# Tomb

"An MMORPG of ancient trials and tactical battles"

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Version 2.0.0

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# Table of Contents

# Design History

This is a brief explanation of the history of this document. This section includes details of major and minor revisions to this document.

## Version 1.0.0

Outlines initial full design and core features and gameplay of *Tomb*. Following iterations will expand Appendices further.

## Version 2.0.0

- Weapons Appendix expanded
- Gameplay loop diagram added
- Notes on Story added
- Additional visual examples added to better illustrate look and feel of game
- Added missing information related to already present visual examples
- Notes on enemy density within activities added

# Game Overview

## Philosophy

### Philosophical Point #1

In *Tomb*, the choice to have "Mechanic Based Activities" challenges players to engage deeply with game mechanics in isolation or small groups, highlighting skill and mastery over social strategy. Each activity is designed around problem-solving, situational awareness, and quick reaction times. Players must face the game's obstacles not merely with others but through their own measured skill, thereby emphasizing personal agency within a collective experience.

### Philosophical Point #2

The game's range of activity sizes (from one-player Tombs to six-player Crypts) illustrates the theme of dynamic adversity and adaptability. By requiring different team sizes and structures per activity, *Tomb* puts reflection on the adaptive nature of group versus individual responsibility. The balance between difficulty and the number of participants encourages players to reconsider their roles continually and to rely on cooperation without traditional dependencies. This design highlights the value of mutual reliance, suggesting that in different circumstances, one's survival and success depend on shared focus and response flexibility.

### Philosophical Point #3

The continuous loop of battling through dungeons and facing ever-resurging enemies in *Tomb* becomes a ritual of perseverance, where success relies on players' ability to adapt, endure, and refine their approach with each new attempt. This cyclical structure mirrors the resilience required in life's repetitive struggles, reinforcing the theme that true strength lies not in avoiding failure, but in learning and growing from it. By rewarding persistence and adaptability over sheer power, the game fosters an experience that celebrates resilience as a path to personal mastery and transformation.

# Common Questions

## What is the game?

*Tomb* is a first-person MMORPG that immerses players in a dark, medieval/fantasy inspired world, where barren landscapes and ancient ruins teem with lurking dangers. Players take on the role of defenders against chaotic enemies bent on performing destructive rituals. The gameplay is centered on "Mechanic Based Activities" that vary in scale, from solo Tombs to six-player Crypts, each with intricate, puzzle-like encounters and tactical combat requiring skill and cooperation. Featuring real-world and custom weapons, diverse classes with unique abilities, and a progression system inspired by seasonal content, *Tomb* invites players into a relentless cycle of challenging raids, precision mechanics, and rich lore.

## Why create this game?

I want to create *Tomb* to bring a fresh level of depth, immersion, and strategic challenge to the MMORPG genre. Inspired by *Destiny*, I aim to capture that sense of exhilarating, mechanic-driven encounters but in a fantasy setting rather than a sci-fi setting. Many online games focus on grinding or simplistic combat, but *Tomb* would prioritize intricate, mechanic-driven encounters that demand coordination, problem-solving, and adaptability. By blending real-world inspired weaponry and armor, along with spellcasting into a dark, atmospheric world, I hope to craft an experience that feels both grounded and fantastical. The goal is to draw players into a shared journey where each activity is as much about mastering unique gameplay mechanics as it is about defeating enemies, creating an experience that feels rewarding and compelling with every encounter.

## Where does the game take place?

*Tomb* takes place in the crumbling, mysterious world of **Valdora**, a land where ancient kingdoms have fallen and the remnants of powerful civilizations lie buried beneath dark forests, towering mountains, and vast, forgotten ruins. Only three cities remain—**Lunaris, Thorin, and Eryndor**—all built upon ancient ruins and surrounded by vast, untamed wilderness. Outside the cities, players will explore lush forests, decaying temples, and ancient battlefields, encountering forgotten relics of a once-great empire and battling against the creatures that now roam these forsaken lands.

## What do I control?

In the game, the player controls a lone hero as one of the following classes: **Seer**, **Archmage**, **Tactician**, **Harbinger**, or **Warden**.

## What is the main focus?

The gameplay is centered on "Mechanic Based Activities" that vary in scale, from solo Tombs to six-player Crypts, each with intricate, puzzle-like encounters and tactical combat requiring skill and cooperation.

## What's different?

*Tomb* distinguishes itself from other MMORPGs by focusing exclusively on "Mechanic Based Activities" rather than traditional questing or combat grinding. Each activity, from solo Tombs to large Crypts requiring coordinated teamwork, is designed around complex, puzzle-like mechanics that demand strategic thinking and cooperation. The game blends real-world weapons with unique, custom-designed gear, while allowing for dynamic, fast-paced combat with fluid animations. Unlike many MMORPGs that rely on slow, clunky tab-targeting systems, *Tomb* emphasizes the visceral, first-person feel of combat. This combination of intricate mechanics, strategic depth, and a non-traditional combat approach provides a fresh and engaging take on the MMORPG genre.

# Feature Set

## General Features

### Mechanic Based Activities

    *Tomb* contains 5 basic types of activities. The number of players required to complete each type of activity varies. The number of players required and overall difficulty are in no such way related. For example, a **Tomb** requiring 1 player to complete, may be more difficult than a **Crypt** requiring 6 players. The number of encounters in any given activity is between three and eight. The difficulty of each encounter is also not linear, meaning the first encounter may be harder than the last encounter. The following are all types of activities.

- **Tombs** (1 player)
    - Solo, often mechanic-centric with fewer boss type encounters and more intricate mechanics.
    - Expected time commitment between 30 and 60 minutes.
- **Ruins** (1-2 players)
    - Also often mechanic-centric with fewer boss type encounters and more intricate mechanics.
    - Expected time commitment between 40 and 60 minutes.
- **Vaults** (2-3 players)
    - Higher enemy density with mechanics that need light teamwork.
    - Expected time commitment between 50 and 70 minutes.
- **Dungeons** (4-5 players)
    - Multi-phase battles with intricate mechanics, coordination, and frequent enemy waves.
    - Expected time commitment between 60 and 80 minutes.
- **Crypts** (6 players)
    - Large, complex encounters, often involving multiple objectives, enemy waves, and challenging boss mechanics.
    - Crypts require high-level coordination and communication, often placing pairs or groups in separate areas to manage different aspects of the encounter.
    - Expected time commitment between 80 and 100 minutes.

