Ignominy

“public shame or disgrace.”

# Key Elements

* Dark fantasy theme.
* ‘Shield Hero’-esque initial downfall arc.

# Key Mechanics

* Magic.
* Slavery.

# To Add

* Backstory for protagonist. Options:
  + Human
    - Kingdom of Cataclite: Mercenary, Soldier, Blacksmith,
    - Kingdom of Dalia: Student, Academic,
    - Light Witesia: Explorer, Villager
    - Seld: Farmer, Noble, Merchant,
    - Zalrord: Diplomat,
    - Luma Empire: Bandit,
    - Ignoma: Fisherman
  + Non-Human

# Timeline

27/01/2021 – 29/01/2021: Main worldbuilding period.

29/01/2021: Explored tools for web-based implementation and started messing around with UI designs.

30/01/2021: UI design and framework making.

31/01/2021: UI overhaul and further framework design.

1/02/2021: Designing country, name, and backstory select pages and final UI polish.

2/02/2021: Planning out story indexing and creating the first story scenes for each starting location.

3/02/2021: Brainstorming story/scene ideas, creating time incrementation systems, and adding more conditionality to options (aka story scenes), such as only showing at certain times, player stat levels, etc. (documenting this also). Added perception stat.

4/02/2021: More conditionality for options, like only showing if the player has/has not completed other scenes and making options (by default) not show multiple times.

5/02/2021: Added basic reputation system and a small story in Ignoma. Overhauled option timeframe settings, allowing for better control over when options show. Added gold and fatigue stats. Added universal options, options that show on every scene, mainly used as warnings about high fatigue, etc.

6/02/2021: Added Ebonfront inn scenes, inn room ownership system (where room ownership resets at noon daily) and started work on the trading system.

7/02/2021: Finished buying system and added item system. Fixed text scaling on higher resolutions. Added delay for story loading to allow insertions of player name into text. Added updating content to the inventory page.