# Story and game progression

The game is set in the medieval-like era however magic is also a part of this world. The world is controlled by different clans and they each hold a settlement. Although these cities look unique, they contain similar buildings. These clans have been fighting each-other for hundreds of years and it is up to the player to unite them under one banner.

The game progression is outlined in the point below:

* The player character gains experience when they successfully attack a city’s castle. If the character gains enough experience to advance their level, they gain ability points which they can spend.
* The available abilities are in the form of several ability trees. It is only possible to unlock a later ability if the previous abilities of that tree have been unlocked.
* Furthermore, with the gold the player earns, the character can upgrade their weapon and buy health potions.
* When the character has conquered all the cities the game ends.

# Game Mechanics

**Player Movement:**

* Player will be able to move on world map using ASWD keys on keyboard.

Very little physics is required one example is hit detection, this occurs when colliding with the city icons on the map.

* When a player enters a city, the player character disappears and buildings with clickable options are shown on screen.

**Combat:**

* It is a purely turned based game with no movement just the option to click buttons for player actions such as attack and defence.
* Health bars to show damage dealt and taken by the player and his opponent.

A picture containing text, map, table

Description automatically generated

* Players will have the option to take health potions during combat to revive their health. There will be a limit to the capacity of a health potion to avoid players over use to avoid death (i.e. cheating).
* Damage dealt will pop in text box above player or enemy to make it enjoyable also giving feedback to the player. It will enable the player to see the amount of damage inflicted with new level/upgraded weapons.

**Player Attributes:**

* The player attributes will affect how much damage is dealt.
* The plan is that strength and dexterity attributes will increase chances of scoring a hit on enemy by 20% (max).
* The agility attribute will increase the level of defence.

A picture containing fan, speaker

Description automatically generated

**Fight Mechanics:**

* Player and enemy will start with a lower chance of scoring a hit on each other ie.LvL1 range 40-60% to hit and LvL2 50-70% .
* We are using probability mechanics to decide whether it is a hit or not, therefore we plan to put an automatic hit function when the player or enemy has 3-4 misses in a row to keep game enjoyable. You don't want 10 misses in a row as its just unfair and boring.

A close up of a sign

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# System Menu

The opening scene of the game shows a menu ([Figure 1](#_Toc34764038) ) with three choices for the player, these can be accessed by pressing the interactive buttons.

* The first option is for a “New Game”, which transfers the player to a new scene where a character can be created.
* The “Resume Game” button takes the player to the saved game screen where it is possible to choose from previously saved games.
* This is the “Options” button which changes to a scene with different game options available for the game. The player can change the sound settings and difficulty settings for the game here.

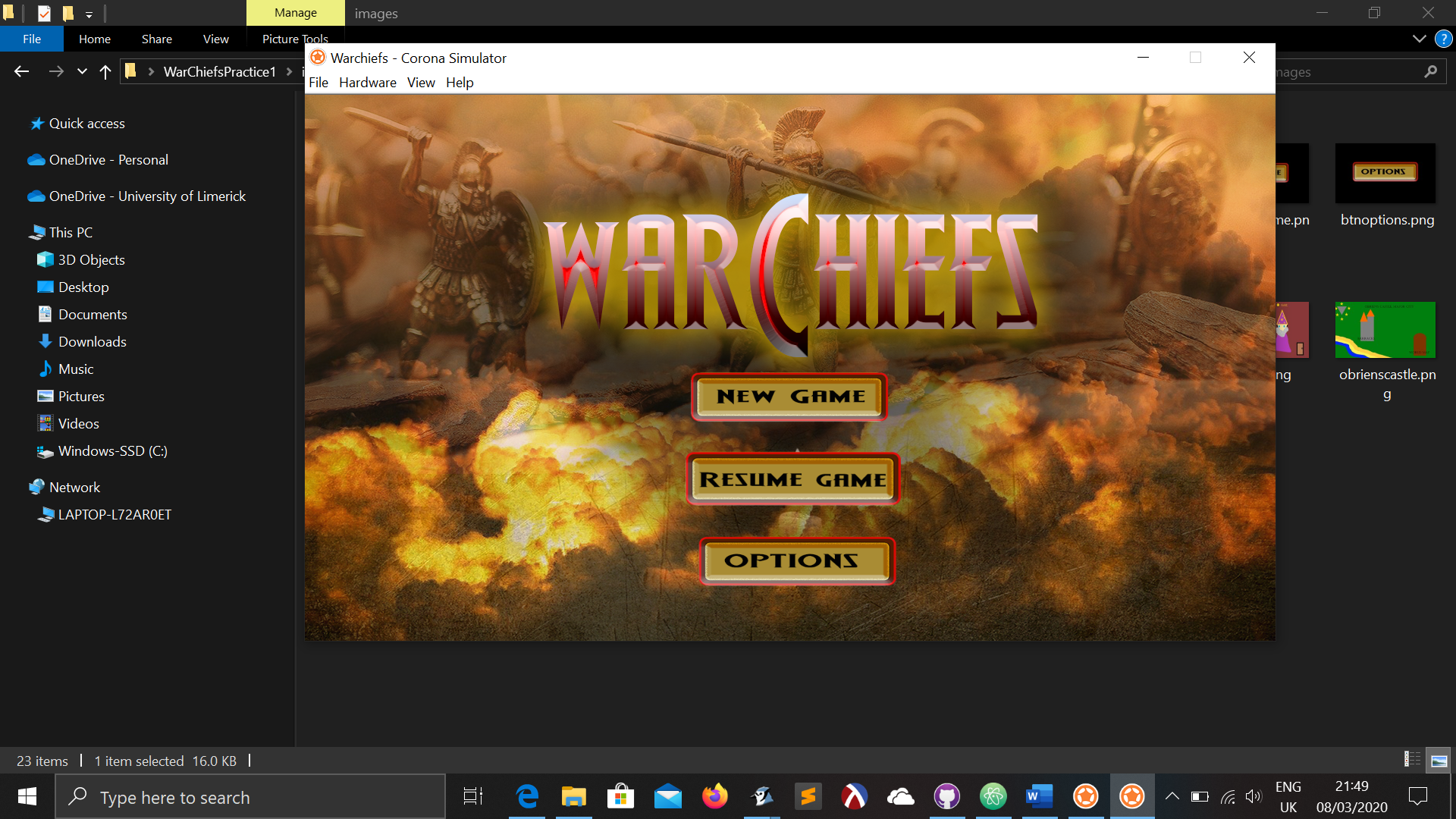
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Figure 1

