# Premise

Redesigning and modifying Dota 2 to focus more on lore which is based around ‘repairing’ a broken world.

# Lore

# **Campaign’s backstory:** As the Ancients grow more powerful and threaten to unleash new waves of destruction on the mortal plane, Earthshaker, the Elder Titan, and the Arc Warden meet in secret - a reunion of the highest powers, determined to devise a plan to stop yet another cataclysm, and more. Earthshaker, the spirit and soul of the Earth, has merged with fragments of the sister planet destroyed by the Ancients’ brutal conflicts, and errs in dreamlike memories, reliving through the destruction of the sister planet time and time again. The Arc Warden, shouldering the responsibility of the Ancients breaking out of the Mad Moon to colonize this planet, lends Earthshaker his support and knowledge in hopes of restoring harmony. Finally, the Elder Titan, the world-maker, dwells among the ruins of his shattered world - and refuses to see his work of reparation of rebuilding under the threat of the Ancients. Earthshaker, the Arc Warden and the Elder Titan know they cannot destroy the Ancients on their own. Their only course of action is to find a way of gathering support in their fight - or, in a last effort of abnegation and heroism, to warn other planets of the dangers yet to come. To succeed, they must send Earthshaker, bearer of the souls of the sister and brother Earths, on a mission to send an all-powerful weapon to the far edges of the cosmos, to seek out answers and bear warnings across the universe. The magical hammer Mjollnir quickly becomes the cornerstone of their plan: they re-forge Mjollnir, and infuse it with fragments of the sister Earth, along with other powerful artefacts from across the planes of existence, and create World-Walker, the weapon and vessel that will allow travel on a universe-saving mission. The World-Walker will be imbued with enough power to shake the very fabric of reality, and tear into space and time, allowing the escape plan to unfold. Alas, the Ancients have been alerted to this sudden surge of power, and are sending their forces to stop Earthshaker and the heroes escorting him from gathering the nine components necessary to modify Mjollnir.

# Game objective

Players help their team’s Earthshaker and their teammates gather the nine pieces of World-Walker before the enemy team does, and prevent them from killing their Earthshaker before he can launch World-Walker into space.

# Game design

## Core concept

**Items/the nine pieces of World-Walker:** A design decision was made to have the players gather and combine nine in-game elements to create a tenth: World-Walker, the hammer needed for Earthshaker to go on his quest and escape this planet. Using existing Dota 2 items, we re-named, re-coloured/created and re-purposed 4 items players can purchase from the shop, and 5 items they can gather from mobs and the map during play. There is an Earthshaker on each of the two teams, and the game can be won by that team’s Earthshaker reaching the launchpad, which is activated when Roshan is killed (in that location) and throwing the World-Walker into space.

Anyone on the team can collect World-Walker parts, which go into a collective stash which all team members can see on their screen (preferably in the same style as the bar on the right in the below image).

The first part of the game revolves around farming, killing heroes - getting gold to buy the World-Walker items, as well as trying to get the items from the jungle which spawn randomly. Later game involves completing objectives to get the other items from the jungle (which also depend on player build).

Once the World-Walker has been built, the team of the Earthshaker who is carrying it must kill Roshan to open up a launchpad from which that Earthshaker can send the World-Walker into space.

The other team can trigger parts of the World-Walker being dropped. If the full hammer is being carried, to drop it a certain amount of health must be lost from enemy attacks while carrying the item, and within (albeit quite a large) range of the launchpad. Early items can be ‘dropped’ through a certain click mechanic, but this stops after a certain time point. This is done to increase early game urgency, but keep focus on building in one’s own team rather than constantly targeting the enemy to drop items.

**Items purchasable from the shop (4):**

These items can be bought from the shop using gold, like any other items in Dota.

* (2000 gold) Moon Shard ⇒ **Mad Moon Shard**. One of the last pieces of the Mad Moon to have not been turned into Radiant Ore or Direstone. This shard still contains residual traces of the cataclysmic forces that tore the gigantic sphere apart and retains its former glow - a reminder of what the Arc Warden proved unable to prevent.



* (2500 gold) Aether Lens ⇒ **Heimdall’s Lens**. A lens that allows its bearer to see through all the layers and planes of existence in this world and others. The lens is used to focus the power of World-Walker and open a pathway to the cosmos.



* (3000 gold) **Mjollnir** ⇒ The original Mjollnir, a powerful artefact that will serve as the base material for World-Walker, and will serve as a conduit for the power needed to bring Earthshaker where he needs to be in the universe.



* (3200 gold) Linken’s Sphere ⇒ **Witcher’s Sphere**. The universe is vast and full of dangers. The Witcher’s Sphere has been incorporated in the core of the hammer and generates magnetic energy that will protect the bearer against hostile creatures from space.



**Items which spawn on achieving objectives (3)**

3 items spawn when and where you kill quite difficult to kill jungle creeps (so the point is that players have to stack gold, kill creeps, kill the other team, build items and XP so players have enough strength and ability to kill these creeps).

*Too easy to require full team, but quite difficult for one player to kill without the right build.*

* Broom Handle ⇒ **Hammer Handle**. Crafted in the strongest ironwood, it was enchanted to withstand the powers of Mjollnir and its new properties. The first iteration of Mjollnir 2 had a handle made of normal wood, which Earthshaker believes to be the reason it broke apart the first time. With the enchanted ironwood handle, perhaps things will be different this time.



* Greater Faerie Fire ⇒ **Faerie Dragon Fire**. Burning brighter than any other fire on this plane, the incendiary magic of Faerie Dragon Fire is what is used to forge World-Walker.



* Essence Ring ⇒ **Elder’s Ring**. Attached to the hammer’s handle, this ring contains a fragment of the essence of the Elder Titan. He who once was a world-maker, could also travel in them - this ring will allow the bearer of the hammer to never lose sight of his path in the universe, for as long as he carries it.



**Items which spawn randomly (2)**

Two more items spawn in random locations in the jungle - one at 10 mins, one at 20.

* Smoke of Deceit ⇒ **Smoke of the Fundamental Plane**. Collected by the Elder Titan as he travelled through the Fundamental Plane, this smoke contains powerful particles from all four Fundamentals. Their combined power allows World-walker to tap into the forces of the universe and bend the constraints of reality, time, and space.



* **Cheese** ⇒ Just cheese. Roshan would like you to stop stealing it from him and bring your own snacks, please.



The 4 shop-bought items combine into one mid-level item, World-Mender.

The same is true for the 5 items obtained from the jungle, which combine into World’s Helm.

Once both World-Mender and World’s Helm have been built, World-Walker can be built.



**Game mechanics**

Keeping everything the same as normal DOTa, except **one major difference - players cannot destroy the Ancients (but they are still there).**