

# Ragnarök

## Game Design Document

*„In the wake of gods united we stand, divided we fall!”*

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# **Revision History**

1st draft: 2025/06/08

# Game overview

**Ragnarok** is a third-person, isometric **computer role-playing game (cRPG)** built in Unity 6, using the **Pathfinder 1st Edition ruleset** as its mechanical foundation. The game is set in a mythological post-apocalyptic version of **Midgard**, in the year **2678 After Ragnarok**, where the Norse pantheon has shattered, and remnants of divine influence linger. The player assumes the role of a human forcibly transported from Earth as part of a divine agreement between God (from monotheistic tradition) and the Asgardian pantheon. Tasked with establishing a safe haven for other incoming humans, the player must build a city, survive in a hostile world, navigate factional tensions, and uncover the deeper cosmic purpose behind their presence.

## Purpose of the game:

While *Ragnarok* is primarily a commercial entertainment product, it also serves **educational and social learning purposes** by introducing players to complex themes such as:

- **Moral ambiguity and leadership** in crisis scenarios
- **City-building as a systems-thinking exercise** (resource management, logistics, human behavior)
- **Mythological literacy**, drawing heavily from Norse mythology, but blending it with philosophical and theological elements
- **Strategic thinking and consequence management** through Pathfinder's mechanics and branching dialogues

If desired, the game could be used in academic or classroom settings (philosophy, literature, mythology, or game design) to stimulate discussion on mythology reinterpretation, ethical decision-making, or systemic planning.

## Intended Use

Currently designed as a **standalone game**, *Ragnarok* is meant for **PC gamers** and cRPG enthusiasts. However, it can be optionally adapted into:

- A **creative tool** for exploring storytelling and world-building in mythological frameworks
- A **training aid for systems thinking and leadership exercises** (particularly in academic or creative writing/game design programs)
- A **classroom supplement** for courses on mythology, literature, world religions, or ethics

The city-building and faction negotiation mechanics can be used to **simulate governance and community development**, making it a useful platform in educational settings focused on civic design or interactive narrative.

## Justification for the Game's use

Research into **game-based learning**, particularly for complex systems (e.g., *SimCity*, *Civilization*, *Frostpunk*), has shown that players retain knowledge better and are more engaged when systems are interlinked with narrative. Pathfinder, as a deep ruleset with high customizability, offers **cognitive engagement** through layered character builds and tactical combat. Mythology-based games (e.g., *Hades*, *God of War*, *Assassin's Creed: Valhalla*) have also shown strong public and academic interest in **interactive mythology**, supporting the idea that such content has both educational and entertainment value.

While *Ragnarok* is exploratory in blending urban strategy with deep roleplay in a mythic setting, similar successful hybrids (*Divinity: Original Sin*, *Baldur's Gate 3*, *Banished*) show that there is a strong market and educational crossover potential.

## Target Audience

- Primary Audience: Adults aged 18–40 who enjoy deep, lore-rich RPGs, strategy, and mythological fiction
- Secondary Audience: Educators and researchers in the fields of mythology, literature, game-based learning, and systems thinking
- Skill Level: Intermediate to advanced (Pathfinder rules assume some learning curve)
- Platforms: PC/Mac (potential for Steam, GOG)

## Genres

- Computer Role-Playing Game (cRPG)
- City-Building Strategy
- Fantasy / Mythological Adventure
- Tactical Combat (Turn-Based or RTwP)
- Narrative RPG / Interactive Fiction

## Gameplay:

### Objectives:

The game will have multiple acts (For now 3 main ones) each with a different objective.

- Act I, arrival and survival: secure a position in the forest, to enable building a city, as well as choosing a side to help in Ragnarök. (Asgardian faction vs Loki's children faction)
- Act II, expansion: Build up the player's capital and gather followers, and build other cities.
- Act III, ascension: Overthrow the enemy faction

## Game progression and flow:

*Ragnarok* follows a **non-linear, narrative-driven progression system** combined with **city-building mechanics** and **strategic exploration**. The game does not use traditional "levels" or "missions" in a linear sequence. Instead, it unfolds through a mix of:

- **Act-based narrative arcs** (similar to *Baldur's Gate* or *Divinity: Original Sin*)
- **Territory-based exploration and conquest** (inspired by games like *Kingdom Come: Deliverance* or *Pathfinder: Kingmaker*)
- **Player-driven goals** based on settlement growth, faction reputation, and divine favor

The player is free to **explore, build, and progress at their own pace**, though certain story elements and world events will trigger in sequence or based on specific player actions.

### 1. Main Story Arcs (Act Structure)

The narrative unfolds in 3–4 **major acts**:

- **Act I – Awakening:** Arrival on Midgard, player chooses alliances, founding of the city, learning survival basics
- **Act II – Expansion:** New settlers arrive, external threats emerge, defense and conquest
- **Act III – Ascension:** Endgame arc involving divine confrontation or metaphysical transformation
- **Possible acts between II and III**

Story choices affect:

- Faction alliances
- Available spells/buildings
- NPCs survival
- Final outcomes

### 2. Settlement Growth (City-Building Loop/Maybe 4x like)

The city acts as a **living hub** that grows with:

- **New buildings** (each providing resources, abilities, training, etc.)
- **Population expansion** (humans from Earth continue to arrive)
- **Events & crises** (plagues, divine omens, raider attacks)

Progression here is **quantitative and qualitative**:

- Unlock better buildings and tech tiers
- Gain influence with gods and factions

- Attract higher-skill settlers

### 3. Character Progression (Pathfinder Ruleset)

The player and their companions level up via Pathfinder 1e:

- Gaining **feats, class features, spells, skills**
- Custom stat progression and alignment-based outcomes
- Gear upgrades, crafting, and item discovery

Progression is **skill-based** and strategic — the player shapes their party to fit playstyle and challenges.