The game begins with a new menu ([Figure 2](#_Toc34764039) ) where the player creates a character using the options available. We have yet to finalise our number of clans, their names and crests.

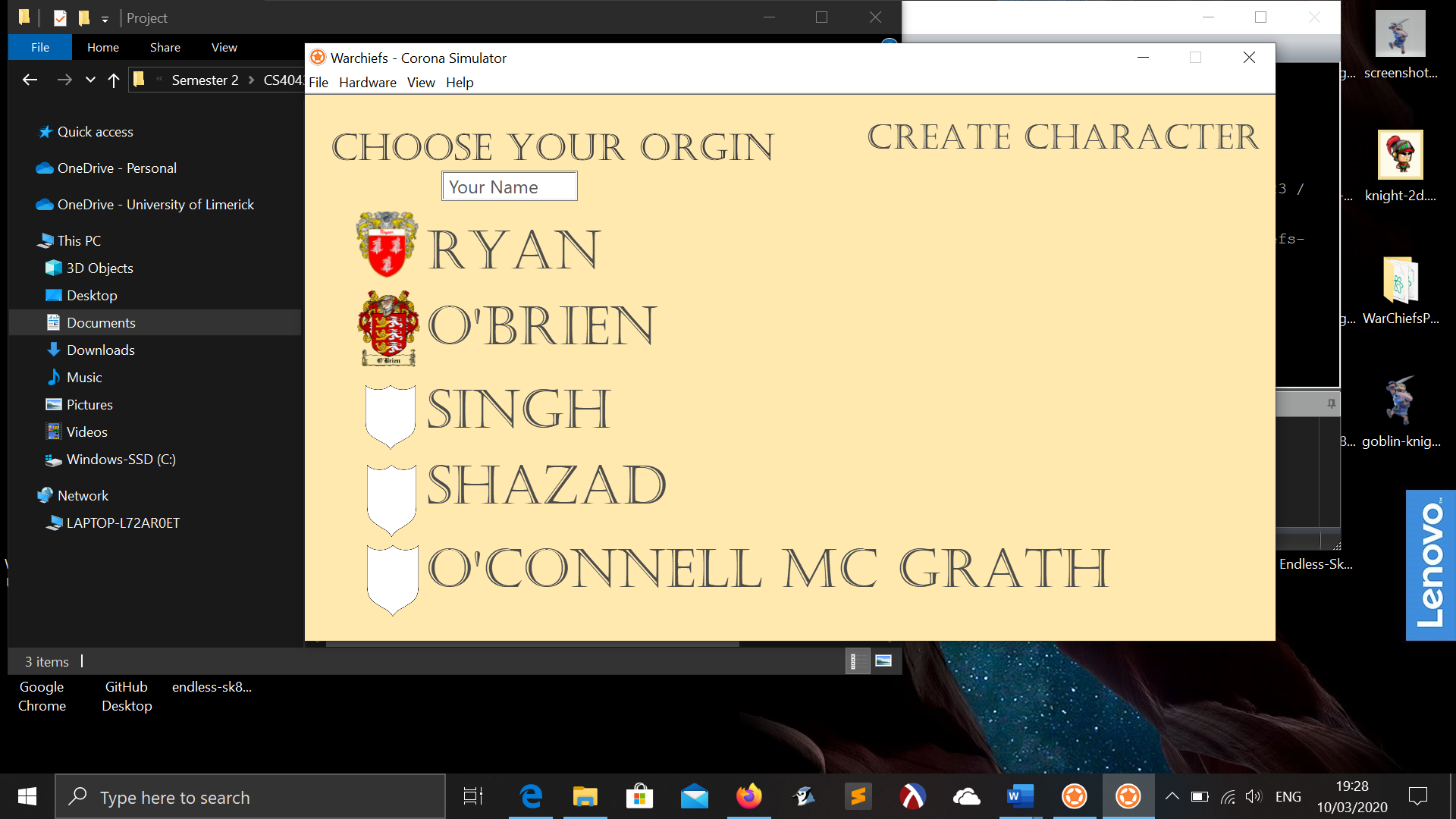
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Figure 2

