

Journey

Game Design Document

A real adventure

Journey is a 2D RPG game, set in a medieval atmosphere, which takes place on a small island. As an adolescent, young man, you start the journey in order to become a real hero. Fight and explore and you shall become a true traveller.

Growing up on an island

The concept of the game is based on the gameplay elements, which are:

- Age and affiliation of the character
- Fast-paced action, no cinematic interludes, no world loading
- The story

We start as a young boy, who desires to achieve something more in life. Starting with the simplest tasks, as the game goes on, we become more and more powerful.

Gameplay

History:

The plot takes place in a fantasy world, on one of the government-free islands. People – masters of their own fate, yet the island is a relatively peaceful place. Our hero, as a young and curious person, is bored with the current state of affairs. He begins to explore the island and learn how to fight. As time goes by, the young boy turns into a real man, a traveller.

In the course of time, orc scouts arrive on the island. The island that is free and not ruled by any ruler is seen as an easy prey for the orc navy. As more and more orcs appear on the island, our hero faces the challenge of protecting his own birthplace.

Game:

Journey – a typical 2D RPG game. We can run the gameplay in our own way as the world is open from the very beginning. The player can participate in battles, take part in dialogues and freely move around the world with the implemented day and night system.

Divided into urban and non-urban fragments, the world is filled with various randomly generated quests. For each of them, the player can receive an interesting reward. Performing these tasks, speeds up the game time and the story. By completing them, we get closer to time jumps, which change the world and add new tasks.

The combat takes place in real time, the enemy's AI is minded to aggressively attack the player. The player cannot use any magic, but can use long/short range weapons. We will be able to encounter these weapons:

- One-handed
- Two-handed
- Bows

The main differences between the weapons are the attack range, damage and attack time.

Each type of weapon has corresponding skills, which can be improved over time. For each level of experience, the player will receive one point to spend on a given skill in order to improve it. Additionally, each level raises the base stats. More about possible skills can be found in the next section.

Game allows us to talk with almost every friendly NPC. We can learn something about the world, we can get to know the history of the town. However, the most important aspect of the dialogue is to generate tasks, which we can perform. Tasks are generated randomly and automatically using the world story system, whose description can be found in another document.

Interaction with NPCs allows us to visit such characters as:

- Traders
- Trainers
- Innkeepers
- Regular NPCs

Skills:

Skills are divided into three types, depending on the used weapon. For each weapon, we will find 4 skills, which can be developed. Skills can be upgraded every 2 experience levels, but only one skill can be upgraded at a time. Upgrading gives the skill higher stats and extended effect times.

One-handed weapon:

- Dash, a skill that shortens the distance. Activation causes the movement of the player to a short distance, dealing damage to any enemy affected by the skill. Upgrading the skill increases the movement distance and damage dealt.
- A passive skill, during which the player deals more damage with his weapons. Upgrades increase the duration and damage of the skill.
- Stun, an ability that stuns an opponent on the next hit. Upgrading the skill increases the stun time.
- Heal, after using, the player restores his health points. Performing a move interrupts the skill. Upgrading the skill increases the amount of health' points restored.

Two-handed weapon:

- Enhancement, for a given period of time the player receives less damage. Upgrading the skill extends the duration and increases resistance.
- Cut, the skill deals high damage to more targets in front of the player. Upgrading increases damage dealt.
- Stun, an ability that stuns opponent on the next hit. Upgrading the skill increases the stun' time.
- Vampire, using the skill on an opponent deals damage and allows you to gain a bit of the opponent's life to heal. Skill upgrade increases damage and health gained.

Ranged weapon:

- Perfect shot, an ability that increases damage and rate of fire for a given period. Upgrading the skill increases shot rate and damage.
- Escape, an ability that allows you to run backwards. Activation causes the player's movement to a short distance. Upgrading the skill increases the movement distance.
- Fire Shot, skill triggers a large arrow that deals massive damage and stuns on impact. Upgrading the skill increases damage and stun time.
- Explosive arrow, for a short duration of time, the arrow deals AOE damage. Upgrading the skill increases the area of effect and duration of the skill.

Skills are added to the game progressively. The player starts with one skill for each weapon. More skills are added over time.

World of the game:

The island where the action takes place is a small area that is divided into several parts. There is something to be done in each of them.

- Town, the main area. It's the heart of the island and the place where we can buy/sell items. A lot of tasks to do and beautiful places can be found there.
- Villages, poorer but more peaceful. There are four villages in the game, on each side of the island. The tasks tend to be easier there.
- Mountains in the centre of the island. No player-friendly character can be found here. There are a lot of enemies and caves, which can be part of quests.
- Forests surrounding the mountain are the border between the town and villages and the mountain. Most of the quests are conducted in this place. In the forest a player may find a lot of interesting locations, various camps and plenty of enemies.

Water is the border of the world. It is impossible to leave the island.

Time skips:

The game starts when our main character reaches the age of majority. As a young adventurer, we start with the simplest tasks that can be easily completed. During this time, the island is peaceful and you can enjoy the world of the game without any obstacles.

With the story line and after completing the basic quests, there is a time jump. Our player is older and more experienced. He becomes quite a skilful warrior. It's the winter period, conditions tend to be more difficult. As more quests appear on the island, rumours start to circulate, about alleged orc attacks on free islands. This is also the end of another time slot.

The final time slot is the slavery of the people by orcs. The player leads the local resistance movement. The player's main base is in one of the local forests. We can still enter the city, find more orcs and a lot of good quality equipment.

The game ends when the orcs are expelled from the island.

Features

The project involves integration with the World story system. For more information see the document describing the system.

Integration with RAYLIB, use of all libraries contained in this engine. Link to the engine:

<https://www.raylib.com/>

Art style

The game is maintained in a non-isometric Pixel-Art style. The whole Ui, dialogue lines, characters and world are created in raster graphics.

Dialogues in menu do not disable the gameplay. They appear as an additional window, which you control with the mouse. Dialogues does not stop the game time.

The system should be simple and effective, without unnecessary embellishments. All graphics will be very minimalistic. The most detailed elements will be the world and characters.

The interface created for the entertainment reason will consist of many smaller elements which are going to be used in many places. These elements will be combined to form graphics. Thanks to this procedure, it is possible to save on production time. An additional advantage will be simpler implementation.

Targets

The main target groups of the production are two types of players:

- 2D game fans
- RPG fans

With 2D games returning to trend, and the high popularity of RPGs, Journey could gain a high level of interest.

The target platform is PC, but due to its ease of implementation and low requirements, the game can be easily ported to platforms such as Android and IOS phones, and the Nintendo Switch.