and beautifully rendered, providing players with a fully immersive experience.

Puzzle Solving

Puzzle solving is a key component of The Seer's Choice gameplay. Players will be challenged to use their problem-solving skills and critical thinking to overcome obstacles and progress through the game. The puzzles will range in difficulty and complexity, from simple lock and key puzzles to more challenging logic and spatial puzzles. Ella's powers of foresight will also play a role in puzzle-solving, allowing players to see into the future and make decisions that will impact the outcome of the game. The puzzle-solving mechanics will be designed to be engaging and intuitive, providing a satisfying challenge for players as they progress through the game.

Decision Making

The Seer's Choice features a story that is driven by player choice. Throughout the game, players will be presented with choices that will impact the outcome of the story. These choices will range from simple dialogue options to more complex decisions that will shape the direction of the game. The decision-making mechanics will be designed to be intuitive, with clear and meaningful consequences for each choice. This allows players to experience the full range of possible outcomes and creates a sense of replayability, encouraging players to play the game multiple times to see all the different endings.

Powers of Foresight

Ella's power of foresight is a central mechanic in The Seer's Choice. Throughout the game, players will use Ella's powers to make choices, solve puzzles, and navigate the dangerous crossroads of destiny and free will. The power of foresight will be represented in-game through visual cues, such as visions or dream sequences, that give players a glimpse into the future. The power will be limited, however, with players needing to use it wisely to avoid wasting its resources.

Actions

The Seer's Choice features realistic physics mechanics, allowing players to interact with the game world naturally and intuitively. For example, objects will behave believably when moved or manipulated, providing a sense of weight and realism. The physics engine also helps to create a more immersive experience by allowing players to interact with the environment in a way that feels believable and true to life.

MOVEMENT

The movement in The Seer's Choice will be smooth and intuitive, allowing players to easily navigate the game world. Players will control Ella as she explores the various environments in the game, from small villages to ancient forests and mysterious ruins. The movement mechanics will be designed to provide a seamless gaming experience, with realistic physics and animations that make Ella's movements feel natural and believable.

INTERACTING WITH OBJECTS

Interacting with objects is a key component of The Seer's Choice gameplay. Players will interact with various objects in the game world, including objects in the environment, items in the inventory, and objects used to solve puzzles. The game will feature intuitive controls that allow players to easily pick up, move, and manipulate objects, making the process of solving puzzles and uncovering secrets a smooth and enjoyable experience.

Players will need to interact with objects in a variety of ways, such as opening doors, examining items, and using objects to solve puzzles. For example, players may need to combine items in their inventory to create new tools or unlock hidden paths. They may also need to use their powers of foresight to see into the future and determine the best way to interact with objects in order to progress the story.

The objects in The Seer's Choice will be highly detailed and immersive, adding to the overall atmosphere of the game. Each object will have its own unique properties, such as weight, texture, and interactivity, providing a realistic and engaging experience for players.

In addition to the physical interaction with objects, the game will also feature a rich and immersive user interface, allowing players to easily access their inventory, view their map, and access their powers of foresight. The user interface will be intuitive and user-friendly, ensuring that players can easily access the information they need to progress through the game.

TALKING TO CHARACTERS

In *The Seer's Choice*, players will interact with a variety of characters, including fellow seers, merchants, villagers, and more. These characters will play an important role in the story, providing information, offering guidance, and challenging players with puzzles and decisions.

The game will feature a dialogue system that allows players to talk to characters and make choices that will affect the outcome of the story. The dialogue will be fully voiced, with high-quality voice acting that brings the characters to life and helps immerse players in the world of *The Seer's Choice*.

Players will be able to choose from a variety of dialogue options, each leading to different outcomes and consequences. For example, players may choose to be friendly and cooperative with a character, or they may choose to be confrontational or evasive. The choices players make in dialogue will shape the story and determine the ending they experience.

In addition to the dialogue system, the game will also feature non-verbal communication, such as gestures and body language, adding to the realism and immersion of the game. Players will be able to use non-verbal cues to express their emotions and reactions, further enhancing the interactivity and engagement of the game.

READING

In *The Seer's Choice*, players will also have the opportunity to read various items in the game world, such as books, letters, and journals. These items will provide information about the story and the world, offering background and context for the events and characters in the game. Some of these items may also be necessary for solving puzzles or making choices.