    Mechanic-based activities in *Tomb* emphasize strategic mechanic-solving and teamwork, diverging from simple combat in favor of intricate environmental challenges. Each activity, from solo encounters (Tombs) to large-scale group raids (Crypts), is designed around multiple phases that introduce new mechanics, escalating difficulty, and timed objectives. For instance, players might need to stand on specific plates to capture areas, align mirrors to direct beams of light, or manage buffs collected from pools to unlock progression. Every mechanic requires careful

coordination, especially in multi-person activities, where players often split into teams to handle different tasks across an arena, communicate to synchronize actions, or work together to maintain safe zones amidst environmental hazards.

Boss encounters in *Tomb* are especially mechanic-driven, requiring players to exploit weaknesses unlocked through solving puzzles or manipulating their environment, such as breaking chains linked to a boss or deactivating damaging zones by flipping levers in sequence. Each activity type is crafted for different group sizes, with solo and small-group encounters leaning toward puzzle-heavy gameplay, while larger, group-based activities blend puzzles with dense enemy waves and complex objectives. Completion of each activity rewards players with powerful, rare loot, encouraging repeated runs and mastery of mechanics for the most valuable rewards. See Example Activities Appendix for more information.

## RNG Loot System

The RNG (random number generator) loot system in *Tomb* is designed to keep players engaged and motivated, offering a blend of excitement and anticipation with every completed activity. After finishing any encounter, players receive loot from a vast pool of potential items, including weapons, armor, and artifacts. Each item has a range of possible attributes, such as damage type, bonus stats, and special abilities, making even duplicate items potentially valuable due to variations in quality or perks. Certain high-level items can only drop from specific bosses or events, creating unique "chase" items that players eagerly grind for due to their scarcity and power.

To make the RNG system more rewarding and less frustrating, *Tomb* implements mechanics like "pity drops" and "smart loot," which increase the chances of obtaining specific items or needed gear if players have gone multiple runs without a significant reward. Additionally, players can earn consumable tokens or materials from completed activities that can be traded at a merchant for chances at targeted loot rolls, helping mitigate the randomness while still retaining the thrill of unpredictability. This system strikes a balance by allowing players to feel a sense of progression with every run, while ensuring that rare items remain highly sought-after and retain their sense of prestige.

## Class Options

In *Tomb*, players can choose from five distinct classes, each offering a deep level of customization through three unique subclasses. These subclasses allow players to tailor their character's abilities to fit specific playstyles and roles within their team, whether focusing on powerful magic, physical combat, or strategic support. The five core classes—**Seer**, **Archmage**, **Tactician**, **Harbinger**, and **Warden**—each have their own specialized strengths, from spellcasting and buffs to devastating melee attacks and defense. With the option to further refine these roles via subclasses and a shared skill tree, players can craft their ideal character.

## Seer

The Seer wields powerful magic to enhance allies, specializing in team buffs that boost combat performance, resilience, and coordination. With a focus on spells and magical artifacts, Seers ensure their team remains at peak strength, balancing utility with effective combat magic to aid their allies in every encounter.

- **Role**: Support-focused magical class with team-enhancing abilities.
- **Primary Abilities**: Uses magic to provide team buffs, enhancing allies' damage, defense, or speed.
- **Playstyle**: Works best in group scenarios by bolstering teammates, though can hold their own in solo activities with proper subclass setup.
- **Strengths**: Enhances team resilience and efficiency, excelling in strategic support and survival of team members.

## Archmage

A master of raw magical power, the Archmage excels in dealing heavy, explosive damage to enemies. As a glass-cannon type class, they are highly effective at clearing rooms and dealing massive single-target damage, though they are vulnerable without protective measures from their team.

- **Role**: High-damage, magic-focused "glass cannon" class.
- **Primary Abilities**: Deals powerful spells from a distance, optimized for burst damage in enemy encounters.
- **Playstyle**: Prioritizes quick, high-impact damage but requires careful positioning due to low defenses.
- **Strengths**: Strongest in offense, capable of clearing waves of enemies swiftly but is vulnerable to sustained attacks.

## Tactician

Combining melee prowess with magic, the Tactician excels at weakening enemies through debuffs, disrupting their attacks and defenses. Their strategic abilities to manipulate the battlefield make them essential for crowd control and boss encounters, ensuring enemies remain vulnerable and unable to retaliate effectively.

- **Role**: Melee and magic hybrid with a focus on controlling enemies.
- **Primary Abilities**: Applies debuffs to weaken enemies, reducing their effectiveness and bolstering the team's offensive and defensive capabilities.
- **Playstyle**: Balances between direct combat and magical disruption, making them highly adaptable in both solo and group activities.
- **Strengths**: Great at destabilizing enemies, creating strategic openings for allies, and handling mixed combat situations.

Harbinger

A fierce melee fighter, the Harbinger is a frontline powerhouse skilled at rapidly dispatching large numbers of enemies. As the team's "slayer" role, they blend aggressive combat with survivability, excelling at clearing pathways and keeping pressure on high-priority targets in intense battles.

- **Role**: Aggressive melee specialist, adept at enemy crowd control.
- **Primary Abilities**: Uses melee weapons to clear groups of enemies efficiently, focusing on aggressive and sustained combat.
- **Playstyle**: Strong in close-range skirmishes, thrives on clearing dense enemy waves and is essential in damage-heavy scenarios.
- **Strengths**: High endurance in combat with excellent crowd-clearing abilities, able to maintain pressure on enemies.

Warden

Built for defense and endurance, the Warden is a tank-like melee fighter who absorbs and mitigates incoming damage, protecting the team in heated encounters. Although not strictly a traditional tank, the Warden's abilities make them a resilient anchor, capable of withstanding tough foes and outlasting brutal encounters.

- **Role**: Defense-focused melee class with high resilience.
- **Primary Abilities**: Strong defensive skills that protect both the Warden and nearby teammates, sustaining the team in prolonged battles.
- **Playstyle**: Focuses on withstanding enemy attacks and protecting teammates, ideally suited for encounters where endurance is crucial.
- **Strengths**: Highly durable, excels at maintaining control and stability in fights, and can shield others from heavy damage.

## Shared Skill Tree

The shared skill tree in *Tomb* provides players with a flexible and expansive system that allows them to mix and match abilities from different classes, offering a high degree of customization and versatility. While each class starts with a set of foundational skills that define its core role, the shared skill tree lets players unlock universal abilities that can be applied across all classes. This includes general combat enhancements, utility skills, and passive bonuses that can complement any playstyle. Players can choose to enhance their character's melee or magical capabilities, bolster their defensive or offensive options, or focus on support and utility abilities that benefit the team.

