**Land of Duwyn GDD**

**GAME3030 Game Production 6**

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**Game Overview**

*Land of Duwyn* is a **role-playing** and **city-building game** set in a medieval time period, where the players find themselves in charge of a small hamlet, with an even smaller populace residing in it. The players’ task is to make sure their small home manages to survive in the harsh environment. From worries such as food and resource shortages, to wild animals and bandits attacking, it is your responsibility to watch over your village and make it grow.

*Land of Duwyn* is a game that borrows elements from the **RPG** and **City-Building** genres. The player is capable of going out and personally dealing with problems as they arise, such as heading out with an axe to gather lumber or taking a spear to deal with wild boars. But they are also in charge of choosing how their village functions: assigning citizens certain roles, planning building projects, and dealing with troublesome events is an additional part as the head of a growing village. The gameplay switches between a First-Person view, and a Top-Down view, depending on the current game state.

Each day, the player can choose what doctrine or idea they want to commit and assign appropriate resources as needed, before heading out to do certain tasks with their own hands. From forming groups of miners to head out with you, to assigning small squads of militia to protect your builders, *Land of Duwyn* will have allow for players to decide how they want to run their village.

**Game Mechanics**

**The Player**

The player is the head of the village, and is in charge of making sure it runs smoothly. Values and resources such as food, population, lumber, and more has to be kept in mind in order to make sure the village stays happy. They are also in charge of assigning roles to villagers, which are automated tasks that they will do during the day.

Players are able to assign tasks and manage the village by using an interactive ‘desk’ located at their home. While in this mode, the camera will zoom out into an RTS/City-Building styled mode, with the appropriate UI elements to assign roles and construct buildings in the terrain around them. Upon exiting, the camera will return to a First-Person view, and the controls are returned back to a standard RPG moveset.

The player is capable of doing any of the roles – from gathering resources, hunting, or fighting. Players will always complete their tasks faster than the regular AI, allowing them to have a greater effect on their end goal, as well as being able to deal with situations the normal townspeople will not be able to.

**The Villagers and their Roles**

Villagers are the amount of people living in your hamlet, and can differ in sex and age. Players can assign roles for them to work on, allowing the village to passively gain resources without the constant presence of the player. However, certain events and creatures may require roles to be changed every now and then – An influx of monsters near the woods would mean it would be ideal to send less woodcutters out, or a sudden migration of deer should encourage the player to change the villagers into hunters.

Villagers are not invulnerable, and they will not stay forever with the village. Certain changes in factors may cause their deaths, or a desire to leave. Stray attacks and diseases will harm your population, food shortages or low ‘happiness’ values will cause them to emigrate to better pastures, and some may just up and leave for no reason at all.

Having an attractive village with ample space will see more immigration, and thus more workers. Keeping in mind village size, resources and happiness should see a constant growth in villages.

Current roles planned:

* Gatherers – sent out to resource nodes
  + Wood
  + Stone
  + Foraging
* Farmers – low, but constant source of food
* Hunters – unstable, but high source of food
* Militia – Protection. Can be assigned to patrol or guard other villagers/locations
  + Spearmen
  + Archer

**The Resources and Terrain**

Resources are essentially nodes of wood, stone, or foraging sites that both the player and the villagers can harvest. They will eventually deplete the more it is used, eventually leaving an empty space that can be used for buildings or farmland. To solve the complete depletion of resources, there may be special events (magic for trees, avalanche/earthquakes for stone, rainy season for foraging…) that will place new resource sites that can be used.

Initially, the village will be surrounded by a forest with a stone quarry not too far off. The first few days should consist of clearing the surrounding area to make room for the village, and will act as a pseudo tutorial for the player (gathering, building, etc.)

**The Goal and Obstacles**

The goal of the game is to grow your village and allow it to prosper, while dealing with any obstacles and events that will pop up to challenge you. At the moment, the current goal is to simply grow your village to have a certain number of buildings and villagers, and keeping that number for a **week**, during which events will attempt to challenge you and your strategies in keeping your village safe (I.e. Winter season, bandits).

Obstacles and events that may show up are:

* Dry season: Farming and Foraging yields less food
* Migration: Less game to be found by hunters (or more, depends on situation)
* Winter Season arrival: Villagers gather less resources
* Bandits/Monsters: Villagers are more prone to being attacked

The player will have to deal with these situations as they come, whether it be reassigning villagers into better roles, or dealing with it with their own hands.

**Multiplayer**

In multiplayer peer-to-peer connection, the host will act as the ‘head’ of the village and the client players will be able to interact and work with the world around them. Alternatively, there could be an option to enable a voting system, where all players will have ‘village head’ rights, but can only be enabled by the host.

Players will always be more efficient and stronger than regular villagers, so additional players would have a harder scenarios (faster negative events, etc.) to continue to present a challenge for the player.

**Final Thoughts**

Options for difficulty and end-conditions for the game should be considered if the player wants to have a peaceful and relaxing session, or to experience harder difficulties (especially in multiplayer).