The reading mechanics will be designed to be immersive and engaging, with high-quality writing and attention to detail. The text will be easy to read and understand, allowing players to fully immerse themselves in the story and the world of *The Seer's Choice*.

Inventory

The inventory in *The Seer's Choice* will be an important tool for players, allowing them to keep track of items they have collected and use them to solve puzzles and progress through the game. The inventory will be accessible from the game's main menu and will be designed to be easy to navigate and use. Players will be able to view and manage their inventory at any time, making it easy to keep track of the items they have collected and the progress they have made.

Conflict Resolution

AVOIDANCE

In avoidance scenarios, players will need to use their powers of foresight and quick reflexes to avoid danger and escape from danger. For example, they may need to dodge traps or escape from pursuing enemies. These scenarios will require players to think quickly and react quickly, adding an element of excitement to the gameplay.

ESCAPE

In escape scenarios, players will need to use their powers of foresight and problem-solving skills to escape from a dangerous situation. For example, they may need to solve puzzles or find hidden paths to escape from a locked room. These scenarios will require players to think creatively and use their powers of foresight to find a way out.

DIFFICULTY

The difficulty of the combat elements in The Seer's Choice will be balanced to provide a challenging but not frustrating experience for players. The game will be designed to be accessible to players of all skill levels, with adjustable difficulty levels and helpful hints available to players who are struggling. The goal is to provide a fun and engaging gaming experience that is accessible to players of all skill levels.

WEAPONS AND POWER-UPS

The focus of The Seer's Choice is on puzzle solving and decision making, so there will be limited weapons and power-ups available in the game. However, players may be able to find and use items such as health potions or power-ups to enhance Ella's abilities and help her survive the dangerous situations she encounters. These items will be strategically placed throughout the game world and will be essential for players who want to succeed in the more challenging scenarios.

Multiple Endings

The Seer's Choice features multiple endings, determined by the choices players make throughout the game. This means that players can replay the game and make different choices to uncover all the possible outcomes. The multiple endings will add replay value to the game, allowing players to see the full extent of the story and explore the consequences of their choices.

Save System

The save system in The Seer's Choice allows players to save their progress at any point in the game. This allows players to pick up where they left off if they need to take a break or if they want to replay a specific section of the game. The save system is designed to be seamless and easy to use, ensuring that players can quickly and easily save their progress and resume their journey.

CHAPTERS

Chapter 1: The Village

The first level of The Seer's Choice takes place in a small village in 1650s rural England. This level serves as an introduction to the game and its mechanics, as well as a tutorial for players who are new to the game.

In this level, players will meet the villagers and learn about the world of The Seer's Choice. They will also have the opportunity to explore the village, interact with characters, and solve puzzles to progress the story.

The village is a small, peaceful community, and the first level is designed to be relatively easy and straightforward, allowing players to get a feel for the game and its mechanics. As players progress through the level, they will encounter new challenges and puzzles that will test their skills and prepare them for the more difficult levels to come.

SYNOPSIS

In this level, players will take on the role of, a young woman with the power of foresight, as she arrives in a small village in 1650s rural England. Players will be introduced to the world of The Seer's Choice, including its unique setting, characters, and gameplay mechanics. They will also have the opportunity to explore the village and interact with its residents, learning more about the history, culture, and traditions of the area.

As players progress through the level, they will encounter puzzles and obstacles that will test their problem-solving skills and critical-thinking abilities. They will also make choices that will impact the outcome of the story, discovering secrets and uncovering the truth behind a mysterious murder that has rocked the village.

The first level of The Seer's Choice is designed to be a gentle introduction to the game and its mechanics, allowing players to get a feel for the game world and familiarize themselves with the controls and gameplay mechanics. It provides the perfect starting point for players who are new to the game and sets the stage for exciting adventures to come.

OBJECTIVES

The objectives of Level 1: The Village in The Seer's Choice are as follows:

1. To introduce players to the world of The Seer's Choice and its unique setting, characters, and gameplay mechanics.
2. To familiarize players with the controls and gameplay mechanics, including puzzle solving, decision making, and interaction with characters and objects in the environment.
3. To allow players to explore the village and interact with its residents, learning more about the history, culture, and traditions of the area.
4. To provide players with a gentle introduction to the game's difficulty level and to test their problem-solving skills and critical-thinking abilities through puzzles and obstacles.
5. To encourage players to make choices that will impact the outcome of the story, discover secrets and uncover the truth behind a mysterious murder that has rocked the village.
6. To set the stage for exciting adventures to come and prepare players for the more challenging levels in the game.