The shared skill tree in *Tomb* is designed to be dynamic and evolving, with regular updates that introduce new abilities and adjust existing ones. As the game progresses, the skill tree will receive periodic revisions, ensuring that players are consistently presented with fresh options to refine their playstyle. Some nodes within the tree may be rebalanced or swapped out

entirely to maintain game balance and offer new strategies for character progression. These updates could include entirely new abilities, adjustments to existing ones, or even changes to how the shared skill tree interacts with class-specific paths, allowing for even more diverse and flexible builds. This evolving system keeps the gameplay experience exciting and ensures that players can adapt their characters to emerging challenges, meta shifts, and player feedback, fostering long-term engagement and replayability.



**Path of Exile.** Example of the size of the skill tree.

In addition to these shared abilities, players can multiclass into other roles, enabling hybrid builds that blend the strengths of different classes. For example, a player could start as a Harbinger, focusing on melee damage, and then branch into Tactician for strategic debuffing or Seer for team buffs. The skill tree's progression is designed to encourage experimentation and adaptation, allowing players to craft a character that suits the specific needs of any activity, from solo missions to large group dungeons. Additionally, the skill tree could be reset for little or no cost. This open-ended approach ensures that no two characters are exactly alike, and the depth of the system keeps gameplay fresh and engaging.

# Single Player Features

## Story

   *Tomb* will not feature a traditional main story but instead weaves its narrative through the world itself. Players will uncover the lore and history of *Tomb* through voice lines spoken during activities, revealing snippets of past events and the motivations of key figures. Additionally, weapons and equipment hold detailed lore entries, giving players insight into the world's fallen civilizations, legendary heroes, and the mysteries of the factions they face. This decentralized storytelling encourages exploration and engagement with the game's systems to piece together the full picture of the world.

# Multiplayer Features

## Open World & Hub Areas

   *Tomb* features an expansive open world where players can explore diverse environments, participate in world events, and uncover hidden secrets at their own pace. The world is interconnected, with no loading screens between regions, allowing for seamless exploration. Three major hub areas serve as central gathering points for players, where they can interact with others in their lobby, join events, or form parties.

## Scalable Group Sizes

   Activities are tiered by player count (e.g., Tombs for 1 player, Crypts for 6 players), with mechanics scaling in complexity rather than difficulty based solely on party size. This design makes each encounter a unique experience for both solo and group players.

## Cooperative Mechanics

   Mechanics within encounters require players to communicate and coordinate. In larger group activities, players split into groups to handle simultaneous objectives (e.g., aligning symbols, controlling zones), fostering team-based problem-solving and coordination.

# Gameplay

## Fast Paced Combat

       The combat in *Tomb* is fast-paced and dynamic, requiring players to stay agile and responsive as they face off against enemies and navigate complex mechanics. Players can seamlessly chain together attacks, abilities, and dodge maneuvers, creating fluid and thrilling combat sequences. The emphasis is on quick decision-making, precision, and teamwork, with each class offering unique combat styles that complement the overall flow of battle. Whether engaging in solo fights or coordinating with a team, the speed and intensity of combat keep players on their toes, making each encounter feel tense and rewarding.

## Enemy Density

       Activities in *Tomb* feature a carefully balanced enemy density that enhances the challenge and immersion of each encounter. Players will face tightly packed groups of enemies in certain areas, requiring strategic positioning and crowd control, while other sections may focus on fewer but more powerful foes that test individual skill. The density varies based on the activity's design, ensuring a dynamic pacing that keeps the gameplay engaging and unpredictable. This variety allows players to adapt their strategies and make full use of their weapons and abilities.



**Warhammer Vermintide.** Example of high density of enemies.

## Gameplay Loop

1. **Activity Selection**: Players choose from available activities (Tomb, Ruin, Vault, Dungeon, or Crypt) via the map or by traveling to open-world locations.
2. **Encounter Progression**: Each encounter has a set series of objectives, puzzles, or waves of enemies. Players complete unique mechanics (e.g., aligning mirrors, gathering buffs) and proceed through phases.
3. **Rewards and Upgrades**: Upon completing each encounter phase or activity, players earn loot, experience, and skill tree points. Rewards can include gear drops and exclusive Artifact items.
4. **Character Development**: After earning rewards, players can upgrade their characters, unlocking new skills or improving their loadouts with items gained through activities.
5. **Repeat and Progress**: The gameplay loop encourages players to participate in new activities and challenges regularly, honing their skills and exploring various character builds through continuous engagement with evolving content.
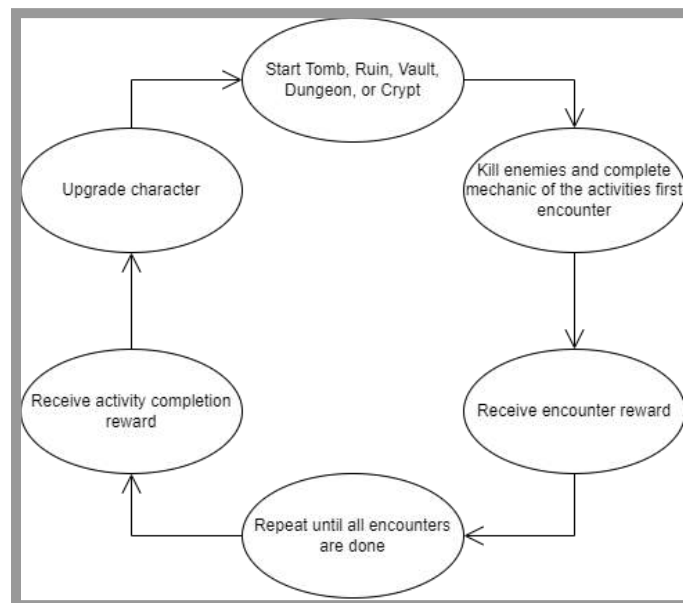
# The Game World

## Overview

The world of *Tomb* is a vast, desolate, and hostile realm where ancient civilizations lie buried beneath layers of dust and darkness. It's a land shaped by time and relentless conflict, with regions defined by stark biomes like frigid winters, arid deserts, lush jungles, misty forests, and imposing mountain ranges. Each area is distinctly atmospheric, with architecture and landscape reflecting the lost grandeur of forgotten empires. This world feels hauntingly medieval, with signs of past rituals and faded, crumbling structures that hint at a history plagued by dark forces.

## Variety of Architecture

The architecture across the world of *Tomb* is a reflection of its diverse environments, with each region adapting its structures to harmonize with the surrounding landscape. In the arid deserts, vast sandstone palaces and sun-bleached towers rise from the shifting dunes, designed with wide courtyards and thick, protective walls to block out the blistering winds and searing heat. These monumental buildings often feature intricate carvings and symbols, telling stories of ancient civilizations that once thrived in the unforgiving landscape.

In contrast, the verdant jungles give rise to temples and shrines that blend seamlessly with nature, their stone walls half-swallowed by creeping vines, while wooden platforms and bridges span the dense foliage, offering safe passage above the jungle floor. The architectural style here is open and organic, with every structure seemingly growing from the trees and earth itself, reflecting the harmony between civilization and nature.



