

# Calynux

THE LAST RIDE

# GAME DESIGN DOCUMENT

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# CALYNXX: THE LAST RIDE

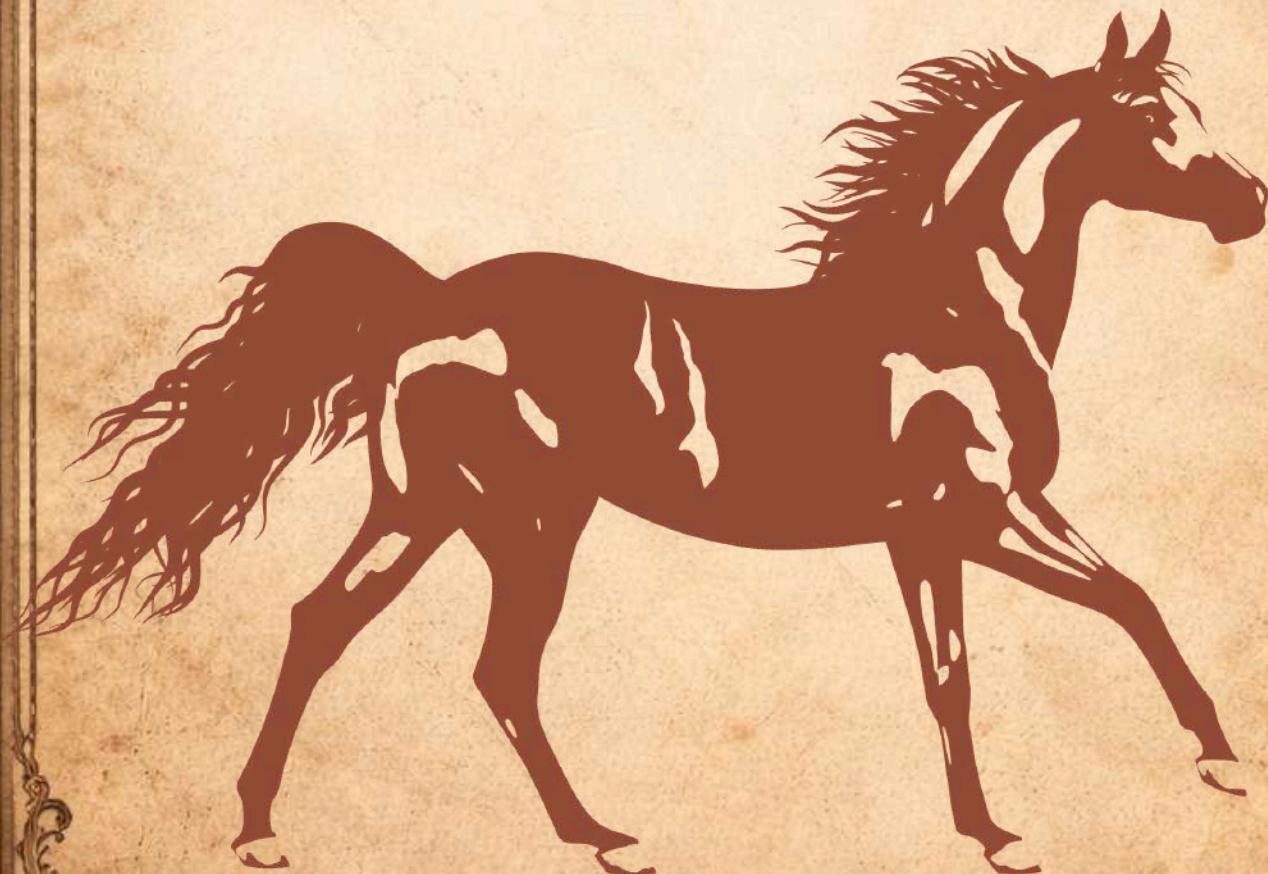


GAME DESIGNER: JANESHWARAN R

GENRE: NARRATIVE STRATEGY + LIGHT RTS +  
ECONOMY MANAGEMENT

ENGINE: ( UNITY )

TARGET PLATFORM: MOBILE



# CORE GAME IDEA :-

AFTER A BRUTAL MEDIEVAL WAR, A LEGENDARY KNIGHT DIES WEEKS AFTER VICTORY. HIS LOYAL WAR HORSE, CALYNXX, DOES NOT UNDERSTAND DEATH. BELIEVING ITS MASTER IS ALIVE SOMEWHERE IN THE KINGDOM, CALYNXX BEGINS A JOURNEY TO FIND HIM.

