Nessie

Design Specifications

Gal Lalouche

August 30, 2014

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The following are the main player classes in the game:

1. Martial (Strength)
2. (Intellect)
3. Mage (Magicka)
4. Priest (Spirit)

1. The martial character uses weapons to damage enemies and protect itself and its allies
2. Its main attributes are
   - Strength for melee weapons
   - Dexterity for ranged weapons
3. It uses evasion(?) and damage mitigating armor to defend itself
4. Its main resource is Stamina
5. Variants are chosen by the weapon type

1. The engineer builds constructs to gain control the battlefield
2. Its main attributes are
   - Intellect for something?
   - Ingeniuty for something else?
3. It uses Armor that can get destroyed? yeah, that sounds kul to defend itself
4. Its main resource is Scavanged items!
5. Variants depened on the school of engineering

Mage
Master of the elements

1. The mage controls the elements of the universe, to vanquish its foes
2. Its main attributes are
   - Magicka for magic damage
   - Something for mana
3. It uses replinashable shields to defend itself
4. Its main resource is mana
5. Variants magic type, e.g., fire, cold

1. The priest gets its powers from some deity
2. Its main attributes are
   - Spirit for power of "spells"
   - Something else, for number of spells it can remember?
3. It uses ??? to defend itself
4. Its main resource is A finite number of spells
5. Variants type of diety worshipped

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These are the main combinations of two of the primary classes.

1. Rogue (Martial and Engineer)
2. Battle-Mage (Martial and Magicka)
3. Paladin (Martial and Priest)
4. Scientist (Engineer and Magicka)
5. Cleric (Engineer and Priest)
6. Shaman (Magicka and Spirit)