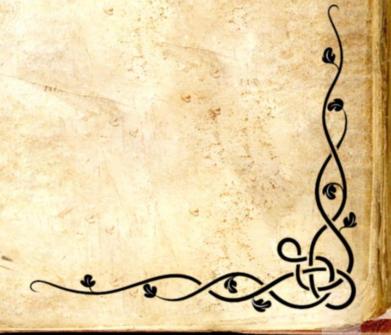


Uncharted Realms, Forged Destinies

The Most Authentic Medieval MMORPG
Where History Comes Alive

WHITEPAPER
GAME DESIGN DOCUMENT



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#### PURPOSE OF THE DOCUMENT

This document has been created to serve 2 main purposes;

1-Whitepaper:

This document covers all elements, covered in a typical Whitepaper. They are basically;

- Project Goals
- Technology
- Tokenomics
- Products and Features
- Team
  - 2-Game Design Document.

This document serves as a %100 full Game Design Document. This means;

 This document has been created to cover every single element of the Recall project without a single missing concept. This document is the main reference book of the Recall project which does not contain any question mark for anyone who is trying to understand and develop the project.

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# Introduction

# **Project Title and Description**

Project Title is: Recall

Recall, means to remember the old memories, the old memories which have given us the maximum joy, adrenaline and discharge. These old memories consist of the popular games like Ultima Online, Knight Online, Mortal Online 2 etc. and TV Shows like Lord of the Rings, Game of Thrones, Lost etc. Recall is an mmorpg game which lets the player feel the excitement of the successful games and movies with containing powerful oldschool systems and new generation user interface and core loop.

#### Genre

Project Genre is: Medieval MMORPG

A Medieval MMORPG with skill-based hardcore combat and sustainable economy

# **Target Audience**

Fans of Game of Thrones am similar TV Shows: This audience likes role playing with decisions in a medieval world. Characters create their narratives by making their decisions and create history.

Fans of Open-World Exploration: While the core gameplay focuses on action-packed battles, Recall can offer an expansive open world to explore for those who enjoy inbetween-match downtime or a break from competitive play. This can attract players who enjoy games like Skyrim or The Witcher 3 but still crave the thrill of competition.

**Economic Participation**: Crafting allows players to contribute to the game's economy by selling their creations to other players. This adds a social and economic layer to the crafting experience.

Fans of MMORPGs: This core group enjoys the exploration, character progression, and social aspects of online role-playing games set in fantastical worlds. They appreciate rich lore, diverse character options, and a sense of adventure.

MOBA Enthusiasts: Players who enjoy the fast-paced action, strategic decision-making, and competitive nature of MOBAs like Counter-Strike and Dota 2. They thrive on short, adrenaline-pumping matches that require teamwork, mastery of abilities, and quick reflexes.





Players Who Value Skill-Based Combat: This group thrives on a combat system that emphasizes player skill and mastery. They enjoy strategic decision-making, tactical depth, and the challenge of overcoming difficult encounters through honed skills.

**Solo Players:** The game's mechanics can encourage solo players to play alone in an isolated area and contribute to the economy while having the opportunity to join battles if needed to.

Social Gamers Who Enjoy Teamwork: The game's mechanics can encourage teamwork and communication, potentially attracting players who enjoy collaborating with friends in online games but might not be fans of the traditional MMORPG experience.

Players Who Enjoy Social Interaction: While not the primary focus, Recall can also cater to players who enjoy forming guilds, participating in group activities, and forging friendships within the online community.

Newcomers to MMORPGs: The game can be designed with approachable mechanics and tutorials to welcome players who are new to the MMORPG genre but interested in exploring fantasy worlds and online adventures.

Youtubers: This group creates youtube content as much as they can to keep their channel updated. Recall has a nice graphics, great game mechanics and skill-based combat system that can attract youtubers to play continuously, create content and compete with others. This audience group is extremely important since it will be an organic marketing progress as well.

Scenarists: Scenarists also can follow the history of the game world and narratives of the characters, then create scenarios by getting inspiration

#### **Ultimate Goal**

The Ultimate Goal of Recall Project is to create an mmorpg game which lets the players experience an authentic medieval world for their lifetime with a sustainable economy, skill-based combat, moba-like periodic team fight options and role playing open world narratives.

The game should be easy-to-access, should have handy user interface like in the new generation games while letting the players have the excitement feelings like in the old-school games in the past.

Players should feel like they are playing a character like in the game of thrones tv series, creating narratives, having memorable moments and competing in prestigious combats.



# Game Concept Core Loop

**Objective-Based Competition Loop(OBC)**: Besides the traditional MMORPG core game structures, Recall will serve like a moba style game for the players who need to login-search for a game-get in the action as a team-compete for the objective-win/lose and quit.

Implementing this option to an MMORPG game is a hard task since it is not common and needs an extremely careful work to keep the balance in the game. So, things should be very clear. The user interface, game search mechanism, objective(s), competition rules, win/lose conditions and awards should be very clear and easy to understand.

In Recall, Objective-Based Competition Loop will serve as a small arena where players can test their combat/craft skills within a limited time. Meanwhile players will be able to train their skills, enjoy, compete and gain experience/items. The arena will be a very small sized example of the main game map.

A full loop of Objective-Based Competition;

#### 1. Game Search

In the main menu of the game, there should be an option to search for an OBC game. Players should not need to login to the MMORPG game world to search for an OBC game. Once, the game finds a suitable OBC game match, a pop up should appear as "Accept" and the player should press it to confirm the game.

# 2. Picking Character

Once the game gets confirmed, players should choose their races/classes. Races/Classes will affect the character's innate characteristics.

#### 3. Start

Once the game starts, players will spawn in their team bases and will be free to move. The competition will start immediately.

# 4. Competition

There will be resource points in the map and both team will compete for taking control of these points.





#### 5. Skill-Based Combat

While both teams are competing to take control of the resource points, skill-based combat plays a crucial role. At this point, players will summon adrenaline in their body and develop their combat skills.

### 6. Dominance and Objective

The team which controls most of the resource points, benefits from these points and gets stronger. If the team can keep the resources for some time, there is a huge possibility for that team to dominate the other team. But still, the team which controls fewer resource points, has the chance to take over the dominance by competing good in the skill-based combat and resouce management.

