ETGG1802

Spring 2012

Design Document

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Story

* Fantasy setting.
* Classes
  + Mage, Fighter, Thief, Cleric
  + Attributes (for all class-types):
    - Hp:
      * Heal-over-time, or go back to time, or require a cleric in team???
    - Speed
    - Attack-power
    - Defense???
    - …???
  + Skills / Abilities / Level-ups
    - Each level increase is a pre-determined stat increase
    - Each class initially has 1 special ability.
      * We’ll have a (relatively small) number of additional skills for each class that are unlocked at level-ups.
      * The powers are pre-determined (e.g. at level 10, fighter gets power “x”)
    - Discussions of actual number and types of powers???
* Items
  + Simple inventory (small number of items)
    - Increase stats
    - Cosmetic
  + Economy (loot-drops and chests)
    - No gold
  + Stash???
* Basic Story (do this in the first interval)
* World structure???
  + Hub (city) and connected maps.
  + Monsters get harder the farther from the hub.
  + Ideas for areas on the maps???

Gameplay Features

* Networking
  + Mainly co-op (no friendly fire)
  + Possibly a PvP arena
  + In-game (typing) chat
    - Global (on box), whisper (targeted to a particular user)
* Top-down view (of the map)
* Scrolling large (maps)
* Bullet-type shooter
* Attempt a rotate-able view
* Monsters /quests grant XP. Monsters respawn; Quests are “instance-based” (each player has a chance to participate in each quest)