Meanwhile, in the cold, high mountains, castles and fortresses are built from the surrounding stone, designed to endure both the bitter winds and the treacherous terrain. Towering spires and massive stone walls reflect a sense of isolation and resilience, while the interiors are often grand yet austere, with long corridors, vaulted ceilings, and secret passages carved deep into the rock. Each region's architecture not only serves practical needs but also carries the weight of its environment, influencing how its people live, survive, and interact with the land.

# The Physical World

## Overview

The world of *Tomb* known as **Valdora** is a land of stark contrasts, where nature reclaims the remnants of fallen civilizations. Vast, untamed wilderness stretches beyond the three remaining cities—**Lunaris**, **Thorin**, and **Eryndor**—each built atop the ruins of ancient empires. The landscape is dominated by thick, shadowed forests teeming with dangerous creatures, crumbling temples that once held great power, and towering mountain ranges that hide long-forgotten secrets. Across this desolate land lie battlefields, buried cities, and sunken ruins, all steeped in mystery and danger, waiting for those daring enough to uncover their long-lost truths. The earth itself is scarred by the passage of time, with wild magic and unnatural phenomena lingering in the forgotten corners of the world.

## Key Locations

The cities of Lunaris, Thorin, and Eryndor serve as key hub areas where players can interact with each other and access essential game systems. Each city houses a small number of vendors offering specialized items and resources to help improve characters, such as weapons, spells, crafting materials, enchantments, and consumables. Players can also see others within the cities, offering the opportunity to group up and tackle challenges together. The cities act as a vital crossroads for players to regroup, enhance their abilities, and prepare for the challenges that await them.

### Lunaris



Lunaris, the city beneath the earth, is a sprawling underground metropolis carved into the heart of a vast cavern. Illuminated by ethereal crystal lanterns and glowing fungi that line the rocky walls, Lunaris exudes an eerie, otherworldly glow. The city is built around a massive subterranean lake, its waters shimmering with an unnatural light. Ancient stone structures and

long-abandoned catacombs dot the cavern, whispering of past civilizations whose secrets remain hidden in the dark. The people of Lunaris have adapted to this subterranean life, using advanced engineering and magic to navigate the deep, with vast networks of tunnels and bridges connecting different districts.

Thorin



Thorin is a city unlike any other, sprawling into the vast depths of the large Bornundum Mountains. A labyrinth of stone and steel, the city is built within the very bones of the mountain itself, with towering spires rising from the natural rock formations. The foundations of Thorin run deep, with mining operations and forges extending far beneath the surface, where the finest metals and rare minerals are extracted from the earth. The city's streets are carved into the rock, winding through natural caverns and along narrow cliffside paths, while bridges made of steel and stone span across vast chasms. The people of Thorin are as tough and resilient as the mountain they call home, forging powerful weapons and tools from the rare resources hidden in the mountain's heart. But with the mountain's strength comes a lingering sense of isolation, as the city is surrounded by treacherous peaks, and rumors of dangerous creatures lurking in the shadows of the deep mines have persisted for generations.

Nestled deep within the heart of the Verdant Wilds, Eryndor is a city built in harmony with the towering trees and dense foliage of the supermassive forest that surrounds it. The city is a living testament to the symbiosis between nature and civilization, with buildings and bridges crafted from living wood, vines, and stone, seamlessly blending into the surrounding forest. Massive treefolk, towering above the city, form the foundation of Eryndor, their roots entwining with the city's structures and supporting its many tiers. In the canopy, homes and workshops are nestled high in the branches, connected by winding pathways of wood and rope. The air is thick with the scent of earth and foliage, and the sound of rustling leaves and chirping creatures fills the atmosphere. The people of Eryndor have a deep connection to the forest, drawing their magic from the ancient trees and the wild spirits that inhabit the woods. Yet, the deeper into the forest one ventures, the darker and more mysterious it becomes, as hidden threats and forgotten powers lurk beneath the peaceful exterior of the city.

## Travel

In *Tomb*, players have the freedom to explore the vast open world of Valdora at their own pace. They can choose to wander the landmasses, traversing dense forests, and rugged mountains, to arrive at different locations. Alternatively, players can select specific activities and locations from the world map to instantly load into them, providing a quicker route to key destinations and activities. This system offers a balance between immersive exploration and streamlined travel, allowing players to experience the world of Valdora in a way that suits their playstyle.

## Scale

The world of *Tomb* is large in scope, akin to the scale of *Black Desert*, offering vast expanses of wilderness and numerous hidden locations for players to discover. However, the cities themselves are relatively small in terms of the playable area, each consisting of only 3 to 5

distinct areas. These areas are compact but detailed, featuring a few vendors and key NPCs that house the game systems for improving one's character. While the cities themselves are hubs for social interaction and basic services, much of the adventure takes place in the surrounding wilderness, where players can explore dense forests, ancient ruins, and treacherous mountains. The open world is rich with opportunities to venture beyond city limits, while the cities themselves remain manageable, with each providing a unique and focused experience. The playable activities within the game consist of a number of encounters all of which vary in the size and scale. Some encounters may be a small room or complex tunneled design while others may be large wide open areas and spaces.

## Weather

In *Tomb*, the weather is dynamic and varies greatly depending on the region and whether players are engaging in encounters inside or outside. In the more temperate and forested regions, weather can shift from light rain and fog to clear skies, influencing visibility and stealth during outdoor encounters. Mountainous areas may experience heavy snowstorms, reducing movement speed and adding a layer of difficulty to exploration and combat. In contrast, inside encounters, such as those within dungeons or ancient ruins, are unaffected by the weather, offering more controlled environments. Each region's unique climate can affect both the challenges players face and the strategies they employ.

## Day and Night

Activities in *Tomb* can take place during the day or night. Some activities can span both day and night, adding a dynamic element as conditions shift. In the open world, however, it's always day.

# Rendering System

## Overview

*Tomb* would use a highly optimized, realistic rendering system designed to capture the gritty and mysterious atmosphere of its world in 3D. Physically based rendering materials would give surfaces like moss-covered stones, worn metal, and damp earth a tangible texture, enhancing immersion. To add atmosphere, volumetric fog and particle systems would create dynamic effects such as drifting fog in forests, blowing snow in mountains, or dust in ancient ruins. This system would aim for high performance across devices, ensuring smooth gameplay even with complex visuals.

# Camera

## Overview

  *Tomb* will use a first-person camera, immersing players directly into the world, allowing them to experience every environment and encounter up close. This perspective enhances the atmosphere, making exploration and combat more intense as players navigate dark forests, tight corridors, and vast ruins with a personal, immediate view.