The objectives of Level 1 are designed to provide players with a smooth and enjoyable introduction to the game, allowing them to get a feel for the game world and familiarize themselves with the controls and gameplay mechanics. This level is a crucial part of the overall experience and sets the stage for exciting adventures to come.

LOCATION(S)

Level 1 takes place in a small village in 1650s rural England. This location serves as the starting point for the game and provides players with a chance to get familiar with the game world and its inhabitants. The village is a small, peaceful community, and the level is designed to be relatively easy, allowing players to get a feel for the game and its mechanics. The village is richly detailed and beautifully rendered, providing players with an immersive and believable experience as they explore its streets, homes, and shops.

LEVEL WALKTHROUGH

In Level 1: The Village, players will start by arriving in a small village in 1650s rural England. They will be introduced to the world of The Seer's Choice, including its setting, characters, and gameplay mechanics. Players will have the opportunity to explore the village and interact with its residents, learning more about the history, culture, and traditions of the area.

As they progress through the level, players will encounter puzzles and obstacles that will test their problem-solving skills and critical-thinking abilities. They will also be faced with choices that will impact the outcome of the story, as they work to uncover the truth behind a mysterious murder that has rocked the village.

To complete this level, players will need to explore the village, interact with characters and objects in the environment, and solve puzzles. They will also need to make choices that will impact the outcome of the story and prepare themselves for the more challenging levels to come.

Overall, Level 1 is designed to provide players with a gentle introduction to the game and its mechanics, allowing them to get a feel for the game world and familiarize themselves with the controls and gameplay. This

level sets the stage for exciting adventures to come and prepares players for the more challenging levels in the game.

Chapter 2: The Forest

The second level of The Seer's Choice takes place in a dense, ancient forest in 1650s rural England. This level provides players with a new and challenging environment to explore, with a greater focus on puzzle solving and decision making.

In this level, players will encounter a variety of obstacles and dangers, including traps, hostile creatures, and other hazards. They will need to use their powers of foresight, problem-solving skills, and quick reflexes to overcome these challenges and progress through the forest.

The forest is a mysterious and dangerous place, filled with secrets and hidden paths. Players will need to explore the forest, interact with its inhabitants, and solve puzzles to uncover the truth and progress the story.

SYNOPSIS

In this level, players will continue their journey as Ella, the young woman with the power of foresight. After leaving the village, Ella finds herself in a dense, ancient forest in 1650s rural England. The forest is full of dangers and obstacles, including traps, hostile creatures, and other hazards.

As players progress through the level, they will encounter new challenges and puzzles that will test their skills and abilities. They will also make choices that will impact the outcome of the story, as they work to uncover the truth behind the mysterious events taking place in the forest.

The second level of The Seer's Choice is designed to provide players with a more challenging experience, with a greater focus on puzzle solving and decision making. The forest is a mysterious and dangerous place, and players will need to use all their skills and abilities to succeed and progress through the level.

OBJECTIVES

The objectives of Level 2: The Forest in The Seer's Choice are as follows:

1. To provide players with a new and challenging environment to explore, with a greater focus on puzzle solving and decision making.
2. To test players' problem-solving skills and critical-thinking abilities through a variety of obstacles and hazards in the forest.
3. To encourage players to explore the forest and interact with its inhabitants, uncovering secrets and solving puzzles to progress the story.
4. To challenge players with difficult puzzles and obstacles, requiring them to use their powers of foresight, quick reflexes, and problem-solving skills to overcome these challenges.
5. To impact the outcome of the story through choices made by players, as they work to uncover the truth behind the mysterious events taking place in the forest.
6. To prepare players for the more challenging levels in the game, as they continue their journey through 1650s rural England.

The objectives of Level 2 are designed to provide players with a more challenging experience, with a greater focus on puzzle solving and decision making. The forest is a mysterious and dangerous place, and players will need to use all their skills and abilities to succeed and progress through the level.