## Mission, challenge, puzzle structures

*Mission structures:*

*Missions* in *Ragnarok* are delivered through **quests**, which range in complexity and purpose.

These quests are:

- **Narrative-driven:** Often tied to story progression or faction politics
- **Exploration-based:** Triggered by discovering new areas or events
- **Procedural or reactive:** Spawns in response to player choices, city state, or divine influence

### Quest Types:

Type	Description	Example
<b>Main Quests</b>	Progress the central story arc	"Found the First City of Earth" or "Investigate the Divine Ruins"
<b>Faction Quests</b>	Align or oppose Norse factions	"Swear Fealty to Odin's Remnants" or "Sabotage Hela's War Effort"
<b>Personal/Companion Quests</b>	Develop companion characters	"Atone for Erik's Past in Valfjall"
<b>Settlement Quests</b>	Based player's city's growth	"Solve the Food Shortage" or "Uncover the Cult Among Settlers"

Type	Description	Example
<b>Random Encounters</b>	Emergent world events	"Defend from a Giant Raid", "Find a Divine Relic in the Woods"

### ***Challenge structures:***

Challenges in *Ragnarok* come from a combination of **combat, social interactions, resource balancing, and strategic city-building**.

#### **1. Combat Challenges (Tactical)**

- Based on **Pathfinder 1e mechanics**
- Enemies have varied tactics: flanking, spellcasting, morale
- Terrain affects combat: elevation, weather, divine anomalies
- Some battles allow for **non-lethal or diplomatic resolution**

Examples:

- Defending the city from raiders
- Dungeon-style crawls through mythic ruins
- Boss fights against corrupted demigods or beasts

#### **2. Moral and Social Challenges**

- Dialogues often present **complex moral choices**
- Influence reputation, faction alignment, or divine favor
- Some dialogue checks involve skill rolls (e.g., Diplomacy, Bluff)

Examples:

- Deciding whether to exile or redeem a traitorous settler
- Convincing a god to aid player's people without sacrificing their ideals

#### **3. City Management Challenges**

- Balancing population needs: food, morale, faith, security
- Choosing what to build with limited resources
- Managing crises (e.g., disease, divine wrath, internal revolts)

Examples:

- A faction demands exclusive access to their forge

- Divine punishment rains down due to low worship levels

### ***Puzzle structures***

While *Ragnarok* is not puzzle-heavy in the traditional sense, it incorporates **environmental and narrative puzzles** through:

#### **Environmental Puzzles**

- Hidden ruins or temples that require solving **symbolic or mythic riddles**
- Navigating mazes or obstacle-heavy dungeons
- Traps and levers, often requiring teamwork or specific Pathfinder skills (e.g., Disable Device, Perception)

#### **Narrative/Logic Puzzles**

- Dialogues that rely on **clue-gathering or contradiction spotting**
- Moral puzzles where no answer is “correct,” but all have consequences

Examples:

- Reassembling fragments of a mythic prophecy
- Determining which of three settlers is possessed by a trickster spirit

## **Mechanics**

### **Rules**

#### ***Explicit rules:***

- The game uses **Pathfinder 1st Edition** rules for combat, leveling, skill checks, and character progression.
- City-building uses a **grid-based placement** system with buildings requiring specific materials and citizen types.
- Time passes in different "turns" for different parts, they should be considered totally different time measurements: 1 bt (building turn) = 1 day, 1 at (adventuring turn) = 1 hour, 1 turn (combat turn) = 6 seconds. Turn is the base time measurement of the game.

#### ***Implicit Rules:***

- Gods respond to reverence (temples built, decisions and dialogue choices made) via divine favor or wrath.
- Settlers have morale that affects productivity but isn't displayed directly until thresholds are crossed.

- Exploration is semi-open, but dangerous areas are gated by power level (Too hard fights) or diplomatic access.

## Game Universe Model:

### *Physics*

- No real-world physics; simplified “tactical” physics:
  - Line of sight
  - Flanking rules from Pathfinder
  - Movement blocked by objects (terrain, buildings)
- Weather may impact visibility or divine events, but not physics.

### *Economy*

- Dual economy: **Resource Economy + Divine Favor Economy**

### *Resources:*

- Food, Wood, Stone, Iron, Gold, Mana
- Production is tied to buildings and citizen assignments
- Trade can be unlocked via diplomacy with other settlements

### *Divine Favor:*

- Tracked per deity (e.g., Odin, Loki, Freyja)
- Earned through quests, offerings, moral choices
- Spent to unlock miracles, resist wrath, or receive guidance

## Character Actions

### *Movement*

- Player uses WASD for camera+ mouse (3rd person and isometric toggle)
- Pathfinder-style grid for tactical combat
- Exploration is real-time; combat is turn-based

### *Objects*

- Key items: divine relics, crafting materials, quest items
- Player has an **inventory system** with encumbrance rules (Pathfinder-based)

- Drag-and-drop or hotkey system for equipping, using, or interacting with items

### ***Actions***

- Dialogue with skill checks (Diplomacy, Intimidate, Bluff)
- Interact with the world (activate switches, read tablets, open chests)
- Assign citizens to tasks (jobs, training, guard duty)
- Crafting based on Pathfinder 1e crafting system.

### ***Combat***

- Pathfinder 1e-based: Initiative, Attack Rolls, AC, HP
- Tactical positioning, AoO, feats, spellcasting
- Enemy AI uses behavior trees: aggressive, defensive, territorial
- Weapon types: melee, ranged, magical; different damage types (slashing, fire, etc.)