## AS THE HORSE TRAVELS:

- WOLVES CHASE IT.
- STAMINA DRAINS.
- VILLAGES STRUGGLE AFTER WAR.
- ANIMALS NEED HELP.
- PEOPLE REMEMBER THE HERO.

BY HELPING VILLAGES AND ANIMALS, CALYNXX EARNES TRUST AND RECEIVES CLUES THAT SLOWLY GUIDE IT TOWARD WHERE ITS MASTER MEMORIAL IS.

## THE EMOTIONAL CORE:

THE PLAYER KNOWS THE MASTER IS DEAD.  
CALYNXX DOES NOT.



# CORE GAMEPLAY MECHANICS

## A. MOVEMENT & CONTROLS (2D PLATFORMER)

PLAYER CONTROLS CALYNXX USING: (BUTTONS)

- WALK
- RUN (CONSUMES STAMINA)
- EAT GRASS
- SIT / SHORT NAP
- INTERACT / PICK UP
- DROP ITEM
- JUMP

## B. STAMINA SYSTEM (PRIMARY SURVIVAL MECHANIC)

CALYNXX HAS A STAMINA BAR.

### STAMINA DECREASES WHEN:

- RUNNING
- CARRYING ITEMS
- ESCAPING WOLVES
- CROSSING RIVERS

### IF STAMINA REACHES ZERO:

- CANNOT RUN
- MOVES SLOWLY
- MORE VULNERABLE TO WOLVES



### STAMINA RESTORES BY:

- EATING GRASS
- DRINKING FROM RIVER
- TAKING SHORT NAP
- RESTING IN TRUSTED VILLAGE STABLE

THIS FORCES RESOURCE AND TIME MANAGEMENT.

## **C. WOLF CHASE SYSTEM**

RANDOMLY TRIGGERED IN FOREST AND WILD REGIONS.

### **PLAYER MUST:**

- SPRINT
- JUMP OBSTACLES
- CROSS SHALLOW RIVER
- HIDE BEHIND ROCKS

### **IF CAUGHT:**

- LOSE HEALTH
- DROP CARRIED ITEMS
- MISSION MAY FAIL
- TRUST METER DECREASES

THIS CREATES TENSION AND URGENCY.

## **D. VILLAGE RELATIONSHIP SYSTEM**

### **EACH VILLAGE HAS:**

TRUST METER

TRADE LEVEL

MISSION TIME LIMITS

### **HELPING VILLAGERS:**

- INCREASES TRUST
- UNLOCKS STABLE REST
- REDUCES DELIVERY TIME LIMITS
- UNLOCKS ECONOMIC BONUSES
- REWARDS STORY CLUES

### **FAILING MISSIONS:**

- LOWERS TRUST
- VILLAGE MAY REFUSE TASKS
- HIGHER TIME PRESSURE
- REDUCED REWARDS

### **IF TRUST DROPS TOO LOW:**

VILLAGE REJECTS CALYNXX TEMPORARILY.

## **E. ANIMAL COMMUNICATION SYSTEM**

CALYNXX CAN COMMUNICATE WITH ANIMALS.

### **SIDE MISSIONS INCLUDE:**

- HELP FOX FIND CUBS
- CARRY INJURED DEER ACROSS RIVER
- DELIVER FOOD TO TRAPPED ANIMALS

### **ANIMAL MISSIONS:**

- INCREASE STAMINA REGEN BONUS
- REVEAL HIDDEN SHORTCUTS
- PROVIDE EMOTIONAL STORYTELLING
- OCCASIONALLY GIVE RARE CLUE FRAGMENTS

## **RTS LIGHT ECONOMY SYSTEM**

WHILE GAMEPLAY IS 2D PLATFORMER, VILLAGES OPERATE ON A LIGHT RTS MANAGEMENT LAYER.

### **EACH VILLAGE PRODUCES:**

- FOOD
- WOOD
- IRON
- CLOTH

### **PLAYER INFLUENCES ECONOMY BY:**

- CHOOSING WHICH VILLAGE TO SUPPORT
- DELIVERING RESOURCES BETWEEN VILLAGES
- PRIORITIZING PRODUCTION TASKS

### **EXAMPLE:**

DELIVER WOOD TO RIVERBEND

BRIDGE REPAIRED

UNLOCK NEW REGION SHORTCUT.

