The Blacksmith Journey (TEMPORARY)

"WHAT IF YOU PLAY A FANTASY ADVENTURE FROM THE BLACKSMITH SIDE?"

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October 14, 2019

Game Design Document
Version v0.1.1, Oct 2019

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1 Overview

1.1 Project Description

The games market is so plenty of fantasy titles with various genres: RPG, Action RPG, Hack 'n Slash, RTS etc...

This is a very exciting setting, with several possibilities of game mechanics, enchanted items, cool texture weapons, magnificents spells and many more, but we also have to admit that is a kind of scenario poor of recurring ideas nowadays.

Since we always control an hero character, or a group of them, joining various adventures with many legs on armories to improve our equipments, why don't we manage an armory this time? Why can't we see a fantasy plot from the blacksmith point of view?

Today, thanks to this title, we can really do that!

1.2 Theme/Setting/Genre

The Blacksmith Journey will be a pure **management game** on a fantasy world. Despite the unrealistic setting, the purpose of the game is to realise many structures and tools close to the real ones used during medieval age.

Of course you'll have spells, supernatural abilities and other magical stuff all around your armory.

1.3 Targeted Platforms

PC of course, maybe **Android**.

1.4 Core Gameplay

For now I think it's good to develop a **story mode**, with a beginning and an end. In the near future I'd like to enhance this story with a **non-linear** structure, based on the populations choices.

Multiplayer mode? Maybe... if it's a great success!

1.5 Influence

On the graphic point of view, character models and colours like **Clash Royale**, maybe even smoother. UI and text too.

I'd like to keep only the usability realism of the various structures, from the gameplay point of view. But graphically I want to give them a bit of cartoon mood.

An easygoing mood like a very old genre masterpiece like **Theme Hospital**.

Music and sounds few original, maybe inspired by parody movies like **Robin Hood: Men in Tights**.

2 Game Design

2.1 Referral Guidelines

This is a little recap of the detailed Game Design. Here it'll be various references to other documents that illustrates more in depth some of this following points.

2.1.1 Mood And Emotions

che tipo di stato d'animo ed emozioni deve trasmettere il gioco

2.1.2 Story

la storia del gioco

2.1.3 World/Environment

qual è l'ambientazione del gioco. Inoltre, se utile, inserire la mappa dell'ambiente o del mondo di gioco

2.1.4 Main Objectives

quali sono gli obiettivi principali del gioco

2.1.5 Character in Game

chi sono i personaggi del gioco

2.1.6 Main Objectives

gli oggetti peculiari del gioco

2.1.7 Core Mechanics

descrizione delle meccaniche centrali

3 Technical Aspects

sezione dedicata agli elementi più tecnici sulle meccaniche ed i controlli di gioco

3.1 Front End/Screens

- Logos/Fonts/Images
- Splash Screen
- Title Screen
- Main Menu
- Options
- Credits

3.2 Controls

descrizione approfondita dei comandi di gioco

3.3 Mechanics

descrivere eventuali meccaniche di gioco originali o peculiari del progetto

4 Level Design

be specific about the core game features

4.1 Themes

descrivere stato d'animo, environment ed oggetti peculiari all'interno di ciascun livello previsto

4.2 Game Flow

flusso del gioco attraverso i livelli e le mappe

5 Development Systems/Tools

quali applicazioni e strumenti, nel dettaglio, vengono adottati nella creazione degli asset grafici, sonori e della produzione dei codici sorgenti

6 Graphics

6.1 Style Attributes

tipo di colori, stili grafici, camera, post-production ecc...

6.2 Graphics Needed

- 2D (texture, immagini ecc...)

- 3D

- Animations

- Lights

7 Sounds/Musics

7.1 Style Attributes

come per la grafica

7.2 Sounds Needed

effetti sonori, feedback su interazioni

7.3 Musics Needed

8 Development

8.1 Abstract Classes

8.2 Derived Classes

9 Monetization Model

tipo di monetizzazione (premium, paid alpha/beta/final, early access, micro-transazioni, subscriptions ecc...). Eventuale link al documento di modello.

10 Schedule Timeline

Suddivisione milestone e tempi. Eventuali link/screenshots a diagrammi di Gantt

Milestone	Description	Date
	Official Start Date	01.12....
1	Milestone Description ..	01.12....
2	Milestone Description ..	01.01....
3	Milestone Description ..	01.03....
	End of Project	01.04....

Table 10.1: Example Schedule.