## Screen Flow

- **Main Menu**
- **Character Creation Screen** → customize race/ class/ appearance
- **City Screen** → manage buildings, citizens
- **Exploration Screen** → 3D world view, isometric toggle
- **Dialogue Screen** → branching choices
- **Combat Screen** → tactical grid
- **Inventory/Character Sheet**
- **Quest Log**
- **Map Screen**

I have to make a flowchart here on how to transition between these, as well as pictures on how they look like.

## Game Options:

- Difficulty: Story, Balanced, Hardcore (impacts enemy AI, economy scarcity, permadeath toggle)
- Camera: Rotate, Zoom, Toggle View (3rd-person ↔ isometric)
- Pathfinder Rule Tweaks: Enable/disable optional rules like encumbrance, alignment shift, etc.
- UI Scaling & Colorblind Mode

## Saving and Replay:

- Manual save + autosave system
- Quick save/load (F5/F6 style)
- Multiple save slots
- Replay value through branching narratives, faction paths, character builds, divine alignments

## Game World

### General Look and Feel:

The world of *Ragnarok* is **dark, mythic, and brutal**. It is Midgard, but not as told in old sagas — it is **a world ravaged by two thousand years of divine conflict**, where the remnants of gods and age-old monsters loom over a shattered reality.

The skies are often bruised with unnatural color, as divine storms occasionally sweep across regions. Dead forests, petrified battlefields, and floating shards of ancient temples litter the land. The tone is **post-apocalyptic myth**, a place where history itself has broken and still bleeds.

- **Visual Style:** Gritty high-fantasy realism — akin to *Rogue Trader* but in *Kingmaker* with Nordic aesthetics. Stone temples, weathered statues, rotting divine fauna.
- **Lighting:** Stark contrasts; long shadows, filtered light, flickering divine remnants. Colors are subdued — steel, ash, earth, blood, and ghostly ethereal glow.
- **Music & Ambience:** Low chanting, howling wind, distant roars. Themes alternate between mournful and oppressive.

## World Connectivity & Movement

- The world is **semi-open**, with regional gates or boundaries:
  - Natural barriers: mountains, seas, corrupted forests.
  - Unlockable via city progress, divine favor, or relic usage.
- Some zones have **divine border effects**:
  - Example: Yggdrasil's influence distorts time near Myth Akh'Aegis.
- Travel between zones, via the World Map.

## World Structure

Midgard is divided into **interconnected regions**, each representing not only geographic zones but also **the influence of different divine factions**.



## Regions of Midgard

### Myth Akh'Aegis (Yggdrasil's Core)

- **Type:** Central zone, late-game hub of divine interference.
- **Description:** This is the **heart of the world**, a divine rift grown around the roots of Yggdrasil. The city of Myth Akh'Aegis sits atop and within this divine scar — where fragments of all realms intersect.
- **Gameplay Role:**
  - Heavily warded and unstable — access limited until mid- or late-game.
  - Portal nexus and major story turning point.
  - Possibly contains the player's endgame city or divine ascension path.

### 2. Dividing Woods

- **Type:** Starting zone (tutorial region, first settlers)
- **Description:** A thick, ancient forest that once held harmony — now split, blighted in places, and patrolled by lost souls or divine spirits. A natural border between the Dwarves and Humans.

- **Gameplay Role:**

- First city-building area.
- Introduces divine influence, wildlife mechanics, faction tension.
- Contains starter ruins, minor divine relics.

### 3. Theralesil

- **Type:** Fertile plains turned battleground.
- **Description:** Rolling hills and farmland shattered by divine incursions. The remnants of an ancient Asgardian stronghold lie here, as does a barely functioning human kingdom.
- **Gameplay Role:**
  - Resource-rich, contested by factions.
  - Base-building expansion zone.
  - Military recruitment and diplomacy location.

### 4. Dunval'duum

- **Type:** Dwarven under-empire, divine minefield
- **Description:** This mountain-and-valley region contains subterranean complexes, divine forges, and ancient relic mines. Frequent tremors and magical anomalies.
- **Gameplay Role:**
  - Unlock crafting / weapon upgrade systems.
  - Unique building mechanics (underground fortresses).
  - Home to a neutral faction or forgemaster NPCs.

### 5. Dawn(The place the players are going to create their city)

- **Type:** Forest near a mountain range
- **Description:** The northernmost part of the dividing woods. This is where the players first appear. As well as where Lucifer will deposit earthlings.
- **Gameplay Role:**
  - Story-driven zone with relic discovery quests.
  - Possible choice hub: assist sun-god remnants or harvest the dying light.

## 6. Red Desert (Velakor Amcron)

- **Type:** Hostile wasteland, survival zone
- **Description:** A searing land of wind-swept ruins, divine bones, and sun-charred madness. The last great battle between giants and gods turned this into a no-man's land of curses.
- **Gameplay Role:**
  - Advanced combat challenge zone.
  - Includes environmental hazards and sun/fire divine remnants.
  - Massive ruin exploration, elite enemies.

## 7. Sephior Mountains

- **Type:** Isolated and divine-touched highlands
- **Description:** These mountains hold forgotten monasteries, old Valkyrie sanctuaries, and godly secrets buried in ice. Some say they touch the Astral plane. Others say they hold the gates to Hela's palace.
- **Gameplay Role:**
  - Divine favor and alignment zone (Godly trials?).
  - Flight mechanics, divine mount unlocks.
  - Strategic watchpoints for vision over other regions.