## **STRONG VILLAGE ECONOMY RESULTS IN:**

- MORE GRASS SPAWN
- SAFER ROADS
- FEWER WOLF ATTACKS
- FASTER CLUE UNLOCKS

## **WEAK ECONOMY RESULTS IN:**

- SCARCE FOOD
- MORE WOLVES
- STRICTER MISSION TIMERS

ECONOMY STABILITY IS REQUIRED TO UNLOCK NEXT REGIONS.

# **MISSION & REWARD SYSTEM**

## **MISSION TYPES**

1. DELIVERY MISSIONS
2. ESCORT MISSIONS
3. ANIMAL RESCUE
4. RESOURCE TRANSFER
5. EMERGENCY SUPPLY

## **REWARDS:**

- TRUST INCREASE
- RESOURCE BONUS
- VILLAGE GROWTH
- CLUE FRAGMENTS

## **CLUE FRAGMENTS COMBINE TO UNLOCK:**

- WAR BANNER PIECE
- MASTER'S ARMOR FRAGMENT
- MEMORIAL PLACE DIRECTION MAP
- FINAL REGION ACCESS

MISSION REWARDS DIRECTLY PUSH NARRATIVE FORWARD.

# PLAYER GOALS & PROGRESSION

## SHORT TERM GOALS

- MAINTAIN STAMINA
- ESCAPE WOLVES
- COMPLETE DELIVERIES ON TIME
- PROTECT RELATIONSHIP METERS

## MID TERM GOALS

- GROW VILLAGE ECONOMY
- INCREASE TRUST LEVELS
- UNLOCK STABLE REST ZONES
- STRENGTHEN STAMINA CAPACITY

## LONG TERM GOAL

- COLLECT ALL CLUE FRAGMENTS
- STABILIZE REGION ECONOMY TO REQUIRED LEVEL
- UNLOCK FINAL MEMORIAL PLACE
- REACH MASTER'S RESTING PLACE

# PLAYER GOALS & PROGRESSION

## HORSE LEVELING

CALYNXX GAINS EXPERIENCE BY:

- COMPLETING MISSIONS
- SAVING ANIMALS
- PROTECTING TRADE ROUTES

## LEVEL UPGRADES:

LEVEL 1 – BASIC STAMINA

LEVEL 2 – INCREASED STAMINA CAPACITY

LEVEL 3 – FASTER STAMINA RECOVERY

LEVEL 4 – CARRY HEAVIER ITEMS

LEVEL 5 – REDUCED STAMINA DRAIN WHILE RUNNING

& ETC

## **REGIONAL STABILITY METER**

### **GLOBAL METER TRACKING:**

- VILLAGE PROSPERITY
- TRADE EFFICIENCY
- WOLF THREAT LEVEL

### **HIGHER STABILITY:**

- EASIER MISSIONS
- MORE SAFE ZONES

### **LOWER STABILITY:**

- HARDER MISSIONS
- MORE WOLF ATTACKS

FINAL REGION UNLOCK REQUIRES 70% STABILITY.

