



Design Document for:

Sekia
A New World

Choose your own destiny!

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Version # 1.00

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1 Game Overview

1.1 Philosophy

The game is trying to drag the player in an immersive, story-driven RPG-world. Throughout the story the player can make choices in certain scenarios and thus changing how the story progresses.

The decision-based system aims to further immerse the player into the story.

1.2 Common Questions

1.2.1 What is the game?

The game is a story-driven, decision-based fantasy RPG where some choices made throughout the game hardly change the story at all while some other choices have a huge impact on the story, e.g. leading to deaths of major characters or even creating new antagonists.

1.2.2 Why create this game?

The purpose of making this game is to create an immersive RPG where the player has impact on how the story plays out, thus increasing the effect of the immersion.

1.2.3 Where does the game take place?

The game takes place in a world which consists of multiple, completely different worlds. Areas of these different worlds got originally pulled in into a dimensional rift connected to the current game-world, where these areas got reconstructed in a huge, new world called Sekia. To assist the player in imagining how Sekia was created there is a simple illustration in the "**Appendix: Illustration of Sekia's creation**" section.

1.2.4 What do I control?

The player controls the amnesiac protagonist who just woke up in a small forest near a wooden house, not remembering anything except the connection to the female protagonist.

1.2.5 What is the main focus?

The focus of the game is letting the player decide how he wants to alter the story. The main objective in the game is to reach the end of the story, where you can decide whether you want to defeat the main antagonist, the necromancer calling himself Veno of the void, or even aiding him in achieving his secret goal.

1.2.6 What's different?

The most similar games in the market right now might be the "Gothic" and the "Mass Effect" series. This game differs from these games in the way decisions affect the game and in the universe where the game takes place.

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2 Feature Set

2.1 General Features

- Captivating story
- Decisions affect story
- Leveling System
- Different storylines
- Immersive World

2.2 Gameplay

- Choices which affect the story
- Multiple playthrough value due to changing storyline
- Interesting Bossfights
- Being able to prevent events hinted through clues
- Multiple Endings

3 The Game World

3.1 Overview

The game is set in the world Sekia which was constructed out of areas of completely different worlds pulled together through a dimensional rift. These different areas are led by their respective factions, which were pulled alongside their worlds. Some factions harbor hostile intentions towards other factions, while some other factions live in peaceful coexistence with each other.

3.2 Enem

A resource needed by every living being, comparable to life energy. Enem is used for magic and certain actions. If the player's Enem is depleted, he will enter the state of Enem deficiency after some time, draining his HP until he dies. Enem deficiency is only curable by the mage faction called Agem.

3.3 Factions

The demo will cover 4 out of 8 total factions. Information about the other factions is written in the Appendix: Faction section.

3.3.1 The Necromancer Veno of the Void

Veno is introduced as the main antagonist pretty early in the game, right before the first bossfight. His intentions are unclear until later in the story. He is strong enough to be a faction on his own, leading countless mindless undeads in the area in the middle of the world, where the air is dangerous to every living being except him.

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3.3.2 The Mages, Agem

Wise humans which are able to use magic. They are the only faction being able to cure enem diseases like enem deficiency.

3.3.3 The Futurists, Fura

An extremely technical advanced faction that is able to use and construct guns and robots. They are able to build a device needed to enter the area of the necromancer, Owaria.

3.3.4 The Voidborn

Living on their homeworld of nothingness Kyomu, the voidborn were yearning for an alternative, beautiful home. The leaders of this faction were discussing about a certain project proposed by Veno were they artificially create a dimensional rift to travel to other dimensions in order to find a new home, but this project was deemed too dangerous and therefore got cancelled. However, the main antagonist Veno continued this project in secrecy and succeeded in creating a dimensional rift, traveling through it while harboring a huge amount of hatred towards his faction for calling his brilliant idea dangerous and foolish.

3.4 The Physical World

3.4.1 Overview

The physical world is a connection of multiple, different areas from completely different worlds pulled through dimensional rifts which were connected to one, single place, where they built a new world.

In this new world, these different areas are led by factions which were pulled along with their areas.

3.4.2 Key Locations

This sections covers the key locations in the demo.

