# Contents

Overview

The design pillars of "Nanokings" are crucial concepts that guide the game's development, ensuring that every aspect reinforces at lore first and then either one of the latter core pillars:
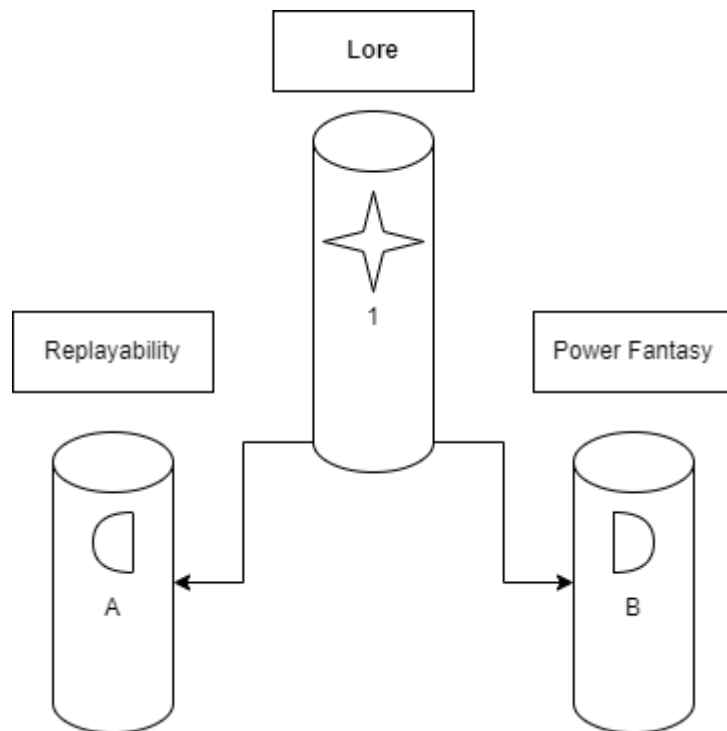
Lore Pillar

The "Lore" pillar in "Nanokings" focuses on creating an authentic punk Viking dystopia. Every aspect, from the narrative to the setting, is designed to reflect this theme. The game integrates a Nordic landscape engulfed in storms and war, diverse creatures, humanoid vikings, steam/scrap punk elements, societal issues, and the influence of nanobots, ensuring a cohesive and immersive dystopian world. The incorporation of backstory details and tribal traits subtly into character designs enhances this lore.

Leó Ólafsson: *"Nanokings plunges players into a dystopian Viking world where every storm, scrap of machinery, and battle-scarred landscape tells a story. It's a place where Nordic myths collide with the grit of steam/scrap punk, forging a realm both brutal and captivating."*
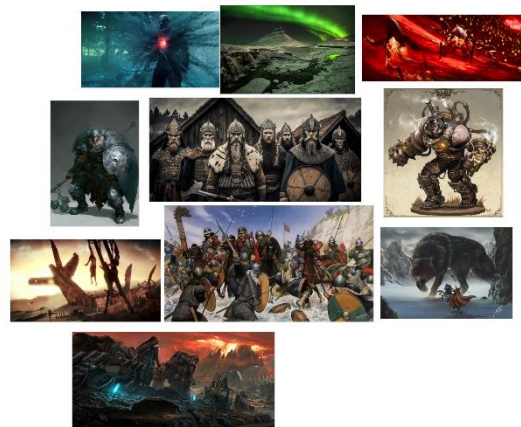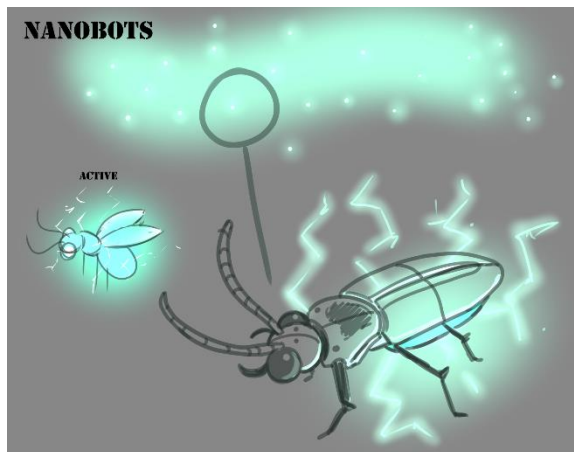
Replayability Pillar

This pillar emphasizes creating varied and engaging experiences in each playthrough. The game's design ensures that players are motivated to revisit the game, encountering new challenges and scenarios that keep the gameplay fresh and exciting. Adhering to established design pillars helps streamline the design process and reduces feedback loops, ensuring a consistent and immersive experience across multiple playthroughs.