Region	Major Factions / Cultures	Divine Leaning (Influential Gods)	Notes / Roleplay Flavor
Dividing Woods	Exiled druids, displaced clans, mystic hermits	Freyja, Idunn, The Norns	Home to ancient nature-worship. Balance of fate and life; many factions avoid this forest.
Dunval'duum	Dwarves, rune-keepers, relic scavengers	Odin, Bragi, Tyr	Culturally pragmatic, they trade relics for protection; often beset by raiders and cults.
Theralesil	Human war clans, fallen paladins	Thor, Sif, Balder	Once noble land; many turned bitter toward gods, some form renegade churches.
Red Desert	Nomadic flame cults, soul-binders, dream-poisoners	Surtr, Hel, Fenrir	Harsh environment breeds radical beliefs; mortals are pawns in gods' slow-burning war.
Dawn	Oracle-priests, ghost sailors, storm-warlocks	Njord, Forseti, Jörmungandr	Seafaring land; haunted by spirits and tidal omens, feared for unpredictable seers.
Sephior Mountains	Silent monks, retired Valkyries, frost warriors	Tyr, Heimdall, Sleipnir	Stoic defenders of the pass; some temples train mortals to act as god-guardians.
Myth Akh'Aegis	Godforged constructs, divine ruins, Yggdrasil cults	Unknown, Yggdrasil, Norns	Center of divine mystery; site of failed god-engineering. Nexus of fate and time.
Velakor Amcron	Sand-buried scholars, Hel, Nari & Váli, scavenger kings	Bragi	Digging into lost god-tech. Secretive. Rumored to broker deals with all sides.
Crystal Seas	Oceanic tribes, kraken cults, drowned lorekeepers	Jörmungandr, Njord, Fenrir	Marine forces resist all landbound gods. Worship ancient leviathans.

# Pantheon

## Asgardian Pantheon

Deity	Domain(s)	Symbol	Role in the World
<b>Odin</b>	Knowledge, War, Death, Prophecy	<i>Raven and Spear</i>	King of the gods. Schemes endlessly. Guides seers.
<b>Frigg</b>	Fate, Family, Motherhood	<i>Spindle and Star</i>	Keeper of fate. Silent weaver of destinies.
<b>Thor</b>	Thunder, Strength, Protection	<i>Hammer (Mjolnir)</i>	War god. Guardian of mortal settlements.
<b>Tyr</b>	Justice, Honor, Sacrifice	<i>One-handed Scale</i>	God of law and sacrifice. Revered by paladins.
<b>Heimdall</b>	Guardianship, Vigilance, Sight	<i>Horn and Watchtower</i>	Watches Bifröst's ruins. Sees into souls.
<b>Balder</b>	Light, Purity, Redemption	<i>White Sun or Rose</i>	God of hope and rebirth. Rarely seen.
<b>Sif</b>	Harvest, War, Pride	<i>Golden Sheaf or Blade</i>	Leads Valkyries. Patron of elite warrior castes.
<b>Idunn</b>	Youth, Life, Regeneration	<i>Golden Apple</i>	Maintains the fading vitality of the gods.
<b>Bragi</b>	Song, Lore, Memory	<i>Harp or Rune-scroll</i>	Immortal bard. Guides mortal scholars and keepers.

## Loki's Children

Entity	Domain(s)	Symbol	Nature/Role
Fenrir	Rage, War, Apocalypse	<i>Broken chain and fang</i>	Shackled in myth. Worshipped in the desert as a war-god.
Jörmungandr	Oceans, Poison, Eternity	<i>Ouroboros serpent</i>	Encircles Midgard. Prophecies speak of his coiling return.
Hel	Death, Memory, Decay	<i>Split-face or veil</i>	Ruler of the forgotten dead. Offers forbidden pacts.
Sleipnir	Travel, Secrets, Astral Paths	<i>Eight-legged horse</i>	Mysterious mount. Can bridge realms. Touched by dreams.
Nari & Váli	Vengeance, Innocence, Tragedy	<i>Twin broken masks</i>	Their fates are echoes — used in rituals to curse or mourn.

## Neutral Mythic Forces

Entity	Domain(s)	Symbol	Notes
Yggdrasil (Entity)	Axis, Balance, Worlds	<i>Branch &amp; Root</i>	The world-tree is alive. It binds realms together.
The Norns	Fate, Time, Death	<i>Loom, Thread, Shears</i>	Not deities, but arbiters of cosmic law.
Surtr (Distant)	Fire, Destruction	<i>Flaming Sword</i>	Sleeps beneath the world. Apocalypse harbinger.
The Void (Force)	Nothingness, Entropy	<i>Empty circle</i>	Worshipped by nihilists and mad seers.

## Factions:

Faction Name	Associated Deities	Alignment	Primary Goal	Relations to Mortals	Stance Toward Other Factions
The Asgardian Council	Odin, Thor, Frigg, Tyr, Heimdall, Sif, Idunn, Bragi, Balder	Lawful / Neutral / Good	Restore and preserve the old divine order.	<i>Protective but authoritative — mortals are subjects</i>	Open conflict with Children of the End. Cold truce with Hel
Children of the End	Fenrir, Jörmungandr, Hel, Sleipnir, Nari, Váli	Chaotic / Neutral / Evil	Avenge loki's supposed Death. Collapse the Aesir regime and rebuild a new order	<i>Ambivalent to mortals — tools or allies of chaos</i>	Hostile to Asgardians, Hel is semi-autonomous
The Silent Realm	Hel	Neutral / Lawful Evil	Rule over the forgotten dead and souls lost to fate.	<i>Accepts all who are ignored by both gods and mortals</i>	Feared by all, allied with no one, but trades with some
Order of the Loom	The Norns	True Neutral	Maintain the cosmic weave — neutral arbiters of fate	<i>Oracles and fatebinders receive rare guidance</i>	Untouchable; neither side dares attack them
Serpents of the Deep	Jörmungandr (Cultists, Seers, Oceanic Tribes)	Chaotic Neutral	Await the world coil's closure to unmake the current age	<i>Bestow visions, curses, and deep-sea power</i>	Aligned loosely with Fenrir cults
The Flame Below	Surtr (slumbering)	Chaotic Evil	Await the final flame of Ragnarok	<i>Dormant, only mad cults seek his will</i>	Potential endgame threat to all factions
Wanderers of the Branch	Yggdrasil (Spiritual guides, druids, sages)	Neutral / Lawful Good	Guard the balance between realms and rebirth	<i>Serve as hermits, guides, ??? and watchers</i>	

# Characters and Opponents

## Main player Character:

Doesn't remember his/her past, Lucifer greets him. He will remember some snippets slowly from his past life on earth...