- Kinen
 - The starting area where the player wakes up when starting the game. In this forest grow plants being able to alter a persons memory.
- Towa – capital of the Agem
- Miria – capital of the Fura
- Kiashi – An independent, small town near Kinen
- Owaria– the center of the map and the capital of the necromancer Veno.

3.4.3 Travel

The player travels through the world by foot.

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3.4.4 Weather

There will be rain and snow. This depends on the area.

3.4.5 Day and Night

The game alternates between day and night on a 24 hour scale.

3.4.6 Time

Players do have a time limit for certain quests. These can have quite an impact on the story, e.g. leading to the death of a character.

3.4.7 Currency

The currency used in this game is gold. It is used to purchase items or other things.

3.5 Rendering System**3.5.1 Overview**

This game is produced with the help of the Unity Engine. Unity uses a realtime-rendering engine.

3.6 Camera**3.6.1 Overview**

The game uses a maincamera which is following the character around, making it a 3rd person game. It is possible to move around the camera by holding the right mouse button.

3.6.2 Cutscenes

There will be different cameras used to record cutscenes.

3.7 Game Engine**3.7.1 Level Design**

Unity has an integrated level editor, which is pretty beginner friendly and nice looking. The simple integration of assets makes it easy to make the game look better. Many assets in the asset-store are free.

3.7.2 Water

There will be water in the game which is implemented using the free water-asset from Unity's built-in assets.

3.7.3 Collision Detection

Unity offers a variety of different colliders. For example there are box colliders, capsule colliders and mesh colliders. Mesh colliders take the shape of the mesh attached to the gameobject, therefore taking the shape of the object itself, while box colliders have the form of boxes and capsule colliders the form of capsules.

4 Game Characters

4.1 Overview

There are two main characters. The male protagonist Fane is the self-critic, protective friend of the female protagonist Aura, a shy, kindhearted girl who is decisive and fast acting in critical moments. Both main characters wake up near a wooden house in a small forest at the beginning of the game, without remembering anything except each other.

4.2 Characters in Depth

4.2.1 Fane

Age:	20
Current Faction:	None
Origin:	Voidborn
Place of Birth:	Kyomu
Background:	<p>Fane is a failed test subject in order to produce a being with an enormous amount of Enem. However, he could never produce more Enem than the average person.</p> <p>After deeming him a failed subject he had to work for one of the leaders in order to survive. Later he got tasked to spy on Veno because they suspected him of continuing to attempt creating the rift. Fane didn't realize that Veno was still carrying on his project and was too late to stop Veno, seeing him travel through the rift. Afraid of what would happen if he followed through the rift and of what would happen to him when the leaders realize that he failed his mission, he lived in hiding, while the voidborn concluded that he traveled through the rift alongside Veno.</p> <p>After hearing that they started the same experiment he had to endure with his dear friend Aura as the next test subject, he saved her out of the experimental institute and jumped into the rift with her.</p>
Traits:	<ul style="list-style-type: none">• Strong physical strength, due to him enduring hard tests and training on a daily base• Lack of self-confidence due to him always being deemed a failure• Extremely protective when it comes to Aura

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4.2.2 Aura

Age:	19
Current Faction:	None
Origin:	Voidborn
Place of Birth:	Kyomu
Background:	<p>Aura is the daughter of one of the leaders of the voidborn. After visiting the institute with her father as he wanted to witness the current state of the experiments, she witnessed Fane enduring his daily, cruel tests and felt truly sorry for him and secretly befriended him.</p> <p>While they continued the experiments on Fane she secretly sneaked into the institute from time to time in order to spend time with Fane. When she heard that they stopped experimenting on him she was relieved at first, but realized shortly after that he still lived in horrible circumstances serving her father.</p> <p>When she heard that Fane seemingly vanished through the rift she was extremely worried and blamed herself for not being able to help him. She was assigned as the next test subject and after enduring the experiments for one week she could not endure it anymore and gave up all hope. This is when Fane returned, rescued her from the institute and jumped into the rift with her.</p>
Traits:	<ul style="list-style-type: none">• Lack of recognizing danger if Fane is involved• Enormous amount of Enem gained through cruel experiments