LOCATION(S)

Level 2 takes place in a dense, ancient forest in 1650s rural England. This location provides players with a new and challenging environment to explore, with a greater focus on puzzle solving and decision making. The forest is a mysterious and dangerous place, filled with secrets and hidden paths, and players will need to use all their skills and abilities to succeed and progress through the level.

LEVEL WALKTHROUGH

In Level 2: The Forest, players continue their journey as Ella, the young woman with the power of foresight. After leaving the village, they venture into the forest, searching for answers to the mysterious murder that has rocked the village.

As they navigate the dense and dangerous forest, players will encounter new characters, face new obstacles, and solve new puzzles. They will also make choices that will impact the outcome of the story, discovering secrets and uncovering the truth behind the mysterious murder.

To complete this level, players will need to use their powers of foresight and problem-solving skills to navigate the forest, uncovering secrets and finding their way through. They will also need to make choices that will impact the outcome of the story and prepare themselves for the more challenging levels to come.

Overall, Level 2 is designed to be more challenging than the first level, introducing new gameplay mechanics and obstacles that will test players' skills and abilities. This level deepens the players' understanding of the world of The Seer's Choice and prepares them for the trials and tribulations to come as they continue their journey through 1650s rural England.

Chapter 3: The Ruins

The third level of The Seer's Choice takes place in a mysterious and ancient ruin. This level is designed to be the most challenging level in the game, with a heavy emphasis on puzzle solving and decision making.

In this level, players will need to use their powers of foresight and problem-solving skills to uncover the secrets of the ruin and solve the puzzles that stand in their way. They will also encounter new characters, each with their motivations and secrets, who will provide information and guidance as they progress through the level.

The ruin is a dangerous and unpredictable place, with hidden traps and obstacles that will challenge players as they make their way deeper into the ruin. The third level is designed to be the climax of the game, providing a sense of accomplishment and satisfaction as players overcome the obstacles and solve the puzzles, leading to the game's outcome.

SYNOPSIS

In this level, players will continue their journey as Ella, the young woman with the power of foresight. After navigating the forest and facing its dangers, Ella comes across the mysterious and ancient ruin.

As players progress through the level, they will encounter new challenges and puzzles that will test their skills and abilities. They will also make choices that will impact the outcome of the story, as they work to uncover the truth behind the ruin and its secrets.

The third level of The Seer's Choice is designed to be the most challenging level in the game, with a heavy emphasis on puzzle solving and decision making. The ruin is a dangerous and unpredictable place, and players will need to use all their skills and abilities to succeed and progress through the level.

OBJECTIVES

The objectives of Level 3: The Ruins in The Seer's Choice are as follows:

1. To provide players with the most challenging level in the game, with a heavy emphasis on puzzle solving and decision making.
2. To test players' problem-solving skills and critical-thinking abilities through a variety of obstacles and puzzles in the ruin.
3. To encourage players to explore the ruin and interact with its inhabitants, uncovering secrets and solving puzzles to progress the story.
4. To challenge players with difficult puzzles and obstacles, requiring them to use their powers of foresight and problem-solving skills to overcome these challenges.
5. To impact the outcome of the story through choices made by players, as they work to uncover the truth behind the ruin and its secrets.
6. To provide a sense of accomplishment and satisfaction as players overcome the obstacles and solve the puzzles, leading to the game's outcome.

The objectives of Level 3 are designed to provide players with the ultimate challenge in the game, testing their skills and abilities through a variety of obstacles and puzzles. The ruin is a dangerous and unpredictable place, and players will need to use all their skills and abilities to succeed and progress through the level.

LOCATION(S)

Level 3 takes place in a mysterious and ancient ruin. This location provides players with the ultimate challenge in the game, with a heavy emphasis on puzzle solving and decision making. The ruin is a dangerous and unpredictable place, filled with secrets and hidden paths, and players will need to use all their skills and abilities to succeed and progress through the level.

LEVEL WALKTHROUGH

In Level 3: The Ruins, players continue their journey as Ella, the young woman with the power of foresight. After navigating the forest and facing its dangers, Ella comes across the mysterious and ancient ruin.

As they navigate the ruin, players will encounter new characters, face new obstacles, and solve new puzzles. They will also make choices that will impact the outcome of the story, uncovering secrets and discovering the truth behind the ruin and its secrets.