## Asgardians:

### *Playable:*

- Kára Draugheiðr (secret Asgardian)
  - Backstory: Kára was always hungry for more power, she was taught in the way of casting by the wizarding academy of Theralesil, way before Ragnarök. As she grew older, she realized that her research into godhood, couldn't be realized before she would die, so she decided to turn to lichdom instead and climb to godhood from there. She prayed for four more years to Hel to grant her request. And in the end she obliged, Hel showed Kára how she could become a Lich, only after becoming one through Hel's ritual did Kára realize that she had been tricked into becoming a fanatical follower of Hel's. She couldn't even think of trying to climb to godhood, only to follow Hel's command. She has been asleep for centuries at a time only to be unleashed at Hel's enemies at her leisure. Her last attack was **Skogrheimr** where she created an army in her goddess's name, but they somehow rebelled. This sparked the seed of rebellion in her.
  - Personality: She has two different personalities one is Lawful Evil, where she follows Hel's order to the letter, and the other is Chaotic Evil, when she gets 'redeemed' and becomes a player follower. Then she is focused on getting more and more powerful to destroy Hel and become the next goddess of death.
  - She is a caster, who can summon minions to aid her in battle, while battling the players she will start by creating hordes of skeletons, and casting debuffs on the enemies, such as Hold person, sleep, bane...
  - She usually stays on the side of Hel, however she can be redeemed through a secret quest. where the player has to gather ingredients for a potion of rebirth. This will make Kára a teenage human again and free of the influences of Hel, she will lose most of her powers, but she will be grateful to the player and become a playable ally. (She will fall to the player's level) This is only doable if the player stays on the Asgardian side, and manages a Diplomacy check to get the quest for it.
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### *Non Playable:*

#### *Named:*

- Yera Ingrid Astrid
  - Backstory: Yera was a great human witch, she was the priestess of the small hamlet called **Skogrheimr** in the middle of the **Dividing woods**. This was until

a high-level Lich necromancer called **Kára Draugheiðr** came and destroyed **Skogrheimr** and resurrected its inhabitants. Yera however managed to wrestle control of herself and her people away from Kára, but now she became a Lich and her city is now that of the undead.

- She is firmly on the Asgardian's side, and hates Hel. She also hates what happened to her, however as their small hamlet didn't have a powerful cleric, they couldn't reverse what happened to them and now it is too late for it.

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*Nameless:*

- Skogrheimr skeleton archer
- Skogrheimr ghoul warrior
- Skogrheimr zombie cleric
- Skogrheimr ghost scout

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- Non Playable:***

*Named:*

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*Nameless:*

- Skeleton soldier
- Shambling corpse
- Zombie alchemist
- Ghoul commander
- Revant siege breaker

## Zones and Narrative Progression

### Overview of World progression model:

Zone	Player Level Range	Handcrafted Maps	Random Encounter Maps	Narrative Role / Design Notes
<b>Dividing Woods</b>	1–3	5–6	3–4	Intro/tutorial zone. Early divine visions, basic faction scouts, forest dangers. Player arrives here from Earth.
<b>Player City (Dawn)</b>	3–20 (Persistent Hub)	8–10 (districts/events)	0–1 (dream events)	Home base. Established at level 3–4. Expands over time with quests, divine influence, and city-building choices.
<b>Dunval'duum</b>	4–6	6–8	4–5	Dwarven city and ruins, relics, and mechanical threats. Major source of crafting materials and knowledge.
<b>Theralesil</b>	5–8	7–9	5–6	Human conflict zone. Choose allegiances. Faction

<b>Zone</b>	<b>Player Level Range</b>	<b>Handcrafted Maps</b>	<b>Random Encounter Maps</b>	<b>Narrative Role / Design Notes</b>
<b>Red Desert</b>	7–10	6–8	6–8	war, broken oaths, divine corruption.
<b>Sephior Mountains</b>	9–12	7–9	4–6	Chaotic, high-hostility zone. Surtr cults, Hel's flameborn. Extreme terrain and resource scarcity.
<b>Velakor Amcron</b>	11–13	6–7	3–4	Elite spiritual zone. Divine trials, Valkyrie remnants, frozen ruins. One of the most lore-heavy zones.
<b>Crystal Seas</b>	12–15	5–6	4–6	Hidden experiments, rogue god-forged relics. More cerebral quests, espionage, puzzle challenges.
<b>Myth Akh'Aegis</b>	15–18	9–12	2–4	Oceanic, exploration-heavy. Naval missions, sea gods, ghost ships. Major divine relics hidden beneath waves.
<b>Final Divine Realms (Optional)</b>	18–20	3–5 epic trials	0–2 (scripted only)	Endgame divine-tech battleground. AI-driven constructs, shattered god-minds, puzzle temples.

## **Zones:**

# User Interface

## Visual System:

### *Hud*

The HUD is minimal but atmospheric, designed to blend with the game's dark Nordic theme. It includes:

Element	Location	Purpose / Notes
<b>Player Party Frames</b>	Bottom-left	Shows portraits, HP, buffs/debuffs, status effects. Click to select characters.
<b>Ability Bar</b>	Bottom-center	Action bar with quick slots (abilities, items, spells). Configurable.
<b>Mini-Map</b>	Top-right	World map toggle, active quest markers, enemy dots, zone transitions.
<b>Combat Log</b>	Bottom-right	Roll-by-roll breakdown (d20s, modifiers, crits, misses). Collapsible.
<b>Dialogue Box</b>	Bottom	Cinematic textbox with character portraits and choices.