## Weapon Specific Perspectives

  In *Tomb*, the camera will switch to a third-person perspective for certain larger weapons, to provide better visibility and control during combat. This change offers players a broader field of view, making it easier to assess their surroundings and manage attacks with these more unwieldy weapons. See Weapons Appendix for examples.

## FOV Slider

  The game will include a Field of View slider, allowing players to customize how much of the environment they can see on screen. This feature provides flexibility for comfort and immersion, helping players adjust their view to better suit their playstyle, whether for tighter focus or a broader perspective to see more of their surroundings.

# Game Engine

## Overview

  *Tomb* will be built using Unreal Engine 5, leveraging its advanced tools like Lumen for realistic dynamic lighting and Nanite for highly detailed environments and objects without impacting performance. Unreal Engine 5's capabilities will allow the world to feel immersive and expansive, with intricate textures and lifelike shadows that bring each area, from dense forests to crumbling ruins, to life. This engine also supports efficient asset management, which will help the game maintain smooth performance across diverse landscapes and complex scenes.

## Enemy AI

  *Tomb* will utilize Unreal Engine 5's advanced AI tools to develop intelligent enemy behavior across all encounters, particularly within the game's activities, where challenges are most intense. Using features like Behavior Trees and the AI Sense Systems, enemies will adapt in real-time, detecting sounds, tracking player movements, and making strategic decisions based on environmental cues. This AI will be designed with scalable difficulty, ensuring that as players progress, enemies become increasingly challenging, adapting their tactics and providing a more immersive, dynamic experience.

## Collision Detection

     *Tomb's* collision detection system, powered by Unreal Engine 5, ensures precise interactions across various elements. Weapon strikes will connect realistically with enemies and the environment, while spells will impact targets and terrain with accurate feedback. Player and enemy models will have solid collision boundaries, preventing characters from passing through each other and maintaining immersion. This system creates a grounded, tactile combat experience, where every swing, strike, and spell has a physical presence in the world.

# Lighting Models

## Overview

     Unreal Engine 5's Lumen lighting system would provide dynamic, real-time global illumination that would enhance immersion and atmosphere. This system enables dramatic shifts in lighting, from eerie, shadowy dungeons lit by sparse torchlight to intense outdoor encounters where weather affects visibility. Lumen's adaptive lighting ensures smooth performance while creating rich, moody environments that respond to players' actions, heightening the tension and immersion in each activity.

## Variety of Light Levels in Activities

     In *Tomb*, lighting varies widely across encounters to amplify atmosphere and challenge. Most interior encounters create a dark, dungeon-like atmosphere, with limited, flickering light sources casting ominous shadows and enhancing the sense of danger. However, certain interiors, like sacred temples, or ancient halls, might be unexpectedly well-lit by ambient or magical light, giving a different feel to the space. For outdoor encounters, lighting depends on the in-game time of day, early morning fog, high noon sun, or dim twilight can each impact visibility, setting tone and altering the player's approach to encounters.

# The World Layout

## Overview

      The world of *Tomb* is divided into expansive landmasses, each featuring its own unique mix of biomes that create a rich and varied landscape for exploration. From dense, shadowy forests to arid, rocky plains, each region provides a distinct environmental experience that affects gameplay and exploration. Players might traverse from lush grasslands to misty swamps or towering mountain ranges within a single landmass, encountering unique flora, fauna, and weather patterns in each biome. This layout offers a natural diversity that brings both beauty and danger, with each landmass housing its own secrets, creatures, and challenges for players to uncover.



**World Map.** Base game would have only some of these areas.

# Game Characters

## Overview

In *Tomb*, players can choose from five distinct classes, each offering a deep level of customization through three unique subclasses. These subclasses allow players to tailor their character's abilities to fit specific playstyles and roles within their team, whether focusing on powerful magic, physical combat, or strategic support. The five core classes—**Seer**, **Archmage**, **Tactician**, **Harbinger**, and **Warden**—each have their own specialized strengths, from spellcasting and buffs to devastating melee attacks and defense. With the option to further refine these roles via subclasses and a shared skill tree, players can craft their ideal character. Every player also has 5 character slots so they can make a character of each class if they so wish.

## Creating a Character

When creating a character in *Tomb*, players start by selecting a class. After choosing a class, they can fully customize their character's appearance, including options for facial features, skin tone, hairstyle, and overall body build. This customization process lets players bring their own creative touch to their character, giving each adventurer a distinct look that feels truly personalized as they step into the world of *Tomb*.

### Appearance

In *Tomb*, a character's appearance dynamically changes based on the gear they have equipped, allowing players to visually represent their progression and combat style. Each piece of armor, weapon, and accessory is uniquely designed to suit the game's dark, immersive aesthetic, adding a distinctive look to characters as they gather powerful items. This gear-based appearance customization means players not only improve their stats but also shape their character's look, making them stand out in encounters and social hubs.

Gear in *Tomb* comes in a diverse range of styles, each influenced by the distinct regions and activities of the game world. Players can collect armor and weapons that reflect the aesthetic of the ancient ruins, dark forests, or mountainous terrains they explore, giving a sense of place to each piece. Unique gear sets can also be earned through specific activities, allowing players to showcase achievements and align their character's appearance with the lore of different regions, further enhancing the immersive experience.

# Enemies and Monsters

In *Tomb*, there are three primary enemy factions: the Skarn, the Lorenites, and the Thaxxians. These factions can be found across all regions of the world, each bringing their own unique challenges and behaviors. Together, they create a diverse and ever-present threat in every corner of the world.

## Skarn

The Skarn are a fierce, nomadic race of hardened warriors and hunters native to the harsh, barren regions of *Tomb's* world. With a humanoid build and tough, weathered skin, the Skarn have adapted to survive in the most extreme environments. Their appearance is rugged, with markings and scars that tell the stories of battles fought and won. Renowned for their physical strength and agility, they wield massive weapons crafted from stone, bone, and metal—blades, axes, and hammers honed for both utility and destruction. The Skarn live by a strict code of honor, valuing survival and strength above all else. While they are often solitary, their territorial nature brings them into conflict with other factions that dare to encroach on their hunting grounds.

## Thaxxians

The Thaxxians are a mysterious and enigmatic faction of nomadic scholars and mystics, known for their deep connection to the ancient arcane powers that seep through the world of *Tomb*. They are tall, with dark, smooth skin and glowing symbols etched into their bodies, representing their bond with long-forgotten cosmic forces. Unlike other factions, the Thaxxians are less focused on physical combat, preferring to use their mastery of magical energies to manipulate their environment and strike down foes from afar. Their culture is built around the study and preservation of lost knowledge, and they are constantly searching for ancient relics and texts hidden across the land. Though they are often seen as aloof or secretive, their influence is growing as they seek to unlock the secrets of the world and bend them to their will.