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4.2.3 Veno

Age:	39
Current Faction:	Necromancer
Origin:	Voidborn
Place of Birth:	Kyomu
Background:	Veno was the leading scientist on Kyomu and the one who created and proposed the project for creating the dimensional rift. He could not understand why the leaders called his idea foolish, dangerous and nothing more than an ideal, leading to a hatred towards his fellow voidborn. He secretly continued the project and realized that Fane spied on him, but due to Fane's lack of experience it was pretty easy for Veno to fool him. He then created the rift and jumped into it, swearing that he would return, take revenge on the voidborn and lead the world. When he landed on Sekia he realized after a while that he could raise undeads with the help of Enem and use them to invade Kyomu. This intention is not revealed until the end of the game.
Traits:	<ul style="list-style-type: none">• Extremely powerful ,smart and scheming• His idealism changed into hatred towards the voidborn

4.2.4 Sabura

Age:	25
Current Faction:	Necromancer
Origin:	Unknown
Place of Birth:	Unknown
Background:	Sabura is first introduced as a dear friend of Fane and Aura, seemingly coming from the same world as they did. It is later revealed that he actually is an underling of Veno who used an elixir to manipulate their memories into thinking that he is a long known friend in order to lead them into a trap where Veno drains Aura's Enem, leading to the first bossfight. After defeating him, he reveals to Fane that Aura has an enormous amount of Enem and that Veno wants to make use of that, although Sabura himself doesn't know Veno's intentions. He also reveals that he enjoyed the short amount of time they shared and that he helped Veno because he promised that he could take him back to his world, where his family is waiting for him. It is possible to weaken him before the bossfight if the player finds the clues, revealing him being an enemy before the bossfight.
Traits:	<ul style="list-style-type: none">• Homesick, wants to see his family again at all cost• Knowledgeable in alchemy

5 User Interface

5.1 Overview



5.2 Level and Experiencebar

Through killing enemies and completing quest, the player will gain experience. If the player has gained enough experience, he will level up, giving him additional HP and Enem and increasing the amount of experience the player needs to level up. More detailed information about leveling is written in the “**Appendix: Level Formula**” section.

5.3 Healthbar

If the healthbar reaches 0, the player dies.

5.4 Enembar

A resource the player needs to cast magic and perform certain actions. It also functions as a life-force, meaning that if the enembar reaches 0, the player will receive damage over time until he has atleast 1 Enem.

5.5 Gold

Shows the amount of gold the player has. Gold is needed to buy items and is gained through completing quests, killing enemies and selling items.

6 Single-Player Game

6.1 Decisions

Throughout the story, events happen where the player has to make a decision. While some decisions have hardly any effect at all, some other decisions are pretty impactful, e.g. being able to change the mentality of factions towards another or being able to create new bossfights. An example for a pretty impactful decision you have to make is whether the player accepts a quest where a mother is running to the player, pleading him to save her kid. If the player decides to save the kid the player will get a reward and some discounts in a near town, not leading to any major changes. But if the player decides to decline the quest, leading to the death of the kid, the mother becomes an antagonist in the story and one of the major bossfights later in the game.

6.2 Background Story

The dimensional rift is the result of a rejected project created by a voidborn, a faction yearning to escape their dull world, called Veno. At first, his only intention was to lead his faction towards a better future, but after rejecting his idea, deeming it dangerous and just an ideal, he grew a huge amount of hatred towards the voidborn. After some time on Sekia, he manipulated Sabura and planned his invasion with an army of undeads with the goal to invade Kyomu and lead the voidborn. The protagonists Fane and Aura, also voidborns, were test subjects in order to produce a being with an enormous amount of Enem. In order to escape these experiments Feno and Aura escaped through the rift, landing on Sekia without any memories except that they are close to each other. More detailed information about the characters are written in the **“Characters in Depth”** part.

The player does not know that. The player does not know how and why the rift appeared, nor where the main characters came from and why there are amnesiac, nor who this mysterious man called Veno is and what his objective is. The player learns all this as the story progresses.

The goal of the story is to make the player constantly ask himself these questions, how the story goes on and how it concludes, further increasing the immersion and the tension.

6.3 Victory Conditions

The player wins the game if he completes the main storyline.

7 Appendix

7.1 Appendix: Demo-Story

This section just covers the story-part which is intended to take place in the demo. More detailed information about character backgrounds is written in the **“Characters in Depth”** section and more information about the background story is written in the **“Background Story”** section.

