Negfaron

Design Document

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Levi harman

**Things to do.**

green = done

yellow = on hold

* Make a menu
* interact with plot of land
* make map more dynamic
* make a 60x60 map
* implement the soundtrack
* Program villagers with basic dialogues
* Program a shop
* make a dungeon
* Make fullscreen and windows graphics settings
* Program enemies
* Animate sprite
* Prototype functions in game loop.
* enumerate the map to make it easier to understand.
* Object interaction (read a sign)
* Entity system (make hero an entity to start with)
* refactor
* upload to github
* center character
* Add timer to dialogue box.

**Ideas for the game**

**Farming game.**

* Move from town to town.
* Grow food with seeds.
* Animal Husbandry

**Build relationships with characters**

* Each character should have a new interaction when certain goals are reached.
* Each character should have at least 25 reactions per year.

**Currency system**

**Free choice**

**Other optional Ideas for the game.**

* Sandbox
* Player encouraged to head towards Negfaron in order to get access to better technology. In order to defeat enemies in new territories you must use townspeople to prepare.
* Lineage system - Hero dies after undecided game time. Children will become playable.
* MMO will have random traits show up in characters. Depending on how successful the player is he will be able to reproduce and other players must choose a character from someones lineage.
* Founding players will be the top of their respective family trees. Divergence should occur.