## **DIFFICULTY CURVE**

### **ACT 1 PEACEFUL FIELDS (EASY)**

- FEW WOLVES
- SHORT MISSIONS
- HIGH GRASS AVAILABILITY
- TUTORIAL SYSTEMS INTRODUCED

### **ACT 2 DEEP FOREST (MEDIUM)**

- FREQUENT WOLF CHASES
- MULTI-STEP DELIVERIES
- LIMITED GRASS AREAS
- STRICTER TIME LIMITS



### **ACT 3 WAR TORN LANDS (HARD)**

- SCARCE STAMINA SOURCES
- SIMULTANEOUS MISSIONS
- DISTRUSTFUL VILLAGES
- INCREASED WOLF AGGRESSION

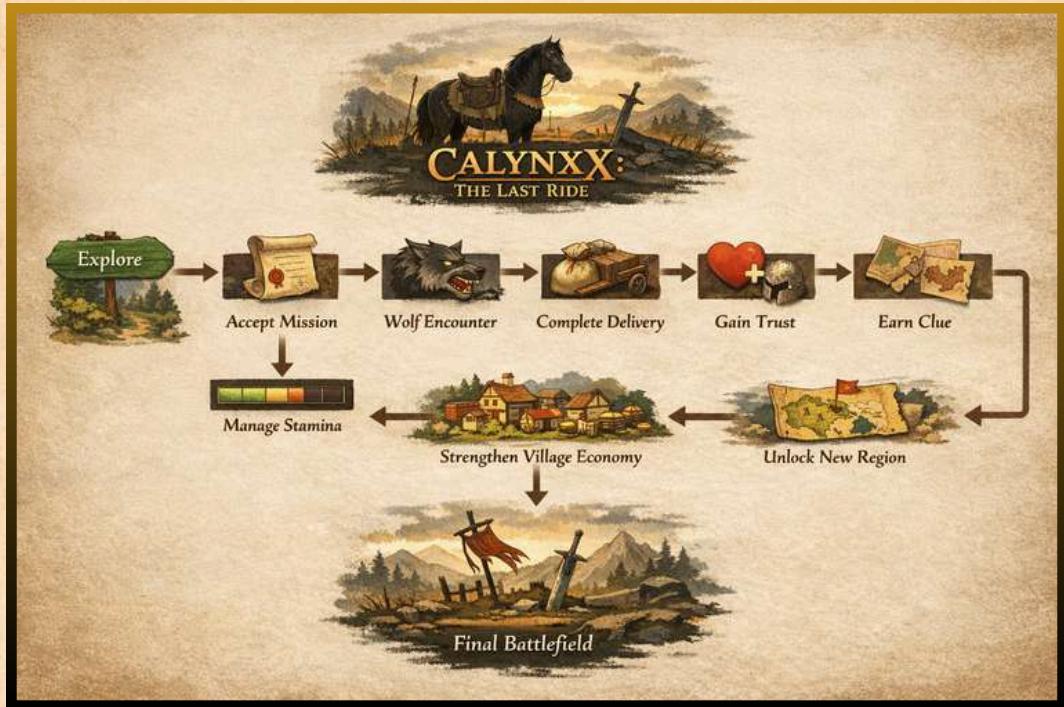
### **FINAL ACT THE FALLEN BANNER (EMOTIONAL CLIMAX)**

- NO VILLAGES
- VERY LIMITED STAMINA REFILL
- ONE LONG FINAL RIDE
- DISCOVER MASTER'S GRAVE MARKED BY SWORD

**CALYNXX WAITS BESIDE IT.**

**SCREEN FADES.**

# FLOW DIAGRAM :



## MONETIZATION & LIVE SYSTEMS DESIGN

(MOBILE FREE-TO-PLAY MODEL)

BUSINESS MODEL

FREE-TO-PLAY

OPTIONAL PURCHASES FOR CONVENIENCE AND COSMETICS.

NO PAY-TO-WIN BLOCKING STORY PROGRESSION.

## **DEATH & CONTINUE SYSTEM**

WHEN CALYNXX DIES (WOLF ATTACK OR STAMINA EXHAUSTION DURING CHASE):

PLAYER GETS TWO OPTIONS:

### **OPTION A FREE CONTINUE**

- RESTART FROM LAST CHECKPOINT
- STAMINA RESETS TO DEFAULT LEVEL
- MISSION TIMER RESETS
- MINOR TRUST PENALTY (IF MISSION FAILED)

### **OPTION B INSTANT REVIVE (PREMIUM)**

- REVIVE AT DEATH LOCATION
- KEEP MISSION PROGRESS
- NO TRUST LOSS
- KEEP CARRIED ITEM

### **COST:**

- WATCH AD (1 FREE REVIVE PER LEVEL)
- SPEND PREMIUM CURRENCY

THIS KEEPS MONETIZATION SOFT AND OPTIONAL.



# PREMIUM CURRENCY SYSTEM

**CURRENCY NAME: SILVER HOOF TOKENS**

**EARNED BY:**

- COMPLETING MISSIONS
- HIGH TRUST MILESTONES
- DAILY REWARDS
- IN APP PURCHASE

## **BOOSTERS (OPTIONAL PURCHASES)**

BOOSTERS ARE TEMPORARY AND BALANCED.

### **SPEED BOOST**

- +20% RUNNING SPEED
- REDUCED STAMINA DRAIN
- DURATION: 5 MINUTES

### **WOLF PROTECTION CHARM**

- WOLVES SLOWER FOR LIMITED TIME
- REDUCES DAMAGE TAKEN

### **ENDLESS GRASS PACK**

- SMALL STAMINA AUTO REGEN BOOST FOR ONE MISSION

**IMPORTANT:**

THESE DO NOT REMOVE CHALLENGE.

THEY ASSIST BUT DON'T GUARANTEE SUCCESS.

THANK YOU

