Eschemyst GDD

Dissertation thesis

Contents

[1. General information 3](#_Toc189647119)

[1.1 Title 3](#_Toc189647120)

[1.2 Genre 3](#_Toc189647121)

[1.3 Platform 3](#_Toc189647122)

[1.4 Engine 3](#_Toc189647123)

[1.5 Target Audience 3](#_Toc189647124)

[2. Core mechanics 3](#_Toc189647125)

[2.1 Summary 3](#_Toc189647126)

[2.2 Core Gameplay Loop 4](#_Toc189647127)

[3. Gameplay Mechanics 5](#_Toc189647128)

[4. Narrative & World Building 5](#_Toc189647129)

[4.1 Setting 5](#_Toc189647130)

[4.2 Characters 5](#_Toc189647131)

[4.3 Narrative 5](#_Toc189647132)

[5. Art & Sound 5](#_Toc189647133)

[6. Technical Aspects 6](#_Toc189647134)

[6.1 Engine 6](#_Toc189647135)

[6.2 Programming Language 6](#_Toc189647136)

[6.3 Logic 6](#_Toc189647137)

[7. Development Plan 6](#_Toc189647138)

[7.1 Documentation 6](#_Toc189647139)

[7.2 Prototyping 6](#_Toc189647140)

[7.3 Developing 6](#_Toc189647141)

[7.4 Testing & Polishing 6](#_Toc189647142)

[8. Bibliography 6](#_Toc189647143)

# General information

## Title

The name of the game is Eschemyest, the title of the game was purposely chosen to be a single word, this title contains the core gameplay of the game. The prefix composed from three letters of the title ‘Esc’ comes for the world Escape that foreshadows the goal of the player during the gameplay which is to break free from a confinement, while the rest of the word is a variation of alchemist that explains the main profession of the protagonist. Therefore, that title suggests an alchemist that has to escape a certain situation.

## Genre

Eschemyest is a single player first person potion crafter with escape elements

## Platform

The only platform this game will be present on will be PC.

## Engine

The game engine is Unity

## Target Audience

The target audience for this game will be at least 12+, for all genders since the game will not contain aggressive content, but the difficulty of the gameplay itself may justify the target audience age.

# Core mechanics

## Summary

The player will play in the shoes of an alchemist who is being kept hostage by some goblins in a small cave with a big opening that is being closed with iron bars. While the player is not told how their character ended up in such a situation, they soon find out from a goblin guard that they will not be freed until the goblins are satisfied with what the alchemist can do for them. The guard threatens the player, stating that if they do not make potions for the goblins, they will be executed, forcing the player to learn and brew potions based on requests.

The main purpose of the player is to keep the goblins happy by making whatever they request each day. The player will have access to an alchemy bench, inventory, and a bed. After completing the daily requests, the player can skip the day by sleeping in the bed. Sundays will be the only day that the player won’t receive any tasks, making it the perfect day to create and plan an escape.

Each day, the player will be presented with a randomly generated list of potions to complete. For each completed potion, the player won’t receive gold but will instead gain reputation inside the bandit camp, which they can use to request different items and favors. Some bandit goblins will occasionally break the rules to ask for personal potions, rewarding the player with different objects or potion recipes that will eventually help them escape. If a player chooses not to work or does their work poorly, the bandit goblins will execute them, causing them to lose all progress made for that day. The save system will reload the last start of the day which is being saved the moment the player goes to sleep after each day.

The alchemy bench will have different alchemy equipment, including flasks, cauldrons, a mortar, and a distillation system that the player will interact with when crafting. Each piece of equipment will have its own minigame to complete, determining the quality of that stage of the entire process. Bellows will also be available for the player to interact with in order to create whatever they are asked to make. Additionally, there will be a recipe book that shows the steps to create different potions. For each step completed perfectly, the resulting potion will receive a number of stars that will increase or decrease its value. If a player proves themselves with their potions, they will gain enough reputation to upgrade their workstation, allowing them to speed up the crafting process. The player will also be able to choose which upgrades they want.