## Lorenites

The Lorenites are a mysterious and elusive race of shadow-dwelling beings, with skin as dark as the night sky and eyes that glow with an ethereal blue light. Once mortal, the Lorenites were transformed through forbidden rituals, becoming creatures of darkness and stealth. They dwell in the forgotten corners of the world, hiding in the ruins of long-abandoned temples and caverns. Masters of illusion and deception, they manipulate the minds of their enemies, using fear and darkness to weaken their foes before striking with deadly precision. The Lorenites are relentless in their pursuit of knowledge, seeking forbidden secrets to unlock even greater powers. They have no allegiance, only a single-minded devotion to their mysterious, unknown goals.

# User Interface

## Overview

The UI of *Tomb* is designed to be clean and minimalist, focusing on functionality without overwhelming the player. Key information, such as health, magic, abilities, buffs and debuffs are easily accessible and unobtrusive, allowing players to immerse themselves in the world.



**Avowed.** Example first person and the ability to use each hand.



**Destiny 2.** Example UI showing buffs and debuffs, and weapon, ability, and health information.

# Equipment Menu

The equipment screen in *Tomb* is straightforward and user-friendly, featuring a character preview that allows players to see their equipped gear in real-time. Here, players can equip a helmet, gloves, chest piece, boots, and one accessory. This accessory varies in what it is, it could be a necklace, ring, or even a cloak. Additionally, you can select a weapon or spell for both the left and right hand. To keep the inventory organized hovering over a slot will overlay a "separate" inventory of things that can be equipped in that slot. The layout keeps things simple, ensuring players can quickly manage their equipment.



**Witcher 3.** Example inventory UI series of slots to equip gear.

# Customizable UI

In *Tomb*, the UI elements are fully customizable, allowing players to adjust their placement for a more personalized experience. You can move key elements such as health bars, action buttons, and the minimap to different areas of the screen, ensuring that the layout suits your playstyle. This flexibility enables players to create a streamlined interface that minimizes distractions and enhances their focus during gameplay, all while maintaining ease of access to vital information.

# Weapons

## Overview

The weapon system in *Tomb* allows players to choose from a variety of melee weapons, and magic spells, each offering unique abilities and playstyles. Weapons are divided into different types—such as swords, or magical foci—with each type tailored for specific combat roles and strategies. Players can equip weapons in either hand, with the option to dual-wield, pair a weapon with a shield, or combine a weapon with a spell-casting item. Weapons come from a variety of real world cultures, and unique weapons also exist. Weapons also come in different rarities, and each weapon has a pool of perks that randomly roll on the weapon for players to grind for. See Weapons Appendix for some example weapons and perks

## Weapon Variety

Weapons in *Tomb* reflect influences from a variety of real-world cultures, bringing a wide range of fighting styles and visuals to the game. Players may wield katanas inspired by Japanese samurai, longswords and warhammers influenced by medieval European designs, and nimble scimitars from Middle Eastern traditions. There are also unique polearms and bows, inspired by cultures ranging from Southeast Asia to Mesoamerica, each with specific visual elements and combat dynamics. This range of weapon styles allows for diverse builds and fighting strategies, offering players the chance to choose weapons that fit their playstyle and reflect a blend of cultural influences.



**Khopesh (Left) and Zhua (Right).** Examples of various weapon designs.

# Weapon Perks

In *Tomb*, the weapon perk system is designed around enhancing weapons with unique traits. Melee weapons might feature perks that increase swing speed, deliver devastating critical hits, or deal additional elemental damage on impact. Spellcasting foci can include perks that reduce casting cooldowns, amplify spell potency, or allow chain effects between multiple targets. Aside from statistical bonuses, perks can also add new levels of functionality to weapons. These perks provide players with diverse ways to personalize their approach, encouraging exploration and experimentation with different combinations to handle the challenges across *Tomb's* varied environments.



**Destiny 2.** Example weapon UI, shows perks and descriptions and relevant statistics.

# Weapon Rarity

In *Tomb*, the rarity levels for equipment are named and color-coded to reflect their uniqueness and power:

- **Worn** (Gray): Basic items with essential functionality, providing a starting foundation for adventurers.
- **Verdant** (Blue): Slightly enhanced equipment with modest bonuses, offering an edge in combat.
- **Veil** (Orange): Notable items that provide reliable boosts to abilities and introduce minor perks.
- **Radiant** (Crimson): Powerful and rare gear, granting significant benefits and often sought after for their impact in combat.

- **Artifact** (Black): The rarest and most potent equipment, featuring a unique, game-changing perk that adds an extra layer of depth. Only one Artifact item can be equipped at a time, encouraging strategic choice in combat setup.

# Musical Scores and Sound Effects

## Overview

The score of *Tomb* is exclusively orchestral, composed to evoke an epic yet haunting atmosphere that resonates throughout the game's vast world. Each region and encounter is supported by dynamic, instrumental themes, emphasizing strings, brass, and haunting choirs to reflect the intensity and mystery of each setting. From subdued, eerie melodies in dark dungeons to swelling, powerful crescendos during intense battles, the orchestral score adapts seamlessly to the game's pacing. This focus on orchestral music enriches the player experience, creating an immersive audio backdrop that enhances the emotional depth of exploration and conflict.

### Example Orchestral Score

https://www.udio.com/songs/rLWeVY3jxgDU3KAkgWYsMP
https://www.udio.com/songs/kxgecb7omvho7AJnNU7hvA

## 3D Sound

The game will utilize advanced 3D sound technology to fully immerse players in its atmospheric world. With spatial audio, players can experience realistic soundscapes that respond to their positioning, making every whisper, creak, and footstep directional and lifelike. In combat encounters, the sounds of nearby enemies, spells, and weapon clashes will shift dynamically, letting players sense threats even out of sight. Environmental audio cues, such as distant echoes in a cavern or the rustling of creatures in dense forest, enhance exploration and suspense, giving each area a unique auditory depth that complements the gameplay.

The game would integrate *Dolby Atmos* for a truly immersive audio experience, leveraging its ability to position sound with precision in a 3D space. With Atmos, players can experience a richer soundscape where audio sources feel distinct and directional, perfect for both intense encounters and subtle environmental sounds. This would allow players to hear sounds above, below, or around them, enhancing the realism of in-game events—like an enemy spell casting from behind or ambient dungeon echoes from overhead.