Leó Ólafsson: *"Every time you step into the world of Nanokings, expect the unexpected. Our dynamic scenarios and ever-changing challenges ensure that no two playthroughs are the same, keeping the adventure fresh and the excitement high."*

Power Fantasy Pillar

The game empowers the player by putting them in a seemingly hopeless situation with somewhat overpowered simple weaponry and impossibly large and intimidating enemies. This contrasts the feeling of a dire situation with significant rewards (powerful weaponry & over-the-top abilities), making the player feel powerful after a feeling of powerlessness. Designs should avoid overpowered or unrealistic elements, drawing inspiration from grounded, gritty aesthetics to maintain this balance.

Leó Ólafsson: *"In Nanokings, we drop players into dire situations armed with seemingly simple weaponry against colossal foes. It's this stark contrast—from feeling powerless to wielding incredible power—that makes every victory monumental and every encounter unforgettable."*

Environment Pillar

Leó Ólafsson: *"The environment in Nanokings is as much a character as any Viking or creature you'll meet. From the desolate Icelandic landscapes to the rough, makeshift environmental and scrap punk structures, every detail is crafted to immerse players in a world where nature's wrath meets human ingenuity."*

- **Icelandic nature:** Brutal/primitive, barren/desolate and environmental hazards

- **Scrap punk / Steampunk:** Incorporate elements like pipes, cogs, plates, and runes where appropriate, along with corpses, effigies, debris, remains, and a nomadic lifestyle. The environment should feel rough and makeshift, avoiding overly polished or well-constructed designs unless specifically required.

- **Norse mythology:** Reflected in runes and other design elements to maintain authenticity.
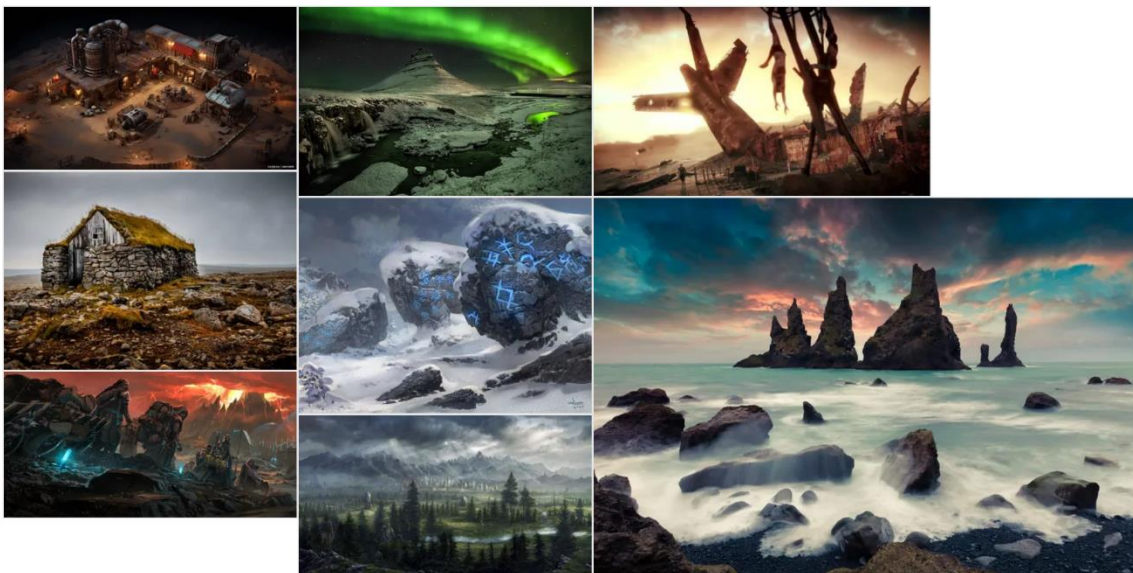
Character/NPC Pillar

Leó Ólafsson: *"Our characters, Viking enemies, and NPCs embody the essence of the Nanokings world—tough, resourceful, and scarred by a life of constant struggle. Whether it's through their rough-hewn gear, augmentation, or battle-worn appearances, each design tells a story of survival in a relentless dystopian setting."*

- **Medieval, Viking**

- **Scrapunk - Mad Max, Steampunk:** Not Victorian or cyborg, but rough and makeshift.

- **Norse mythology:** Runes and other elements.

- **Overpowering elements:** (Warhammer Age of Sigmar & Warhammer 40k) - Weapons, shoulder pads, muscles.