The two protagonists Fane and Aura wake up in a small forest near a wooden house, not being able to remember anything except that they are close to each other. Their seemingly friend Sabura appears and the protagonists remember him as a friend. He asks them if they remember anything, telling them that they fell through the rift and must have hurt their heads on the impact. The player has to complete the introduction quests for him, learning certain key parts of the game. After completing these quests, an obviously emotional upset mother runs to the player asking him for help in order to rescue her kid. This is where the player can make his first decision. He can either help the mother and rescue the kid from a great danger and just get small rewards for that, or he can decide to decline. If he decides to decline, the kid will die and Veno will take advantage of the shocked mother, promising her to resurrect her dead kid. This will result in the mother being a major undead, mindless and hateful bossfight later in the game. This bossfight will not take place in the demo.

Following that event, Sabura will give the player a quest where they have to collect certain parts. Some parts are found in the first town the player can visit under the pretext of building a device helping the protagonists to regain their memories. This device is actually built for Veno's plan to drain Aura's Enem. While collecting the items, there are multiple hints that Sabura might be an enemy, that the device could be used to drain Enem and that the protagonist's memories might be manipulated with the help of plants which grow in Kinen. After finding a sufficient amount of hints and building the device, the player is able to attack Sabura, hurting him in the process. Either way the next quest is to go to Owaria in order to search for a man who might know more about the dimensional rift and the cause of the protagonist's amnesia. This man is revealed as Veno, ambushing them and draining Aura's Enem. Sabura appears and, if the player didn't reveal him as an enemy yet, introduces himself as an ally of Veno. Veno tells Sabura to finish them off while he keeps draining the Enem, leading to the first bossfight. This bossfight also is a time trial. If the player manages to defeat Sabura within a certain time limit, Aura will have still have some Enem left. If the player does not manage to defeat him in the given time, Aura will enter the state of Enem deficiency. If the player takes much longer than the given time limit, Aura dies. After defeating Sabura, Veno disappears and Sabura reveals to Fane that Aura has an enormous amount of Enem and that Veno wants to make use of that, although Sabura himself doesn't know Veno's intentions. He also reveals that he enjoyed the short amount of time they shared and that he helped Veno because he promised that he could take him back to his world, where his family is waiting for him.

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7.2 Appendix: Level Formula 1

This is the currently used level formula of the game. It aims to be less linear than level formula 2 in order to make leveling up harder once the player reaches the higher levels.

```

1  maxExperience = 150; // this is the experience needed from level 1 to level 2
2  exponent = 1,1;
3
4  maxExperience = maxExperience * exponent;
5  exponent = exponent + 0.015F;
```

Level	Experience for levelup	Total Experience needed
1	150	0
2	165	150
3	184	315
4	208	499
5	238	707
6	276	945
7	324	1221
8	386	1545
9	465	1931
10	568	2396
11	701	2964
12	876	3665
13	1108	4541
14	1419	5649
15	1837	7068
16	2407	8905
17	3189	11312
18	4273	14501
19	5790	18774
20	7933	24564
21	10987	32497
22	15382	43484
23	21765	58866
24	31124	80631
25	44975	111755

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7.3 Appendix: Level Formula 2

This was the first used level formula of the game.

