Martial Odyssey Ideas

Different options coloured differently for clarity

Overview:

Gameplay:

* Character Progression

Level-up system with a branching tree skill pathing. The skill branches can be multiple and can be specced in differently unless there are conflicting skills (e.g., Orthodox vs Unorthodox) martial arts that will conflict with each other, but there may be a way for them to work together in exceptional circumstances (e.g. learning a martial art that allows you to combine different forces), otherwise combining incompatible martial arts is either not allowed or causes harm to the player.]

A whisp of a skill may also be learnt randomly while fighting a foe using said martial art to mostly show the existence of the art

The skill branches are similar to Path Of Exile and are based on different types of martial arts (e.g Kung Fu, Tai Chi, Spiritual Arts, Ghost Step) which can be either unlocked at the beginning of the game if you start a game with a scenario (e.g. you belonging to a sect and they teach you the basics of Kung Fu) or from acquiring martial arts texts. These skill trees may not be specced in otherwise and may even be hidden from the player as to not spoil the surprise and to not clutter the screen.

Upon levelling up, besides gaining skill points, you can also put a different set of points into you’re your basic stats such as Health, Stamina, Strength, Agility and Cultivation. These stats can be upgraded and/or augmented through the use of consumables and items.

There will additionally be a ranking system that will gauge your overall power that will go as: Novice, Apprentice, Disciple, Practitioner, Adept, Master, Grandmaster, Supreme Master, Saint, Quasi Immortal and Immortal. Each tier will have it’s own tiers which are Low Mastery, Intermediate Mastery and Advanced Mastery. Breaking through each rank will have prerequisites such as cultivation level, body condition, stats and the surrounding environment. Even if the character’s cultivation level and stats match the required to move up a rank, the breakthrough may not necessarily start until the character either cultivates in a ready environment (grinding for the breakthrough) which may take some time OR has a random “realisation” event. This event can start up at any time after the conditions for the breakthrough are met and can even happen during a fight. Once the ‘realisation event starts’, the player has a set amount of time to find a suitable environment to complete the breakthrough, otherwise the breakthrough event will cancel, and the player will have to wait for another opportunity.

During a breakthrough, the player will be in their most vulnerable state, and any distraction or attack may stop their breakthrough and cause a massive backlash.

Earlier Ranks can be broken through easily, while the later ranks will require more preparations and will offer more challenges during the breakthrough such as trials and tribulations.

There will be a balance between training your overall body and training your cultivation level. The body will not be necessary to train before increasing your cultivation, but that will mean that when you do get to increase your rank, a low cultivation body may cause the rank increase to either fail, be impossible in the first place or be increased but provide little to no benefit.

There will be separate reputation and popularity status which will change based on the player’s actions. Note: The actions are deemed “good” or “evil” based on the wuxia rules (e.g. killing an entire evil sect even if they did not attack you directly) will be deemed as a good deed by the orthodox sects, but an evil act by the unorthodox and evil sects. The reputation will be separate for all 3 sides, and it will affect your day-to-day interaction with the population of each side (e.g. town guards may attack you on sight and shopkeepers may either upcharge you or refuse to sell to you altogether). It is possible to affect your overall popularity with one side, but acts towards a specific power such as a certain sect will negatively affect the player’s relationship with them either for a long time or forever depending on the act. In extreme circumstances, even if you’re aligned with the orthodox sect but have done something terrible to a specific sect, that sect may try to assassinate and/or wage war on you.

Upon reaching the final tier of cultivation, it is not the end, as depending on what martial arts techniques you learnt, you can “reset” your character, which will not reset the events that already happened in the game, but will revert the character body stats and cultivation, but not the knowledge already acquired. There will be many ways to reset your character such as body possession and age regression

or memory loss; memory loss being unique as it can be done before regression, so you can either be left with a strong body but a clean slate for your skills, or fully reset your stats but keep the character.

Time skip mechanic where you can travel into the future but into a new body

* Combat
* Exploration

Upon the start of the game, a global map is created with different environments, sects, cities, towns, events etc.

The map is not infinite, but there is a way to travel to a new map by either entering a dungeon or a new planet or realm. The map for each planet and realm are randomly generated

Story:

* Protagonist
* Their story
* Game setting
* World they inhabit
* Challenges and enemies

Characters:

* Player design
* Player motivation
* Player ambitions
* Player role in the story
* NPC character design
* NPC motivation
* NPC ambitions
* NPC role in the story

Environments:

* Locations
* Visuals
* Challenges

Art Style:

* Visual design of the characters
* Visual design of environments
* Visual design of effects

Sound Design:

* Music
* Sound effects