The next screen is the character creation screen with a system menu ([Figure 3](#_Toc34764040) ) to choose a name, gender, and the option to distribute attribute points. The plan is to create male and female characters which will appear when you make your gender choice.

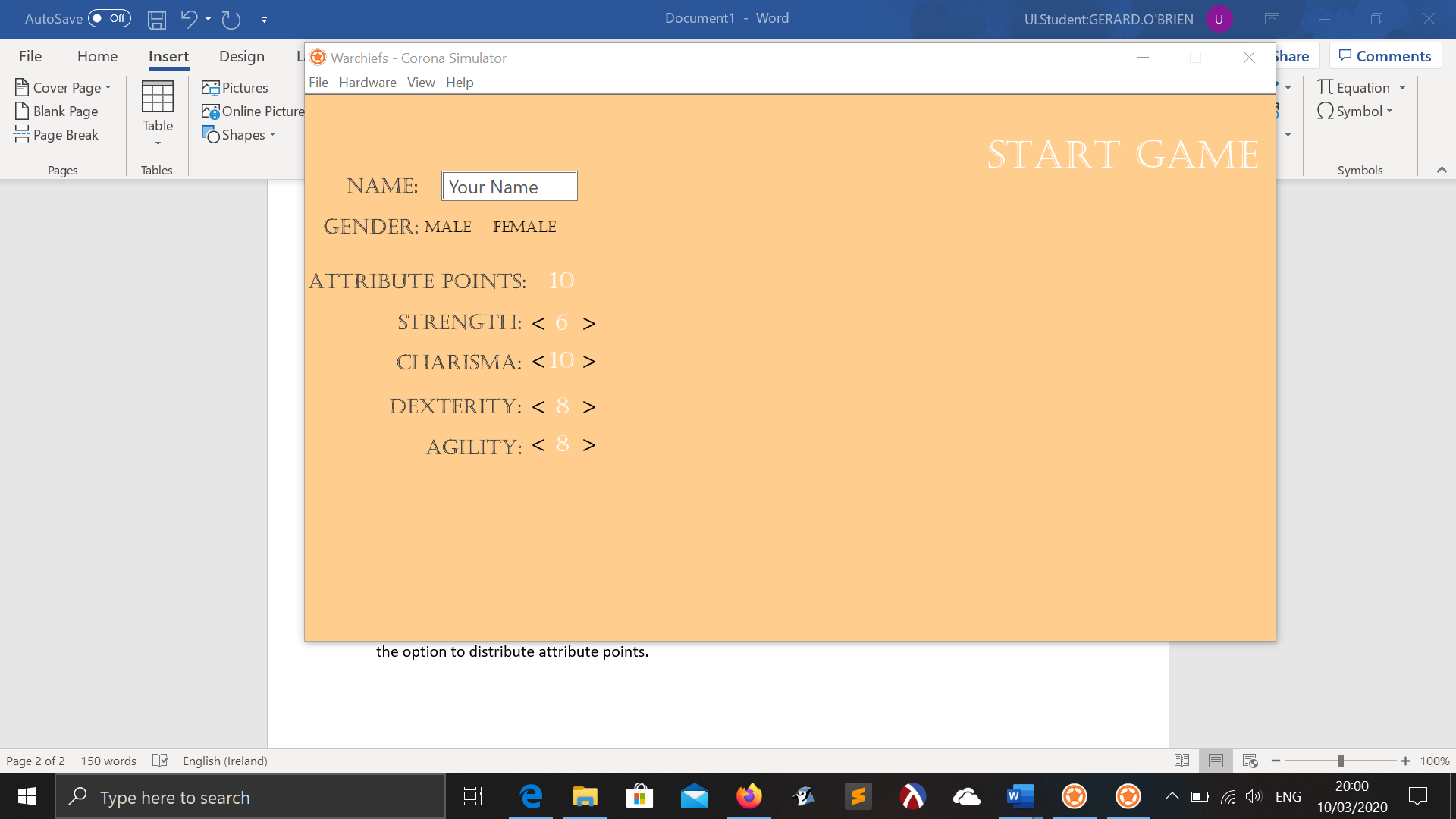


Figure 3