## Menus & Navigation

Menu	Access Key	Contents
<b>Inventory</b>	I or button	Grid-based. Equip, drop, combine items. Inspect stats.
<b>Character Sheet</b>	C	Stats, abilities, skills, traits, divine favor, alignment.
<b>Journal/Quests</b>	J	Tracks main and side quests, divine contracts.
<b>Spellbook/Abilities</b>	K	Pathfinder-style spell prep or ability selection.
<b>Codex / Lore</b>	L	Unlocks with exploration, divine texts, faction logs.
<b>Settings</b>	Esc or gear icon	Audio, graphics, gameplay toggles.

## Camera Model

- 3D Isometric, freely rotatable (360°).
- Zoom in/out with scroll wheel.
- Adjustable angle between 45–60 degrees.

- Cinematic camera takes over during key cutscenes, divine events, and dialogue.

## PC Default Controls

Action	Key/Mouse
Move Character / Party	Right-click
Move Camera	WASD
Rotate Camera	Q / E or middle-mouse drag
Tactical Pause	Spacebar
Interact / Use	Left-click
Switch Character	F1–F6 (party slots)
Open Journal	J
Open Inventory	I
Cast Spell / Ability	1–0 hotkeys

Supports remappable keys and optional controller support.

## Audio, music, sound effects

The soundscape of *Ragnarok* is designed to immerse the player in a **world of divine war, ruin, and dread** — a place where the clash of gods echoes across shattered landscapes, and the silence between battles feels just as heavy.

### *Music style*

- **Dark Nordic ambient** meets **ritualistic percussion** and **deep droning throat chants** — inspired by artists like *Heilung*, *Danheim*, and *Ulvesang*, layered with orchestral grimness.
- Melodies are sparse, minimalistic, and focused on **atmospheric dread**. Instruments include:
  - War drums
  - Horns of mourning
  - Primitive string instruments (tagelharpa, kravik lyre)
  - Deep male choirs singing in Old Norse or made-up divine tongues

- Each **zone and faction** has a unique audio signature:
  - **Dunval'duum:** hollow, echoing hammer strikes; sounds of metal under pressure
  - **Red Desert:** crackling heat, breathless winds, distant screams
  - **Sephior Mountains:** whistling snow winds, chanting Valkyrie echoes
  - **Myth Akh'Aegis:** metallic, discordant tones with divine distortion and low, celestial static

### ***Dynamic Music System***

Music shifts **dynamically with alignment**, faction presence, and divine influence:

- When divine favor intensifies, music becomes more oppressive or reverent
- Stealth missions or divine espionage feature near-silence, interrupted by faint whispers or divine murmurs
- Boss fights build from tense ambience to full-force ceremonial war rhythms

### ***Sound effects***

- **Combat** is brutal and grounded: visceral, steel-on-bone impacts, muffled grunts, the crunch of frozen limbs breaking.
- **Spells** and divine effects are low-frequency and earthshaking — divine wrath sounds like tectonic shifts or volcanic breath, not bright and flashy fireworks.
- **Environmental audio** includes:
  - Trees creaking like gallows in the Dividing Woods
  - Distant hymns echoing through cursed ruins
  - The crackling of cursed flame, howling wind, and ghostlike sighs in haunted zones
- **Divine manifestations** are accompanied by unique sound signatures: a sudden drop in ambient noise, a low-frequency hum, a choral breath.

### ***Voice and Dialogue***

Either selective Voice acting or Ai voice acting.

### ***Accessibility Options***

- Full subtitle system
- Sound scaling by category (voice, divine effects, combat, ambience)
- Subtitle speaker indicators for divine entities vs. mortals

## **Game Art-Intended Style**

- **Dark, semi-realistic 3D art**, influenced by *Darkest Dungeon*, *Pillars of Eternity*, and *Hellblade*.

- Zones have distinct themes: frost-covered ruins, desert flame altars, divine-tech cities.
- UI will use **Nordic motifs**, runes, and weathered stone textures.
- Party characters have unique silhouettes and visual progression through gear and divine favor.

## Help system

- **Tutorial system** layered over early gameplay (Levels 1–3):
  - Basic movement, interface, combat, party control
  - Pathfinder ruleset tutorials (attack rolls, saves, flanking, AoO)
- **Codex entries** unlock explanations (tooltips, glossary)
- **Tooltips** for all stats, effects, and abilities
- **Optional guide NPCs** in player city (like sages, trainers)

## Settings Menu

Category	Options
<b>Graphics</b>	Resolution, quality, post-processing (fog, bloom, vignette), camera FOV
<b>Audio</b>	Master, Music, Voice, SFX sliders
<b>Gameplay</b>	Difficulty modes, auto-pause triggers, camera speed
<b>Controls</b>	Key remapping, mouse sensitivity
<b>Accessibility</b>	Subtitles, colorblind modes, font scaling

## Content Additions

### Content Framework and Structure

All game content is structured modularly:

- Quests, NPCs, zones, abilities, and items are stored in **JSON**, **XML**, or **ScriptableObjects** in Unity.
- Each major region (e.g., Dividing Woods, Dunval'duum) exists in a self-contained **zone module** that can be updated without touching the core engine.

### In-Engine Tools for Content

- The game includes **developer tools** or editor extensions to:
  - Create/edit dialogue trees with branching outcomes

- Define new Pathfinder mechanics (spells, feats, enemies)
- Create new maps with defined triggers, encounters, and divine influence zones
- These tools can be used internally or potentially exposed to modders later.

## Scripting Support

All encounters, quests, and divine events are tied to a **visual scripting layer** or Lua/C# scripting, allowing conditional logic and advanced quest states without codebase changes.