- **Roughness and makeshift application:** Maintain a rough, makeshift aesthetic for mechanical elements and character augmentations. Orc-like anatomy with hunched postures and muscular builds.

- **Backstory:** Needs to be shown through the design, incorporating subtle storytelling elements like scars or unique traits while maintaining the rough, scrappunk look.
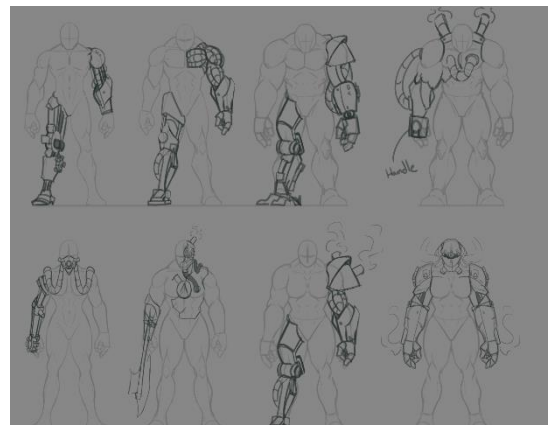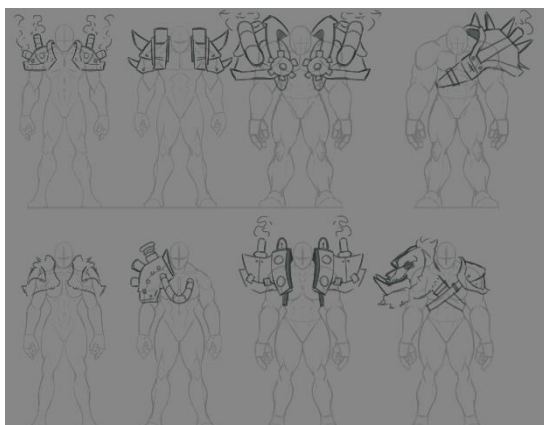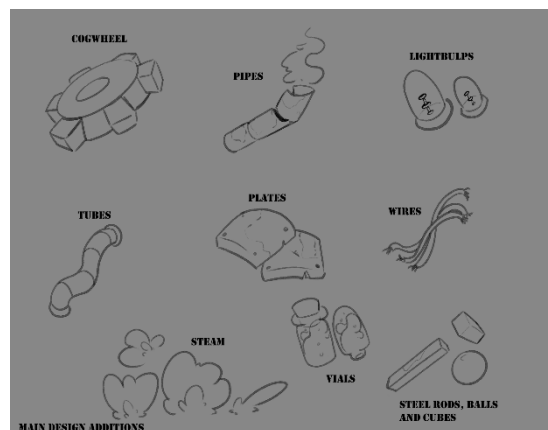
Creatures Pillar

Leó Ólafsson: *"In Nanokings, creatures are not just adversaries; they are integral to the lore and atmosphere. Drawing from Icelandic and Nordic wildlife, each beast evolves from its overpowered natural form to a fearsome augmented being, reflecting the harsh, makeshift world they inhabit."*

- **Nordic Colors of animals**

- **Priority:** 1st priority Icelandic animals, 2nd Nordic animals.

- **Augmentation:** First two tiers do not have augmentation. From tier 3, they have augmentation (included in the brief).

- **Backstory:** Needs to be shown through the design, maintaining a rough, makeshift aesthetic.

CREATURE PILLAR 02 - TIER 5

PATH 1
- FULLY AUGMENTED
- NECK LEFT ORGANIC
- HEAD PARTIALLY ORGANIC

PATH 2
- PARTIALLY AUGMENTED
- ORGANIC PARTS (FREE OF CHOICE)
- MINIMUM 3 - 4 AUGMENTATIONS

PATH 3
- FULLY ORGANIC
- CAN ADD ONE OR TWO AUGMENTATIONS
- DRUG INFUSED

CREATURE PILLAR 01

TIER 1
- ORGANIC
- SIMPLE

TIER 2
- SLIGHTLY BIGGER
- NOTICABLE CHANGE
- SCARIER
- ROUGHER

TIER 3
- 1 MECHANICAL ADDITION
- DRASTIC CHANGE

TIER 4
- 3 ADDITIONAL AUGMENTS
- VISIBLE SCARS
- DRASTICE SIZE CHANGE
- POSTURE CHANGE

KEYWORDS
- SHREDDED
- ROUGH
- AUGMENTATIONS
- WEATHERED
- ICELANDIC
- OVEREXAGERRATION

ROACH WOLF
Coda da Capo

Banshee

Carrion Beast Elder