To complete this level, players will need to use their powers of foresight and problem-solving skills to navigate the ruin, uncovering secrets and finding their way through. They will also need to make choices that will impact the outcome of the story and lead to the game's outcome.

Overall, Level 3 is designed to be the most challenging level in the game, testing players' skills and abilities through a variety of obstacles and puzzles. This level provides a sense of accomplishment and satisfaction as players overcome the obstacles and solve the puzzles, leading to the game's outcome and the conclusion of their journey through 1650s rural England.

VISUALS AND AUDIO

Visual Assets

The concept art for The Seer's Choice will be a crucial part of the game's development process, as it will help establish the visual style and atmosphere of the game world. The concept art will be created by talented artists

and will provide a detailed look at the environments, characters, objects, and creatures that players will encounter in the game.

The concept art will be used to guide the design of the game world and to help bring the story and characters to life. It will also be used to create reference materials for the game's 3D models and animations, ensuring that the final game world is consistent and visually appealing.

The art in *The Seer's Choice* will be hand-drawn and highly detailed, providing players with a rich and immersive experience as they explore the game world. The game will feature a wide range of environments, from small villages to ancient forests and mysterious ruins, each with its unique look and feel.

ENVIRONMENTS

The environments in *The Seer's Choice* will be diverse and atmospheric, ranging from small villages to ancient forests and mysterious ruins. Each location will be carefully designed and rendered, with a unique look and feel that helps to create a rich and immersive game world. The environments will be filled with details, such as interactive objects, atmospheric lighting, and believable physics, that help bring the world to life. The goal of the art in *The Seer's Choice* is to provide players with a fully immersive experience that feels believable and true to life.

The Village of Willow Creek

The Village of Willow Creek is the starting location of *The Seer's Choice* and serves as an introduction to the game world and its mechanics. This small village in 1650s rural England is a peaceful community that provides players with a chance to get familiar with the game world and its inhabitants. The village is richly detailed and beautifully rendered, with interactive objects, atmospheric lighting, and believable physics that help bring the world to life.

The village will provide players with a gentle introduction to the game's difficulty level and will test their problem-solving skills and critical-thinking abilities through puzzles and obstacles. Players will also make choices that will impact the outcome of the story, as they work to uncover the truth behind a mysterious murder that has rocked the village.

The Ancient Forest

TODO

The Mysterious Ruins

TODO

CHARACTERS

The characters in *The Seer's Choice* will play an important role in the story and will provide players with information, offer guidance, and challenge them with puzzles and decisions. The characters will be designed to be visually appealing and memorable, with unique personalities and appearances that help bring the game world to life.

The game will feature a wide range of characters, including fellow seers, merchants, villagers, and more. Each character will have its own unique voice and personality, with high-quality voice acting that helps to bring the characters to life and immerse players in the world of *The Seer's Choice*.

Ella

Ella is the main protagonist of *The Seer's Choice* and the player character. She is a young woman with the power of foresight, who uses her abilities to navigate the world and solve puzzles. Ella is strong, confident, and

determined, with classic, natural beauty and piercing green eyes. She is dressed in practical, yet stylish clothing suitable for a young woman of the 1650s, such as a fitted bodice, full skirt, and tall boots. Throughout the game, Ella will encounter a variety of characters, including fellow seers, merchants, villagers, and more, and she will make choices that will impact the outcome of the story. The concept art for Ella will help establish her visual appearance and personality, and will play an important role in the development of the game.

Thomas

TODO

The Villagers

TODO

MODELS AND TEXTURES

The models and textures in The Seer's Choice will be a crucial part of creating a visually appealing and immersive game world. They will be used to bring the environments, characters, objects, and creatures to life and provide players with a rich and believable experience as they explore the game world.

The models and textures will be created using a combination of hand-drawn and digital techniques, with a focus on detail, quality and consistency. The goal is to create a game world that feels believable and true to life, with believable physics, atmospheric lighting, and interactive objects that help bring the world to life.

The models and textures will be carefully crafted to fit the unique style and atmosphere of each location, with a focus on creating a diverse and memorable game world. The environments will range from small villages to ancient forests and mysterious ruins, each with its own unique look and feel. The characters will be designed to be visually appealing and memorable, with unique personalities and appearances that help bring the game world to life.