## Sound Design

The score and sound effects in *Tomb* should be crafted to enhance the atmosphere and tension of each setting, with the music adapting to different biomes and encounters to immerse players in the world. The score can incorporate ambient and orchestral elements to create a haunting, ancient tone that evolves with the pace of gameplay, shifting to more intense themes during high-stakes encounters. Sound effects should emphasize realism and detail; weapon swings, spellcasting, footsteps, and enemy sounds should be varied and context-sensitive, echoing differently in wide-open areas versus enclosed spaces. A layered approach to audio design will give players essential audio cues while adding depth and immersion to every environment and activity.

# Multiplayer Game

## Overview

In *Tomb*, multiplayer will allow players to team up in cooperative sessions to tackle challenging encounters, explore dungeons, and face off against powerful enemies. Players can join up with others in drop-in/drop-out multiplayer, with the ability to seamlessly enter or exit sessions without disrupting the ongoing gameplay. The game will feature shared progression, meaning any experience, loot, or rewards gained during cooperative play will apply to individual character progress, although every individual's rewards will be random. Communication tools will include both voice and text chat, allowing players to coordinate strategies and share their findings across the expansive world of *Tomb*.

## Max Players

The number of players that can play together varies from activity to activity. Tombs are intended to be played alone, Ruins with one or two players, Vaults with two to three players, Dungeons with four to five players, and Crypts with six players. When in a major hub or open world area, the player should expect to find between one and twenty-five players at random.

## Servers

In *Tomb*, multiplayer over the Internet will allow players to join or host online sessions. Players can either team up with friends or connect with others through matchmaking systems. The game will support dedicated servers for smooth and stable gameplay, with players able to invite others directly or use a matchmaking feature to find groups based on preferred activity type.

## Saving and Loading

In *Tomb*, there is no traditional saving system; instead, characters are saved in real time, preserving progression, inventory, and experience as players journey through the game. When tackling activities, failing an encounter will reset the team to the start of that specific encounter, encouraging strategic planning and teamwork. Once an encounter is successfully completed, it serves as a "checkpoint," allowing the team to continue from that point if further failures occur. This system enhances the game's challenge, making each encounter critical and rewarding successful progress.

# Character Rendering

## Overview

The character model will be rendered with high detail and realistic textures, using Unreal Engine's advanced capabilities to enhance skin, fabric, and armor materials. Dynamic lighting and shadow effects will interact with the character's gear and movement, adding depth and realism to every detail. Additionally, customizable shaders will be employed to ensure that equipped items, from worn leather to polished metal, reflect appropriately in various lighting environments, making the character feel fully integrated and visually cohesive with the world.

## Motion Captured Animations

The character rendering system will also feature highly adaptive animations, ensuring smooth transitions between actions, such as combat stances, movement, and idle poses. Using motion capture data, character movements will have a lifelike quality, with subtle shifts in posture and facial expressions responding to different in-game situations. The system will allow for real-time rendering adjustments based on equipment changes, so each new armor piece or weapon will fit naturally on the character, with physics applied to details like fabric, hair, and other dynamic elements, creating an immersive and responsive visual experience for players.

# Example Activities Appendix

## Arnath's Monastery
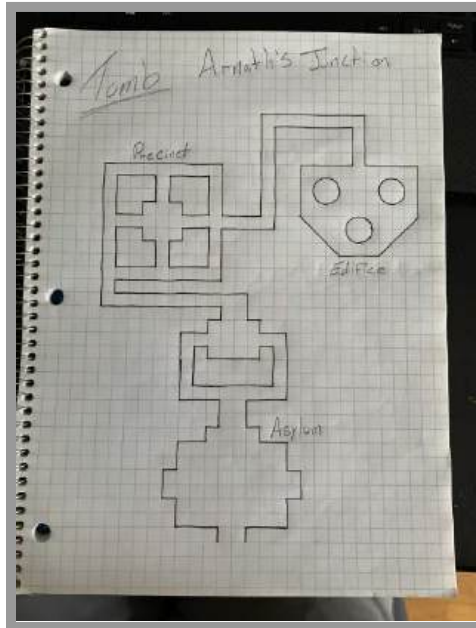


**Asylum**
- Consists of three rounds/phases
- The player must stand on a central plate until it is "captured" at which point three pools around the room will spawn
- The player must then run through these to collect a stacking buff
- Once all three buffs are collected the buff needs to be deposited at the back of the room
- This process is then repeated until done three times, each time a buff is deposited more enemies are introduced each wave spawn

**Precinct**
- Consists of 4 phases
- Player must activate a central obelisk to begin the encounter, a beam of light will shoot down one of the four halls for a brief moment
- Another obelisk in one of the corners will then exude a permanent glow which the beam of light must be redirected to
- The player then needs to orient a series of mirrors in the room that will direct the beam to the glowing obelisk, when the mirrors are aligned the central conflux must be activated again to turn the beam on again
- If the mirrors are not aligned properly they get a second attempt before having to restart
- This must be done 4 times for each obelisk
- Each phase would be timed (about 2 mins) before it would auto fail

**Edifice**
- Boss style encounter, fighting powerful corrupted mage named **Arnath**
- Boss must be killed in at most 4 phases before the player must restart the encounter
- Player starts by fighting 2-3 waves of enemies
- **Arnath** will then create chains that link from him to each pillar in the room in a specific order
- The player must then go to the back side of each pillar and attack the chain repeatedly until it breaks, if all chains are not broken in a set time the encounter fails
- Once the third chain is broken the player must stay behind it while **Arnath** unleashes an attack which will destroy that pillar and begin a damage phase for some duration
- After a damage phase is repeated the process is repeated, except with 2 chains then 1 chain, the total damage it takes to break any number of chains is the same as 3 chains
- If the damage phase ends and no pillars are left **Arnath** will immediately unleash an attack killing the player and causing the encounter to restart

# Urdok's Fortress
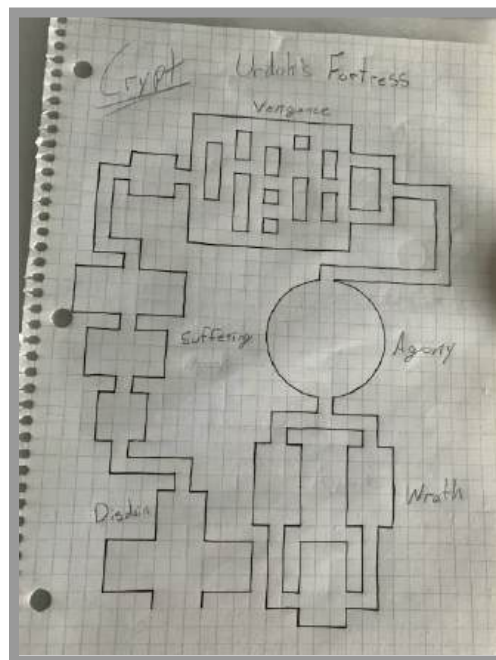


**Disdain**
- Consists of 5 phases
- The left right and center portions of the room each have a differing color scheme (assume left is blue, center green, right orange)
- Players split into 3 groups of 2, one pair left one right and one center
- Players then need to kill 2 waves of enemies
- Each pair of players will then have a glowing line go between them consisting of two colors