## Administrator access

Administrators can:

- Add new encounter zones via config files
- Upload new factions, gods, or abilities to the database
- Adjust divine favor tables and spawn conditions in the player city

This enables live world updates, especially useful if you're planning long-term support or expansions.

## DLC/Expansion Readiness

The core game is designed to support:

- Post-launch expansions (e.g., "Children of Ymir", "Ragnarok Phase II")
- New divine pantheons, maps, or storylines
- Unlockable Mythic type content past lvl 20

## Modding

While not required, future versions may expose:

- Mod API for Pathfinder mechanics
- Map editor tool for custom dungeons or divine relic hunts
- Steam Workshop or NexusMods integration

## Technical Documentation

- All content modules follow standardized naming and folder structure.
- Each module includes:
  - Dependencies
  - Fallbacks (e.g., if a mod is removed)
  - Versioning and update logs

## Project Folder Structure:

```
/Assets
└── /Core
    ├── /Systems (combat, pathfinding, AI, saves, etc.)
    ├── /Managers (GameManager, AudioManager, UIManager, etc.)
    ├── /Scripts (utility scripts, shared classes)
    └── /Prefabs (base characters, terrain tiles, etc.)
└── /Content
    ├── /Factions
    ├── /Gods
    ├── /Zones
    │   ├── /DividingWoods
    │   ├── /DunvalDuum
    │   └── /PlayerCity
    ├── /Dialogues
    ├── /Quests
    ├── /Items
    └── /Creatures
└── /EditorTools (your in-Unity tools, like quest editors)
└── /Mods (optional mod folder; external loading allowed)
└── /Resources or /Addressables (if dynamic loading is needed)
```

## Modular Systems using ScriptableObjects

### *GodDefinition.cs*

```
[CreateAssetMenu(menuName = "Ragnarok/God")]
public class GodDefinition : ScriptableObject
{
    public string godName;
    public Sprite icon;
    public string domain;
    public Alignment alignment;
    public string lore;
    public GameObject manifestationPrefab;
}
```

## ***FactionDefinition***

```
[CreateAssetMenu(menuName = "Ragnarok/Faction")]

public class FactionDefinition : ScriptableObject
{
    public string factionName;
    public GodDefinition patron;
    public List<CharacterDefinition> members;
    public ZoneDefinition homeZone;
    public FactionReputation rep;
}
```

## **Editor Tools for Designers**

Create Unity custom editors for internal use:

- **Dialogue Editor** – branching dialogue trees with tags for divine reactions
- **Encounter Creator** – define combat zones, enemies, divine influences
- **Quest Designer** – create multi-stage quests with triggers and divine events

These tools serialize to ScriptableObjects or JSON (if you want external authors to write content).

## **Expansion/Mod Loader**

Support runtime loading of **external content packs**:

- Folder: RagnarokGame/Mods/MyExpansion1/
- Content Format: JSON or Unity Asset Bundles
- Each mod/expansion has a manifest.json with:

```
{
  "name": "Children of Ymir",
  "version": "1.0",
  "author": "OpenAI",
  "type": "expansion",
  "dependencies": [],
  "content": [
    "newGods.json",
    "zone_YmirFrozenDepths.asset",
    "quest_revengeOfFrostWolf.json"
  ]
}
```

- Unity loads these into game memory at boot (use Addressables.LoadFromFileAsync() or standard reflection for JSON).

## Save System Structure

Ensure that **save files store UUIDs** of dynamic content, not just scene references. This allows:

- Content updates **without breaking saves**
- Loading new quests or gods even into ongoing campaigns

## Tools Summary

Tool	Description
<b>Zone Editor</b>	Paint terrain, place encounters, set divine influence levels
<b>Dialogue Tool</b>	Node-based conversation editor with branching logic
<b>Quest Designer</b>	Trigger conditions, objectives, rewards
<b>God Manager</b>	Add new gods, traits, lore, visuals
<b>Mod Manager</b>	Read/validate external content packs

## Steam Workshop/Nexus Mods Support

- Folder-based mod loader
- Documentation for your ScriptableObject/JSON formats
- Security sandbox (block unsafe scripts)

# Player Feedback

## Progression Feedback

Helps players know they're advancing and making good decisions.

- **XP Bar & Level Notifications**

Standard visual feedback when gaining XP and leveling up (with Pathfinder-style pop-ups showing feat/spell/class choices).

- **Divine Favor Meters**

Each god (or pantheon faction) the player interacts with has a favor meter (visible in HUD or divine relations menu).

- Increase: from actions, prayers, helping cults, etc.

- Decrease: from blasphemy, killing servants, ignoring rituals.

- **Settlement Growth**

The player's city visually and functionally upgrades:

- More people arrive, buildings get built, new vendors/quests appear.

- City reputation system (shown in UI) provides feedback from factions or divine domains.

## Combat Feedback

Shows tactical effectiveness, danger, and consequences.

- **Damage Types and Resistances**

Floating combat text in different colors/icons based on types (cold/fire/divine/etc.).

Tooltip on hover tells the player about resistances or immunities.

- **Hit Feedback**

VFX/SFX for critical hits, resisted attacks, divine smiting, etc.

- **Battle Logs**

Optional CRPG-style log window that records all actions with tactical commentary:

"Fenrir resisted 8 cold damage due to Frosthide."

## Quest and Narrative Feedback

Shows whether the player is progressing well in the story or making bad choices.

- **Divine Whisper System**

Subtle "inner voice" or "ominous presence" gives mysterious feedback about the player's moral or divine alignment choices.

"Njord does not look kindly on your alliances with flame-blooded raiders."

