# 1 - World of Nenn

## 1.1 - Overview

World of Nenn is a Massive Multiplayer Online game for PC. Players travel across a large map with the objective of increasing levels, completing quests, and gaining access to more content.

## 1.2 – Vision Statement

World of Nenn is a multiplayer game featuring a massive featuring a persistent open world with complex interactions. Players should be delivered the following experiences.

* Economy: A global resource trading system allows players to buy or sell most items at will. This creates a system of supply and demand and ensures every item is useful to someone somewhere.
* Friend Circle: provides additional means of cooperation that allow players to specialize and work together to achieve higher goals then they could alone.
* Goal-Oriented Gameplay: pushes players to concentrate on what their next objective is, what are the best means of accomplishing it, and how they can optimize their skills to aid their friend circle.

## 1.3 - Target Audience

The game should be targeted to those who are tired of the traditional RPG experience. By transforming mindless grinding into goal-based objectives we can ensure that there is a path for any type of RPG player.

## 1.4 - Platform

The target platform of the game is PC, which includes Windows, OSX and Linux. Since the engine is programmed entirely with platform-independent libraries future ports to android are technically possible.

## 1.5 - Genre

I’m not sure if there’s a specific name for this type of RPG, as I don’t know many games with the features it has. This RPG mainly focuses on time management rather than action skills. Many recently popular games like *Warframe* draw an audience by allowing the creation of specialized builds rather than having players grind for better and better gear. As I’ve found that the “action” components of the game are completely pointless in PVM, World of Nenn will not be action oriented. Timing, however, might have a critical role.

# 2.0 – Core Gameplay

The game revolves around exploration and discovery. When players are first released into the game’s world they will have to discover what items can be found and how they can be used. It is then up to them to share the information with others. This is in effort to break away from the traditional straightforward RPG style. Therefore, cooperation is the focus of the game.

## 2.1 – Core Features

### 2.1.1 - Friend Circle

A unique feature to World of Nenn is the friend circle. Players who join a friend circle are permanently bound to the group. Players within the group should be able to share their resources more easily by means of shared storage.

### 2.1.2 - Enemies

In additional to NPCs that can interact and trade with the player, the world will be filled with a massive variety of enemies. Fighting enemies grants experience in combat skills and provides loot. Loot is a way to make combat worthwhile and may be the only way to obtain certain items.

### 2.1.3 - Questing

Questing is a way to drive players to explore the world of the game. Questing in World of Nenn differs from that of most RPGs in that there very few quests as simple is killing a small number of a specific enemy. Quests will be elaborate and goal-driven, requiring the player to break the components of the quest down into its requirements. Players may find that doing a quest will give them resources (new routes, new items, new skills) that may make another quest significantly easier.

### 2.1.4 - Crafting

Crafting is a system that lets skilled players combine simple items to make more complex ones. For example, a player might combine a wooden handle with an axe head to create an axe. In addition, the quality of the axe will depend on the quality of the components that were used to craft it. This quality system also prevents the world from being flooded with a massive number of identical items. Players have incentive to craft low level items of high quality for low level players, as the quality of the item will demand a higher price. Crafting may include weapons, ammunition, consumables, and player-owned areas.

### 2.1.5 - Jobs

Jobs are a way to add diversity to players for group play. Players with a certain job will receive a small experience boost when training that skill and may produce higher quality items. This type of specialization allows players within the same friend circle to divide tasks between them and progress through the game faster. Switching jobs should be difficult so players are less likely to abuse the experience boost.

## 2.2 - Controls

The game uses a free rotation camera that is always centered around the camera. The keyboard will be used for chat and hotkeys, while everything else is done by mouse. Left clicking will activate a primary function (i.e. walking to a location, attacking a target, or using an item) and right clicking will open a menu containing every possible option.