Game Design Document

Lunas

Project

0.1 ALPHA

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# About

## Game Identity

Puzzle Adventure game featuring Filipino culture

## Design Pillars

* Mythical Creatures
* Traditional Games
* Ethnic Tribes

## Features

* 3D
* 2D
* Puzzles
* Traditional Filipino games

# Game Background

## Lore

## It tells the account of a researcher who is to immersed on their research and doesn't believe on mythical creatures and doesn't know any traditional games, starting to lose hope that their research come to fruition stumble upon a map that shows an island that doesn’t appear on other maps and meeting another researcher named Lakus that will persuade him to go that island saying that they don’t have anything to lose for trying, with this motive the researcher with Lakus started sailing to the unknown island in hope of finding the cure the one only "LUNAS" for the unknown disease, little they know that they going to face many more challenge there. As the story progress the player will receive different amulets and blessings that will help them on their expedition, and meeting different mythical creature that might hinder or help you on your adventure and interaction with the natives on that island that will teach you many things.

## Characters

### The Researcher



Doesn’t believed in the mythical creature, supernatural, and no idea about the traditional filipino game.

#### Lakus

A companion of the MC(Researcher) in the island.

#### Siyokoy

A friendly sea mythical creature that will the MC and Lakus will meet in the journey.

#### Island tribes

Native people who live in the mysterious island.

#### Apolaki

#### God of sun and the chief patron of warriors

#### Aniton Tabu

God of rain and wind

#### Dumakula

God of hunting and strong.

#### 

#### Anagolay

Goddess of lost things

#### Amanikable

Originally a god and worshipped as the god of Hunters. he has become associated as the ill-tempered god of the sea, replacing Aman Sinaya among of the first-generation gods (aside from Bathala), he was never married after his love was spurned by a beautiful mortal maiden, Maganda. In frustration, he swore vengeance against the humans by sending turbulent waves and horrible tempests in order to wreck boats and to drown men.

### Antagonist



#### Mansisilat

She was sometimes known as the goddess of broken homes. She was said to be restless and mad whenever there was a happy home within sight. And when she was determined to destroy every such happy home, she would disguise as a woman healer or an old beggar, enter the dwelling of her unsuspecting victims, and then proceed with her diabolical aims.

#### Hukloban

She had the power to change herself into any form she desired.

#### Mangagaway

She’s a healer/killer, it can expand or short the lifespan using her enchanted staff.

#### Mankukulam

Whose duty was to emit fire at night, especially when the night was dark and the weather was not good.

#### Sitan

The god of the lower world, a leader of the evil of the ancient hell.

# Game Mechanics

## Environment

### Regions

#### Rangga Island

#### Gatik Island

### Items

#### Banana Blossom Bead

[Image][Description]

#### Bark of the forsaken

[Image][Description]

#### Black Pearl

[Image][Description]

#### Enchanted stone

[Image][Description]

#### Golden mane

[Image][Description]

#### Heaven's floret

[Image][Description]

#### Hive of fireflies

[Image][Description]

#### Jackfruit Charm

[Image][Description]

#### Kindled Tobacco

[Image][Description]

#### Lemongrass Flower

[Image][Description]

#### Luxated Naseberry

[Image][Description]

#### Maleficent staff

[Image][Description]

#### Mermaid's scale

[Image][Description]

#### Mysterious toy

[Image][Description]

#### Native's twig

[Image][Description]

#### Obelisk of the shaken

[Image][Description]

#### Snake Gem

[Image][Description]

#### Stingray's tail

[Image][Description]

#### Wild boar Fangs

[Image][Description]

#### Wishing star's wonder

[Image][Description]

## Playable Characters

Every character can grab objects that other players can see visually, but they can only grab and use items of their expertise. Only one item may be carried or used at any given time.

### Innocent

Local townies that has a main goal to lynch every single bandit.

#### Council

* Tells whether the suspect gets lynched.
* Is immune to effects.

#### Rangers

* Can wield the crossbow and knife.

#### Detectives

* Are the main source of information.
* Can use the [Magnifying Glass](#_Magnifying_Glass) and [Camera](#_Camera).

#### Butlers

* Can move items from one place to another.
* Main goal is to sort everything.

### Guilty

Bad guys that has a main goal of running the whole town for themselves. Hierarchy is as follows: [Warden](#_Warden_1), [Brute](#_Brute), [Thief](#_Thieves), [Seer](#_Seers)

#### Warden

* Tells who gets killed.
* Is immune to effects.
* Does the killing when the [Brute](#_Brute) is dead.

#### Brute

* Kills anyone given the permission by the [Warden](#_Warden_1).
* Can kill anyone (except [Warden](#_Warden_1)) when no order is given or when the [Warden](#_Warden_1) is dead.

#### Seers

* Are the eyes of the bandits.
* Can use the [Magnifying Glass](#_Magnifying_Glass) and [Camera](#_Camera).

#### Thieves

* The most annoying people.
* Can steal items from others.
* They can place stolen items anywhere.

## Gameplay

### Day

#### Civilians

Actively seeks the bandits, this is when most activities can be done by civilians. This is when a lynch order is sent to the [Council](#_Council) and done by everyone.

#### Bandits

When the planning occurs. To make moves will always be risky, but possible.

### Night

Everyone can go to bed to recover health.

#### Civilians

Dead body reports will only be posted the next day, some activities will be restricted during the night. The area of vision gets significantly lowered.

#### Bandits

Where most of the killing begins. The target of interest can be actively chased by the [Brute](#_Brute). Some effects are enhanced during the night.

### Lynching

#### Discussion

As soon as a dead body has been posted, [Discussion](#_Discussion) starts. Everyone gets a say to who they think is the bad guy. Evidences such as photos are submitted and examined during this phase.

#### Voting

A short phase in lynching that everyone uses to vote for the suspected bandit.

#### Defense

After tallying the votes, the one that gets the most votes steps up and defend themselves. They may include up to 2 other people that did not vote for them for alibis.

#### Execution

Will only take place when the [Council](#_Council) approves of the execution. This is when the suspect is lynched and may or may not reveal their role or faction.