SAVED 2

The whole point of this project is to create a procedurally generated fantasy land that feels different each time. Adding in combat eventually might be cool but will not be the focus. The crux of it will focus on dialogue with characters and the building lore of the world.

World

Procedurally generated. Checkerboard style, each tile generated has an archetype such as “grassland”. Grasslands are more likely to generate next to other grasslands. Theres also “woods”, “mountains”, “swamps” etc. Some tiles may be generated to have towns on them or caves, ruins, crypts. There will be at least four major landmarks in each world that connect to the lore, like the sword slash highway.

You play the game in turns. Each turn you can either travel one tile up down left or right, or simply rest. Each tile will have an event. Sometimes that event is nothing happens, other times the event will be a character talking to you, or an enemy attacking. About 1/3rd of the time the event can simply be a description of an important event happening somewhere in the world, such as a battle between factions or between a big 8 character and a powerful enemy. The point of this game should be just as much about the world as it is about you. After the event has been resolved you can talk to a nearby character, manage your inventory, or do whatever.

Characters

This is the most important part of the project. Conversations should be able to be started at any time with any character in the near vicinity. Conversations have three phases: start, middle, end. Each component will have modifiers such as their personality, affinity towards the player, and their goals. The more the character likes the player the more likely they will strike up a conversation about a topic randomly. Also, they will use more positive adjectives and behaviors during dialogue.

The dialogue will be structured so that modifiers are all based on individual key words. Key words are things that a conversation can be structured around, such as a person, place, or thing. Each key word has associated modifiers with it. For example, bandits will have an affinity modifier of -50 so that most people don’t like them, while a person can have an affinity modifier of +20 if they get along well with most people. Some people can have high affinity towards others which have low opinions on them. For each generated character I want them to have a huge amount of modifiers associated with them for each key word that way they have a reaction to anything you could ask them about.

This ties into personality. Personality will have modifiers such as kind, silly, cruel, etc. This affects their sentence structure as well as word bank for adjectives and adverbs. There can be multiple characters with the cruel personality, and they would share the same sentence structure as eachother. Despite this, they would sound different because the word bank should be large as well as they would have different goals. Personalities will consist of type (cruel, kind), goal (meet x, defeat y, find z), regret (disliked by x, defeated by y, lost z), proud of (thing x, place y), fears (character x, place y), dislike (thing x, place y), like (thing x, place y, character z), attracted to (character x), hate (character x).

Cruel personality types will have a naturally higher affinity towards those similar to it, bad places, mean people, weapons, etc. They will also have lower modifiers towards personality types very dissimilar from theirs such as kind people.

Certain dialogue will only unlock when you have enough of an affinity with someone. For example, you can type in any key word to hear their opinion on it. However, if you get enough affinity with someone you can ask about them and they can reveal their traits such as goals, fears, etc. The longer you spend with someone the more their affinity and potentially love for you will grow as well.

The lore will be procedurally generated for the fantasy world. It will involve special weapons and artifacts. It will also include a Tensei-esque ‘Big 8’ style ranking system, which ranks the top 8 most powerful warriors in the world. The number one will always be an impossibly strong character that wanders the world looking for you, wanting to kill you. He will ask you if you know “your real life name” and kill you. He wants to kill you for similar reasons to saved 1.

Even the bandits will have their character sheet generated for them. In fact, they won’t even be called ‘bandits’ but rather ‘stranger’. Maybe their goal is simply to survive, and they have a cruel personality type. Most engagements won’t end in their instant death, but rather a dialogue with them where you can choose to spare or kill them. They can explain their situation, if they didn’t immediately die in the battle. Ideally, I would like to have hundreds of characters like this with their own goals moving around the world and doing their thing.

Battles should be no more than a simple dice roll where your odds of winning are your strength plus allies strength vs their strength. Your strength constitutes of your experience plus your gear strength.

When you start the game your character sheet will be randomly generated as well. You will have no choice as to whether or not you are better at archery, swordsmanship, magic, strength, etc. When you start you should have a circle of people you already know well and that like you, as well as a town you grew up in. You will have already explored the map in the nearby area and be friendly with people in the nearby town (unless you are cruel of course). Your adventure starts when you tell you family you want to go on an adventure and leave.

Eventually I would also like to include special events such as teleportation to a random place in the world, wars starting between towns, quests, bounty hunting, maybe some other things. For now the focus will only be the procedurally generated world and character dialogue.

https://gamedev.stackexchange.com/questions/145018/making-dialogue-different-with-each-playthrough