



Calynux

THE LAST RIDE

GAME DESIGN DOCUMENT

BY :- JANESHARAN RAMESH



CALYNXX: THE LAST RIDE

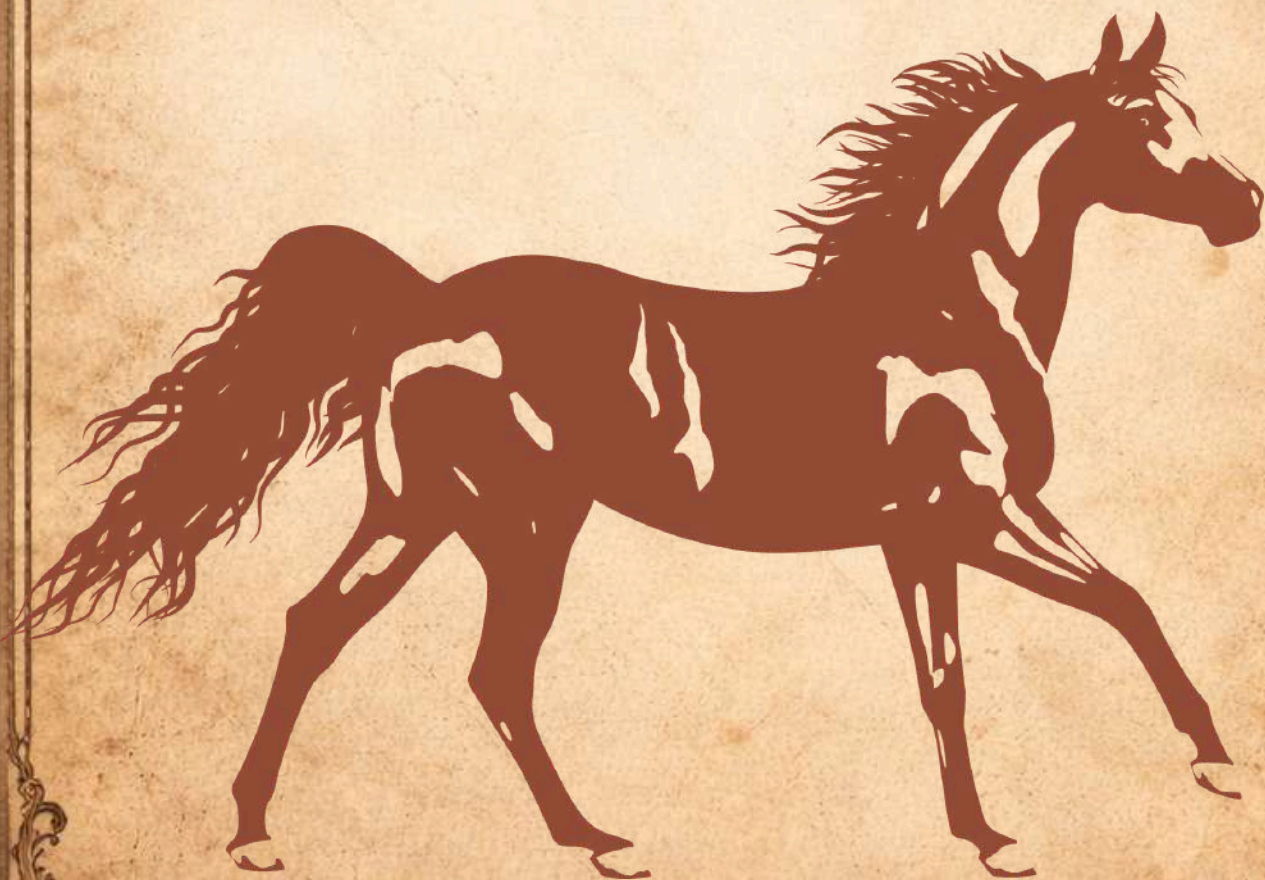


GAME DESIGNER: JANESHWARAN R

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 EARNS 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

