

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):

( P.S: This concept can be clarified once the entire game structure gets confirmed. This part, as for now, contains only the main idea behind the concept. It will be revised before the document gets its final confirmation and the start of the development )

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.

#### 7. Win/Lose Condition

The match duration should be around 30 minutes to let the players have a break or quit. This is the main idea in the moba style games. To adjust the game duration around 30 minutes, there should be a sensitive setting to appoint one of the teams as the winner. This can be handled by destruction of a main house or having the most points.

#### 8. After Game

Once the game finalizes, the players should earn some experience and items if possible. This system might be connected to the main MMORPG game world or not.





### **Exploration and Questing:**

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Players explore the vast medieval world, discovering new areas, landmarks, and resources. They accept quests from various NPCs (Non-Player Characters) scattered throughout the world. Quests offer rewards like experience points, gold, equipment, reputation, and access to new areas or abilities.

#### Character and Skill Development:

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Players gain experience points through combat, completing quests, and other activities. By leveling up, they unlock new skills and abilities, enhancing their combat prowess and character customization. They collect loot, craft equipment, and purchase items to further improve their character's strength and appearance.

#### Combat Matching:

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Players search for combat matches in the open world. Once they find a match, they automatically join a team and start to fight. These matches can take up more than 2 teams and give all of them different tasks in the open world and let them compete with different strategies.

#### Social Interaction and Clan Activities:

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Players form friendships, join guilds (clans), and participate in social activities like group quests, dungeons, and raids.

Clans offer a sense of community, collaboration, and shared goals. Players work together to overcome challenges, acquire unique rewards, and establish dominance within the game world.



#### **Building and Customization:**

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Players acquire land and use resources to build and customize their own houses or clan settlements. They can place furniture, decorations, and trophies, showcasing their achievements and creating a unique living space. Building contributes to a sense of ownership, accomplishment, and personal expression within the game world.

#### Item collecting and Trade:

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Players collect items in various ways like crafting, combatloot, following quests etc. Then players use the items for making trades, getting rich, making customizations and having a reputation.

## Setting & Lore

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#### A Land Forged in Magic and Strife

Recall, a vast continent mirroring the diverse landscapes of Westeros, stretches from the frigid peaks of the Howling North, where Direwolves stalk the frozen plains, to the sundrenched Southern Isles, home to soaring Falcons and whispering tales of forgotten magic. Lush forests like the Whispering Wilds, teeming with proud Stags, and the Ironfang Mountains, where Dragons once soared, occupy the middle ground. This land boasts a rich history deeply intertwined with magic and the rise and fall of noble houses.





#### **Echoes of a Bygone Era**

Legends speak of a time before recorded history, when Recall pulsed with arcane energy. The land was nurtured by a benevolent order known as the Arcanium, who harnessed this power to maintain balance and usher in an era of prosperity. Their magnificent cities, powered by arcane conduits, dotted the landscape. They fostered alliances with the noble houses, each with their own unique culture and traditions.

#### The Sundering: A Cataclysmic Event

Centuries ago, a cataclysmic event known as the Sundering shattered the Arcanium's mystical focus. The land fractured, arcane energy became erratic, and powerful artifacts were scattered across the remnants of the once-grand kingdom. The Arcanium's cities lay in ruin, their inhabitants lost or forever changed by the chaotic energies unleashed. The noble houses, deprived of the Arcanium's guidance, were plunged into a power struggle, vying for control of the fractured land and the remnants of arcane knowledge.

#### The Rise of the Houses

In the wake of the Sundering, six noble houses emerged as dominant powers, each with their own sigil and motto reflecting their ideals:

The Howling Direwolves (Sigil: Direwolf, Motto: Loyalty Above All): Fierce warriors from the Howling North, known for their unwavering loyalty to their kin and their prowess in harsh environments.

The Whispering Stags (Sigil: Stag, Motto: Guardians of the Wild): Stoic rangers from the Whispering Wilds, dedicated to preserving the land's natural balance disrupted by the Sundering.

The Sunlit Lions (Sigil: Lion, Motto: Strength Through Knowledge): Scholarly mages from the Southern Isles, obsessed with unraveling the mysteries of the Sundering and wielding its arcane energies.

The Riverfolk Trout (Sigil: Trout, Motto: Adaptability and Resourcefulness): Agile and cunning people from the rivers and lakes throughout Recall, known for their mastery of water and their ability to adapt to any situation.



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The Ironhold Krakens (Sigil: Kraken, Motto: Unbreakable Resolve): Disciplined soldiers from the Ironfang Mountains, where the legendary Dragons once dwelled. They believe a strong central authority is necessary to maintain order after the Sundering's chaos.

The Order of the Rose (Sigil: Rose with Thorns, Motto: Beauty and Brutality): A secretive order with hidden keeps throughout Aethelgard. They wield a mysterious blend of martial prowess and arcane power, symbolized by the Rose with Thorns. Their motives and allegiances remain shrouded in secrecy.

#### A World in Flux

Recall is a land in constant flux. The lingering effects of the Sundering create unpredictable events – magical storms, monstrous eruptions, or the awakening of ancient creatures tied to the houses' sigils. The houses vie for dominance, forging alliances and engaging in brutal conflicts. The whispers of forgotten magic and the promise of untold power lure adventurers from all corners of the world.

#### The Arrival of the Player

Player arrives in Recall as a newcomer, drawn by whispers of forgotten magic, whispers of opportunity, or simply a desire to carve his own destiny in this unsettled land. The world holds no predefined story. It's a vibrant tapestry woven by player actions and decisions. Who will the players choose to ally with? What role will players play in shaping the future of Recall? The choice is theirs. This is just the beginning of Recall's rich lore. As players explore the world, they will uncover hidden histories, forgotten secrets, and the lingering effects of the Sundering. Their actions will shape the narrative, forging alliances, sparking conflicts, and influencing the fate of this war-torn continent.