- A player is unable to see his own teams colors and another player must call the colors from another side
- The pair of players must rotate to their colors within a short amount of time, if they don't rotate in time or to the right color they will die
- The colors assigned will maintain 3 teams of 2
- This process is repeated 5 times

**Suffering**
- Boss style encounter, fighting **Karakoram**
- 3 phases, each phase requires a damage threshold, each room is a different phase
- In the first phase of the encounter the players must fight 2 waves of enemies, in each wave, a special enemy will spawn, the first will drop an object that can be thrown and when picked up will show symbols on a section of the wall to that player, the second enemy will drop a buff that can be picked up that allows the player to see symbols on another wall section, the same player can't pick up both object and buff
- The player with the throwable must throw it at the symbol that is the same in the other players set of symbols, this will start the first damage phase
- The next two rooms are the same as the first however the number of enemy waves, objects that need to be thrown, and the number of buffs that need to be picked up increases by 1 for each room and the objects must be thorn at the same time
- Each phase has a time limit to complete the mechanic as well

**Vengeance**
- Simple, almost "break" encounter
- The room contains 5 braziers that must be lit by placing a certain number of fire charges in them
- Each brazier requires one more charge than the last, (1 charge - 5 charges)
- The players must kill waves of enemies to collect partial charges that drop from killing them
- The player then takes a certain amount of partial charges to the small chamber at the start of the encounter to make a fire charge that they need to run to a brazier
- The encounter finishes when all braziers are lit
- The encounter is on a time limit to encourage more than one person to be running charges, if the time runs out the encounter fails and has to be restarted

**Agony**
- Boss style encounter, fighting **Urdok**
- Damage done by environment instead of the players
- **Urdok** is inside of a hanging platform, controls parts of the arena and uses magic
- Consists of 4 phases

- The players will kill 2-3 waves of enemy between each phase
- At the start of a phase **Urdok** will begin to unleash some powerful attack
- When this occurs a series of levers accessible to the players will be flipped in a specific order
- To complete a phase the players must flip the levers in reverse order, if the players do not flip the levers in the right order or not in time they have one more try then the encounter fails
- The first phase has 4 levers that need to be flipped then each phase has one more except the last which has two more (4, 5, 6, 8) require some people to flip multiple levers

**Wrath**
- Consists of 3 phases
- Players split into 2 groups of 3, left and right to start
- Referring to the diagram above, the walls that are between the three rooms have a window that allows the players to see a large obelisk at the center above some kind of wormhole
- Each room has a set of 8 symbols on the wall and a plate below the symbol on the floor
- The players beginning on the left and right must communicate which 3 symbols are shared between each side
- The central obelisk will then rotate to one of the sides and illuminate it in red light, then shortly after, an exponential damage over time is applied to everything on that side, the team that was on this side must rotate to the empty room
- After one team rotates that team must stand on the plates of the 3 common symbols from earlier, the symbols in the other rooms will disappear and the symbols will have random position
- If after rotating the team takes too long to get on the plates or gets on the wrong plates the encounter fails
- This process repeats for three phases at which point the glass in all the rooms will break and the red light will illuminate all rooms and do damage over time to everyone
- The players then have until this damage kills them to run down platforms that have appeared toward the obelisk and destroy the obelisk

# Weapons Appendix

The following appendix contains a series of general weapon designs that will be present in *Tomb.*

## Vorn

- **Type:** Longsword
- **Description:** A blade of ancient craftsmanship, forged from blackened steel and inscribed with glowing runes of unknown origin.
- **Perks:**
  - **Reaper's Edge:** Increases damage against groups of enemies when multiple foes are nearby.
  - **Soul Drinker:** Restores a small amount of health with every critical hit.
  - **Shadowbound:** Grants a short burst of invisibility after landing three consecutive heavy strikes.

## Ashuur

- **Type:** Warhammer
- **Description:** A massive hammer crafted from volcanic stone and tempered in dragonfire, its strikes unleash fiery shockwaves.
- **Perks:**
  - **Eruption:** Heavy attacks create an area-of-effect explosion, dealing fire damage.
  - **Smoldering Strength:** Consecutive hits increase fire resistance and melee damage temporarily.
  - **Crushing Weight:** Increases stagger effect on enemies, making them more vulnerable.

## Sablefang

- **Type:** Dual Daggers
- **Description:** Sleek, curved blades said to be forged from the fangs of an ancient predator. Perfect for agile combat.
- **Perks:**
  - **Venomstrike:** Attacks have a chance to poison enemies, dealing damage over time.
  - **Evasive Edge:** Dodging an attack increases the damage of your next strike.
  - **Predator's Frenzy:** Increases attack speed and critical hit chance when fighting a single target.

# Atriochs Reach

- **Type:** Spellcasting Focus
- **Description:** A staff carved from obsidian and wrapped in glowing tendrils of arcane energy, designed to channel immense magical power.
- **Perks:**
  - **Arcane Overflow:** Casting spells reduces their cooldown time if enemies are hit.
  - **Mana Leech:** Regain a small amount of mana for each successful spell strike.
  - **Barrier Warden:** Creates a temporary shield after casting a defensive spell.

# Ironclaw

- **Type:** Polearm
- **Description:** A brutal poleaxe with serrated edges and a clawed base, designed for devastating sweeps and crushing blows.
- **Perks:**
  - **Sundering Strike:** Increases damage against armored enemies.
  - **Momentum Shift:** Landing a critical hit boosts movement speed temporarily.
  - **Grappling Hook:** Allows the wielder to pull lightweight enemies closer during combat.

# Eclipse

- **Type:** Khopesh
- **Description:** A weapon of legend, forged from celestial fragments and imbued with the power of both shadow and light. Eclipse shifts its energy between radiant and void-like states, striking fear and awe into all who face it.
- **Perks:**
  - **Normal Perks:**
    - **Balance Breaker**: Alternating between light and heavy attacks increases overall damage output.
    - **Phantom Reap**: Attacks generate spectral blades that seek out nearby enemies, dealing moderate damage.
    - **Celestial Dance**: Increases movement speed and dodge efficiency when fighting multiple enemies.
  - **Artifact Perks:**
    - **Void Surge**: Each successful attack builds a charge of void energy. Upon reaching maximum charge, unleash an explosion that deals massive area-of-effect damage.
    - **Solar Renewal**: Every enemy defeated while Void Surge is active restores health and boosts damage resistance for a short time.