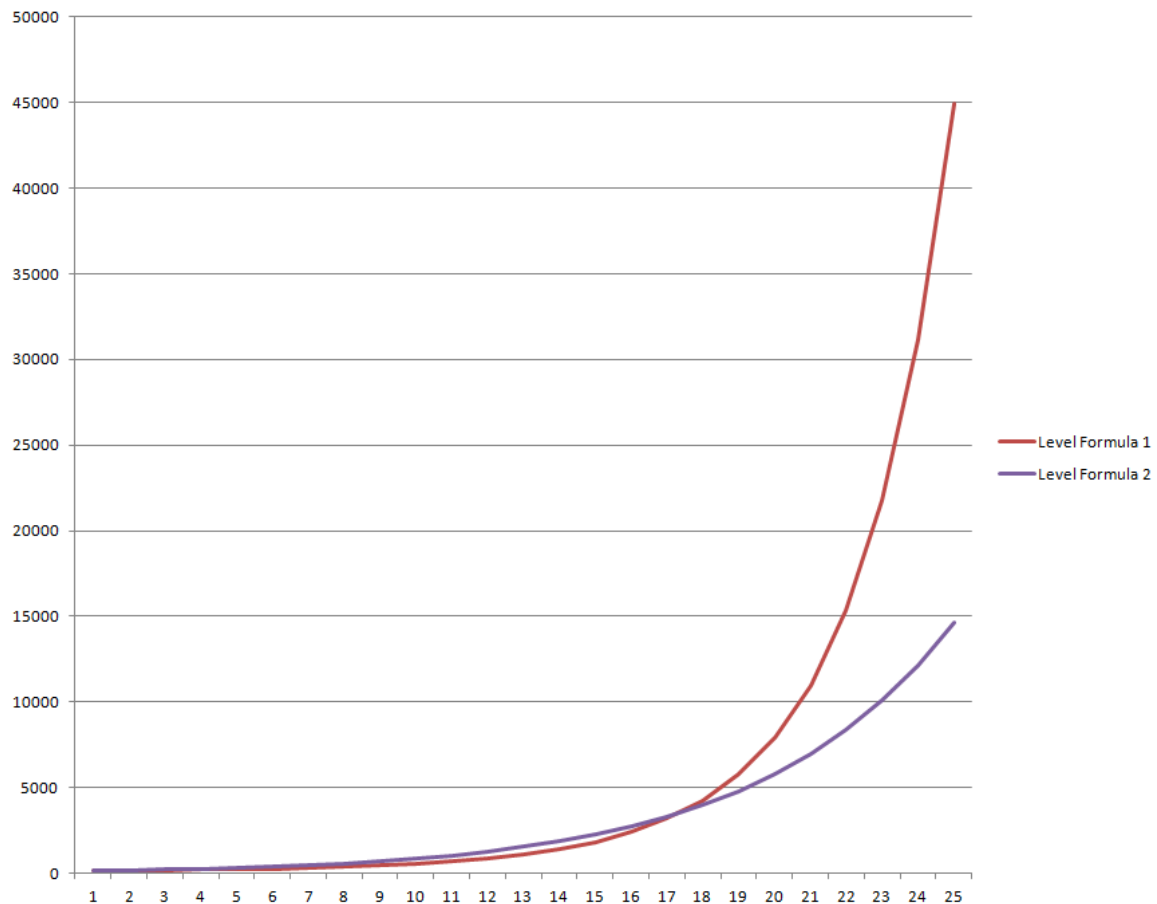
```
1  maxExperience = 150; // this is the experience needed from level 1 to level 2
2  maxExperience = (maxExperience + level) * 1.2;
```

Level	Experience for levelup	Total Experience needed
1	150	0
2	181	150
3	220	331
4	267	551
5	326	818
6	397	1144
7	483	1541
8	588	2024
9	716	2612
10	870	3328
11	1056	4198
12	1280	5254
13	1550	6534
14	1876	8084
15	2268	9960
16	2740	12228
17	3307	14968
18	3989	18275
19	4808	22264
20	5792	27072
21	6975	32864
22	8395	39839
23	10100	48234
24	12148	58334
25	14606	70482

There is no planned levelcap, but it will take a huge amount of time to increase the level once the player reached around level 20.

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7.4 Appendix: Level Formula comparison



7.5 Appendix: Factions

This section covers the remaining 4 factions which will not have any appearance in the demo.

- The Assassins, Koros
Extremely fast and deadly humans. They use special martial arts in order to get close to their enemy without him realizing. The area of the Koros is shrouded in a mysterious fog.
- The Beasttamer, Kemon
The Kemon share a deep connection with their beasts, treating them as their equal or sometimes even higher. They live in an area covered by forests.
- The Elementalists, Godia
The Godia are able to control the power of the elements. Usually an elementalists is only being able to control one element, but some powerful ones can control more than one. They live on the mountains and in manmade caves.
- The Martialists, Keshi
The Keshi are simply physically strong humans with a high knowledge in martial arts techniques. Some of them fight barehanded while others fight with medieval weapons like axes, swords, maces and shields.

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7.6 Appendix: Illustration of Sekia's creation

This illustration supports the player in imagining how Sekia was formed.