The models and textures will also play an important role in the game's performance, as they will need to be optimized for both high-end and low-end devices to ensure a smooth and enjoyable experience for all players. The team behind The Seer's Choice will work closely with the game's programmers to ensure that the models and textures are optimized for performance while still maintaining a high level of visual quality.

USER INTERFACE

The user interface (UI) in The Seer's Choice will be an important part of the player's experience, providing them with a clear and intuitive way to interact with the game world. The UI will be designed to be clean and minimalistic, with all necessary information and controls readily accessible to the player.

The UI will include a range of elements, such as the inventory system, map, and character information. The inventory system will allow players to view and interact with the items they have collected, while the map will provide an overview of the game world and help players navigate. The character information will provide players with details about Ella and the other characters in the game, including their abilities, stats, and other relevant information.

The UI will be designed to be responsive and intuitive, with smooth and seamless transitions between different elements. The controls will be easy to use and understand, with clear and concise instructions provided to help players navigate the game world.

Overall, the UI in The Seer's Choice will play an important role in creating a positive and immersive experience for players, providing them with all the information and tools they need to navigate the game world and solve puzzles. The team behind The Seer's Choice will work closely with designers and programmers to

ensure that the UI is polished and easy to use, and that it provides players with a seamless and enjoyable gaming experience.

Sound Design

The audio and sound design of The Seer's Choice will play a crucial role in creating a believable and immersive game world. The audio and sound effects will help set the mood and atmosphere of each location, and will help bring the characters and objects to life.

The audio and sound design will be created using a combination of sound effects, voice acting, and music. The sound effects will be used to enhance the player's experience, such as the sound of footsteps on cobblestone streets, the rustling of leaves in the wind, or the creaking of a wooden door. The voice acting will bring the characters to life and provide players with a rich and immersive experience, with high-quality voice acting that helps to bring the characters to life and immerse players in the world of The Seer's Choice.

The music will play an important role in setting the mood and atmosphere of each location, with a wide range of musical styles and instruments used to create a diverse and memorable soundtrack. The music will be carefully crafted to fit the unique style and atmosphere of each location, with a focus on creating a rich and immersive experience for players.

The audio and sound design will also play an important role in the game's performance, as they will need to be optimized for both high-end and low-end devices to ensure a smooth and enjoyable experience for all players. The team behind The Seer's Choice will work closely with the game's programmers to ensure that the audio and sound design is optimized for performance while still maintaining a high level of quality.

Overall, the audio and sound design of The Seer's Choice will play a crucial role in creating a believable and immersive game world, and will provide players with a rich and memorable experience as they explore the game world and interact with its inhabitants.

SOUND EFFECTS

The sound effects in The Seer's Choice will be carefully crafted to create a believable and immersive game world. The sound effects will be used to enhance the player's experience, with realistic effects for actions such as opening doors, picking up objects, and more.

The sound effects will also be used to create a sense of tension and excitement, with effects for events such as combat, traps, and more. The goal of the sound effects in The Seer's Choice is to provide players with an immersive and engaging audio experience that complements the visuals and gameplay.

MUSIC

The music in The Seer's Choice will play an important role in establishing the atmosphere and mood of the game. The music will be composed by talented musicians and will provide a rich and immersive audio experience for players.

The music will be used to enhance the mood and atmosphere of the game world, providing emotional cues and adding tension and excitement to key moments in the game. The music will be carefully crafted to complement the story, characters, and environments, and will help immerse players in the world of The Seer's Choice.

The music in The Seer's Choice will be dynamic and adaptive, changing in response to the player's actions and the events of the game. For example, the music may become more intense during action sequences, or more peaceful during moments of exploration.

VOICE ACTING

The voice acting in The Seer's Choice will be high-quality and fully voiced, bringing the characters and story to life. The voice actors will be carefully selected to ensure that each character has a unique and believable voice that fits their personality and appearance. The voice acting will be an important part of the game's atmosphere and will help to create a fully immersive experience.

The voice acting will be an important part of the game's atmosphere, helping to create a rich and believable game world. The team behind The Seer's Choice will work closely with the voice actors to ensure that the performances are top-notch and that the dialogue is delivered with the appropriate emotion and energy.

Overall, the voice acting will be an important part of the game's overall audio experience, providing players with a rich and memorable experience as they explore the world of The Seer's Choice.