The ingredients available to the player will range from different plants, organs and insects found in the real world, and also fictional plants, flowers and crystals that matches the fictional characteristics of the world that the player is in. Some of which ingredients won’t be accessible to the player without the help of the desperate goblins that choose to trade the personal potions

The alchemy bench will provide the player with a cozy and fun way to create potions, that they have to manually interact with when trying to create a potion, there will be a place where the player has to manually add wood and coal to the fire and keep it lit on when boiling certain ingredients for this minigame the player has to drag and the pieces of fuel into the fire to keep it alive, while also using a bellow to raise the fire. In addition, the player will have the cauldron, where he has to stir into it when needed, this process will ensure that the ingredients get mixed. A mortar will be provided that will be used to crash and grind ingredients into a finer powder, that they again need to manually use. A distillation system that will extract the essence of the potion where the player will have to spin a gear with a certain speed to make it work perfectly.

The purpose of the player is to escape the confinement they are found in, in order to do so, they’ll have to choose a way to get out of the prison, by either poisoning the guard goblin or melting the cell bars, and many more, they have to choose the best way of getting out of the cave, there will be a possibility to just satisfy the goblins so much that they just take the alchemist as their own.

## Core Gameplay Loop

- Sleep the day to save all progress.

- Get different orders of potions from the goblins

- An unpredictable event system that will surprise the player with certain unusual interaction

- Create potions by following the receipt book or just make random potions that could help the player

- Create a plan of escaping, the player will have multiple escape options.

- Complete activities at the alchemy bench when making a potion.

# Gameplay Mechanics

- The potions will have a grading system represented with stars that will determine how well a potion was made, based on the stars rating for a potion, the goblins will reward the player more.

- Upgrading the alchemy bench to improve how fast the potions can be made

- Combine ingredients in different ways to output a potion, the potions will have different effects. You can combine the ingredients randomly for a possibility to get something new.

- The higher your reputations amongst the goblins the more they like you, thus they’ll have different dialogue options

- Limited available storage

- Every day of the week will feel different, there will be 7 days of which only Sundays will be a free day for the player.

# Narrative & World Building

## Setting

The game is set in a fantasy medieval world, the protagonist is held in a small cozy cave, with what seems like an alchemy bench, a nice bed, some candles. The player is separated to the outside world by some iron bars like in a prison cell.

## Characters

The main protagonist is an alchemist, the player will have to see the world through his eyes. There will be a goblin guard that will be the one that will always keep a watch on the player in his cage, he will occasionally roam the place but not too far, except for Sundays when he’ll barely visit the player. Occasionally some other goblins from their group will visit the player to request some potions, and based on the reputation of the player, the bandit goblins will have small dialogues with the player.

## Narrative

In the first day of the game the protagonist will wake up in the prison, the goblin guard will present the player what he has to do, telling him if he doesn’t provide their requests, he will be executed. And the player will have all the first day to get used to crafting potions. Presented in a form of a tutorial.

On the second to sixth, the player will start working for the goblins, providing the requested potions based on their requirements. For the seventh day, the player will realize that they are free from work, and they can start planning on an escape.

Starting from the second week, the player will get to meet the new goblins that will have their uncanny requests for potions, these goblins will provide the player with different ‘illegal’ ingredients that they can use to try to escape and will start endorsing the main protagonist if they do a good job.

# Art & Sound

All the assets and sounds from the game will pe gathered from different assets stores, which are created by different artists. The plan of the game is to be cartoonish and possibly lower in polygons.

# Technical Aspects

## Engine

The game is made in Unity version : 6. …

## Programming Language

C#

## Logic

Goblins will behave differently based on the player reputation, there will be alchemy logistics for how to potions will work, with an interaction system, the player can interact with multiple objects. The inventory system will keep every item in place, with their respective count.

# Development Plan

## Documentation

Creating a Game design document that holds as much information of the project as possible, in these documents it will be planned on the game mechanics and lore. A document of how the logistic of the game will work in greater detail, where scripts will be discomposed based on what they are meant to be used for. This part of the project will take around 1 week

## Prototyping

Creating scenes to test certain mechanics from the game such as the actions that can be taken at the alchemy bench. These prototype testing will ensure that the gameplay is achievable and feels fun to play and these phases should take around a few weeks over the entire duration of the development.

## Developing

De development of the game should take about one to two months, in which everything that has been planned should be applied into the game.

## Testing & Polishing

This phase will take place at the end of the project, where everything should be tested for bugs, if any are found then there should be time spent debugging and fixing the problem.

# Bibliography

*escape*. (2025). <https://dictionary.cambridge.org/dictionary/english/escape> [04/02/2025]

*Definition of alchemy*. (2025, January 25). Merriam-Webster Dictionary. <https://shorturl.at/7VSUO> [04/02/2025]