Project RPG  
Basic Summary of Contents

Narrative Synopsis:

Game takes place in the thoughts of a teenager in a coma from a car accident. Waking up in the strange world that is his own imagination, he/she unknowingly fights against their own manifestations in an attempt to escape from death and return to life. Along the way the character slowly becomes aware of his/her situation and the game eventually ends with the player being able to choose between life and death; exiting the coma or choosing to stay in his imagination\*.

The player first arrives on the planet Palador (where the game takes place) as the forces of Darkness are invading it. A massive rip in the sky bleeds out dark energy and the player must team up with certain members of the teenager’s life (manifested as heroes/champions of Palador) to fight against this unstoppable force.

*\*this is obviously out of scope to achieve in a 2-week time limit, but still its effective in highlighting what kind of atmosphere and theme the game is hoping to create.*

Controls

Movement:

Move Forward: W  
Move Backwards: S  
Move Left: A  
Move Right: D

Jump: Spacebar

Combat:

Attack Right-hand (Default): Left Mouse Button  
Shield Raise: Left Mouse Button

Spell 1: 1  
Spell 2: 2

Quests:

Quests in game give the player EXP and progress the player through the narrative. As of now, the quests will only direct the player through the *main* storyline but if the scope of this project increases it will include side quests not affiliated with the main storyline.

Quest givers will be voice acted. If this is too out of scope it can be cut.

Quests will often take players to new environments and locations for them to explore. This can be seen from Quest One

Example Quest:

Secrets of Darkfall Chasm:

*Find the Ancient Tome of Darkfall Chasm.*

I’ve been sent on a quest by Black Mage Pytheseus to uncover an ancient tome in Darkfall Chasm. I have been told the trek is quite treacherous and that perhaps stockpiling on potions or goods before I leave is a smart option.

EXP: 150

World and Environment:

The world that the player will be immersed in will be known as Palador. Name is up for change if any other better names are suggested.

Palador has recently been ripped apart by the forces of Darkness that have come to claim its citizens and people. Whilst it is still vegetated and lively, in places near the rip in the sky there is little to no life whatsoever.

\**For the beginning of the game just construct a lively looking area, valley/meadow. But if it’s easier choose the deathly area. Whatever suits your imagination and your work scope.*

The player will spawn on top of a mountain overlooking the rip in the sky opening. As it does, it will give the player some form of direction towards a town nearby it (Environmental storytelling).

\**for testing purposes just put the spawn wherever is easiest.*

Palador, since its invasion by the Darkness, has many small forts that have been put to the torch. These forts are usually one to two watchtowers combined to create a small box like structure.

Further specific environment inspirations are yet to be discussed and should be discussed with the whole team present as to effectively conclude what the specific feel and atmosphere it is we want from this game.

Classes

Sorcerer:

Sorcerers manipulate the power of Fire, Ice to strike down the enemies of Darkness.

Fire Bolt: Launches a bolt of fire at the enemy.

Flame Pulse: Generates a pulse of fire from the player’s feet, dealing small damage and knocking enemies back.

\*If particle effects are too difficult to sort out or something bad goes wrong with them, this class can be subbed out for another one.

Knight:

Knights use brute strength and raw power to crush their enemies.

Hulking Strike: Strike the target dealing medium damage and slowing their movement speed by 25%

Battle Rage: Your basic attacks (click attacks) for the next 5 seconds deal 25% increased damage.

Ranger:

Rangers use carefully placed shots and their array of elemental arrows to destroy the enemies of Darkness.

Ice Arrow: Fires an arrow of ice at the target, slowing them for 50% and dealing medium damage.

Escape Tactics: Increases movement speed by 45% for 4 seconds.

\*These 3 above are the main classes that will be constructed. All else are just up for speculation just in case one of the other classes are too hard to create or script.

Other Classes

Crusader:

Crusaders use holy imbued weapons and spells to tear down those who would appose the light.

Necromancer:

Necromancers fight fire with fire, bending the power of the Darkness to their will to shatter their enemies.

Rogue:

Rogues use the power of surprise and their array of poisons to pick off their enemies from the shadows.

Weapons/Armour:

As of right now, in consideration with the classes that will be used, there will be these Weapon types:

Axes:

Includes 2Handed version and 1Handed version.

\**For this 2 week project just work on the handed version. Only work on the 2Handed version if you’ve got time. Until then, solely use Axes for their 1Handed utility.*

A basic attack with an Axe takes longer but deals more damage. This goes for both counterparts.

Swords:

Includes 2Handed version (Great Sword) and 1Handed version (Long Sword)

A basic attack with a sword takes less time but deals less damage than the axe. This goes for both counterparts.

Shields:

Reduce incoming damage when raised.

Bows:

Includes only a longbow.

A basic attack with a longbow draws an arrow and fires it at a location. There can be arrow/bullet drop but if it’s too difficult to manage this can be removed.

\**If there is less time available, Axes can be scrapped and swords can be the main weapon to have time invested in it.*