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Milestone One

For my theoretical game I will be designing and modeling a spellbook/ tome/ grimoire. This will be a defining attribute of the player character as it is used for many different aspects of the characters journey and various aspects of the user interface - such as the pause menu being inlaid into the books pages. The book is thick, holding not only spells but individual notes about the player's journey, different discoveries they may have made, ideas about different spell combinations. Because of this hefty use the book will be worn out from the journey, tattered cover, ripped pages with stains, aged paper. The book will be held closed by a clasp of metal so that when the book is flung about while maneuvering any terrain the contents of the book do not flutter about in the wind like a lost bird. A metal chain attaches the book's spine to the characters waist as the book is too large to carry by hand all the time, and too important to place in a bag as the tome is constantly referenced for various reasons mentioned prior. A magic star (delineated by the Star of David) is encrusted into the cover of the tome with ancient letters branding its title, although worn the star and the text are not nearly as legible as it once was.