- **Reputation Changes**

Visual and audible feedback when a faction's opinion shifts. For example:

- *+5 Favor with Tyr's Order* appears in green
- *-10 Reputation: Exiled Dwarves* appears in red

- **Dialogue Feedback (optional for the player)**

Tags or colored text for dialogue choices (e.g., [Truthful], [Blasphemous], [Diplomatic], [Deceitful]) show what path the player is taking.

## Exploration and Environmental Feedback

- **Discovery Popups**

Notify players when they find important landmarks, ancient shrines, or puzzle ruins.

- **Divine Presence Indicators**

Environmental audio and visual cues:

- Whispering winds for Freyja
- Shadows thickening under Hel's influence
- Cracking thunder when close to Thor's vision

- **Mini Achievements**

Track and display unique exploration achievements:

“You uncovered the Lost Shrine of Yggdrasil — +3 morale bonus to attack rolls”

## Failure or Warning Feedback

- **Failure Hints in Dialogue**

If the player fails a skill check, optionally include:

“(You sense the lie, but your resolve falters.)”

- **Quest Tracker Updates**

If a player blocks a quest path due to a choice, a warning could appear:

“*This path is now closed. Loki's children's agents will remember this.*”

- **Corruption or Doom Mechanics**

- If divine disfavor builds up, UI elements glitch, darken, or display warnings.
- The world reacts — NPCs shun the player, encounters grow darker, or divine agents appear.

## Feedback Journal and Codex

- Codex updates every time a major faction, god, or divine mechanic is affected.
- Includes:
  - Divine doctrines
  - Past choices and their impact
  - Timeline of divine favor/disfavor

## Deployment

### Deployment Target

- **Initial Platform:** Windows PC (64-bit)
- **Distribution Method:**
  - Development phase: *Direct download via itch.io / Google Drive / GitHub Releases*
  - Release phase: *Steam (preferred), with GOG as alternative*
- **Installer Format:** Standalone executable with data folder (.exe + \_Data/)
- **Optional Future Targets:** macOS (Intel & ARM), Linux, Steam Deck, console (with major refactoring)

### How to recreate/ build the game

Component	Version
Unity	Unity 6 LTS (2025.x or latest stable)
IDE	Visual Studio 2022+ with Unity integration
Source Control	GitHub (private repo preferred)
SDKs / Packages	Unity Input System, Cinemachine, TextMeshPro, URP
Pathfinder Rules Integration	Custom rules engine (modular, JSON-driven)

### Build Instructions

1. Clone the GitHub repository.
2. Open the project in **Unity Hub**.
3. Ensure these Unity packages are installed:
  - Input System

- Universal Render Pipeline (URP)
  - Addressables (if used for dynamic content)
4. Set build target to **Windows 64-bit**.
  5. From the Unity Editor:  
File > Build Settings > PC, Mac & Linux Standalone > Build
  6. Output folder must include:
    - Ragnarok.exe
    - Ragnarok\_Data/ folder
    - (Optional) StreamingAssets/ folder for Pathfinder JSON data

## System Requirements Minimum / Recommended

No idea yet

# Development

This section outlines the technical foundation of the game, where its assets are located, and how developers can understand and extend its functionality.

## Platform and Dependencies

- **Game Engine:** Unity 6 LTS (2025.x)
- **Rendering Pipeline:** Universal Render Pipeline (URP)
- **Language:** C# (.NET 4.x Equivalent)
- **Target Platform:** Windows 64-bit (initial), cross-platform adaptable
- **Version Control:** Git (GitHub private repository)
- **Build System:** Unity Build Pipeline (custom preprocessor for Pathfinder data injection)

## *Major Dependencies*

Package / Library	Purpose	Source
<b>Unity Input System</b>	Advanced control remapping	Unity Package Manager
<b>Cinemachine</b>	Camera rotation and behavior	Unity
<b>TextMeshPro</b>	UI text rendering	Unity
<b>Odin Inspector</b>	Enhanced editor tooling (optional)	Asset Store
<b>ScriptableObjects</b>	Core for game data: factions, quests, gods	Internal

Package / Library	Purpose	Source
<b>Pathfinder 1e SRD</b>	Mechanics system	Custom-processed JSON files
<b>SQLite (Optional)</b>	Save system backend	NuGet/Unity Plugin

## Source Code and Assets

Resource	Location	Notes
<b>Source Code</b>	Unity Version Control	Assets/Scripts/ folder divided by domain
<b>Art Assets</b>	Assets/Art/, Assets/Prefabs/, and Assets/Materials/	All modular and URP-compliant
<b>Audio</b>	Assets/Audio/	Dark Norse ambient soundscapes
<b>Pathfinder Rules Engine</b>	Assets/Scripts/System/Pathfinder/	Modular logic separated from UI
<b>Quest Data</b>	StreamingAssets/Quests/	JSON-driven branching quests
<b>Divine Favor System</b>	Assets/Scripts/Systems/Favor/	Governs relationships with gods

📘 Developer Docs are located in `/Docs/DeveloperGuide.md` within the repository.

Includes:

- Architecture overview
- Class diagrams
- Game state management
- Quest system guide
- Combat/dice roller logic
- City management loop logic
- Divine favor trigger framework

## Key Development Issues Solved

None so far.

## Game Structure Reference

- **Game Flow:**
  1. Title Screen → Prologue → Character Creation → Intro Quest
  2. City Foundation (Level 3-4)
  3. Faction/God Alignments unlocked (Level 5+)
  4. Open-world regional branching
  5. Endgame Divine Conflict (Level 17-20)
- **Key Game Systems:**
  - PathfinderEngine/: Combat, skills, feats, dice
  - Systems/Favor/: Divine interactions and god politics
  - Systems/City/: Economy, upgrades, influence
  - Quests/: Data + triggers
  - UI/: HUD, dialogs, menus

## Future Development Notes

Everything.