Game Design Document

Bound by Fate

« It’s not in the stars to hold our fate, but in ourselves »

**Version 0.0.0**

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# Game Overview

**Project Name:** Bound by Fate

**Platform:** Windows, Mac OSX, Linux

**Genre:** Action-Adventure

**Setting:** Steampunk Fantasy

**Theme:** Human Nature

**Camera:** Top-Down View

## Introduction

The box of all evils has been opened, drowning the world into chaos…but of all sins, hope remained. A faint light indeed, but nevertheless a hope. **Bound by Fate** is a tale of two young heroes, children bound by fate and soul, engaging on an epic journey through time in order to change the course of history and challenge destiny itself to bring mankind’s salvation.

## Features

## Influences

*\* Television, Games, Literature, Movies, etc.*

## Mindset

This game tries to reach the human in all of us to make us question our specie’s behavior and our impact on our world and ourselves as part of it. It wants to instill on the player a heavy feeling of responsibility toward its actions and their consequences. Make him feel remorse to have done something, regret to not have dared to, like he bears the burden of thousands on his shoulder, and that each second count. It wants for the player once the game is over to sit down and think about each time he asked as a kid: “Why won’t anyone act if we all know everything that’s broken in this world?”, with for only answer: “It’s more complicated than that son…”. Starting off the game as if it was any other on the surface, he’ll feel no tension at all, until being confronted to the cruel fact that any wrong decision could tip the balance. An experience handcrafted to feel immersive, for each decision to strike right at the player’s heart, making him feel incredibly weak and insignificant, yet so powerful at the same time. Making him laugh, cry, rage, fear, hate and love. Giving him the feeling of being alive and holding destiny in its hands.

# Story

## Golden Age

**Prehistory**

At first, there was nothing. Then, from Order came Chaos. That root, the origin of existence, was from what nothing became everything. From darkness came light. From inertia came life. Those lifeforms were said to be eternal, immortal celestial beings, living a life of peace and perfect harmony. To keep on living without self-absorbing, the root created them out of mana, so it can later reabsorb then all over again. Ashes to ashes, dust to dust. However, so the root could surround itself with its almighty eternal masterpiece, it gave them consciousness, so when their astral body would be destroyed, they could become a Deus, a guardian star, and keep on living to protect the Void.

Yet, that was their downfall. With consciousness came the original sin; will. Those beings weren’t just alive for the sake of living, they needed a reason, a purpose. Therefore, one day, one of them followed the temptation that brought him to the root. Before he could even realise he wanted it, he touched it. He wanted to achieve the very concept of omnipotence, and therefore as a creation defied its creator. He vanished, faded into oblivion. Tt isn’t known if he just vanished or became a god, deciding to never come back. As a divine punishment, the concept of time and space were shaped to confine those impudent beings in a mortal, painful and insignificant existence; The World.

## Silver Age

**Antiquity**

This world was a beautiful place nonetheless. An infinite sea bellows a starry sky

## Bronze Age

**Middle Ages**

## Heroic Age

**Renaissance**

## Iron Age

**Industrialisation**

### Steel Age

## Lead Age

**Post-apocalypse**

### Platinum Age

**Digital Era**