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GAME CONCEPT

HIGH CONCEPT

“Lords of Caladan” is an action strategy game infused with elements of role playing. In a planet called Caladan, noble lords fight for land and glory. They must manage their domain, build up armies and strongholds, and defeat any opponent in their way to complete domination of each realm.

VISION STATEMENT

“Lords of Caladan” is an action strategy game. The game will be focused on aligning two popular genres to create an elaborated sense of reality and challenge. In addition, the game allows player to experience other roles, like rouge, champion, and merchant to broaden the players archetype pool.

PILLARS

- 1) **The game has a dynamic and rich management style to increase the playability, and avoid repetition of strategies, and early game tasks.**
- 2) **The game has a solid physical, and tactical combat system, which allows players to find their desired role, and skill up in the field they want, or feel more comfortable.**
- 3) **All the mechanics of the game have plausible logic.**
- 4) **NPC’s and AI is as sophisticated and practical as possible.**

2.0 TARGETING

2.1 PLATFORM

PC Windows

2.2 MARKET

Players who like strategy-management, action-RPG and multi-playing RPG games such as fans of Mount and Blade series, Settlers, and Elder Scrolls franchise would like the game. The game is competitive, so players who like challenge and medieval style ambience will be highly attracted to the game.

The game is highly challenging and has complex playability which allows the players to gain experience and professionalism through playing. Thus, adult players who like difficult games are our main target. The game also is a bit time consuming as like any other major open worlds, so gamers who have more time to spend are our target as well.

However, while difficulty level and other hardcore criteria would be considered positive features for some players, we might lose other archetypes of players due to the mentioned facts.

2.3 Competitive Analysis

Because “Lords of Caladan” is a fusion, Mount and Blade franchise are competitors. Mount and Blade has some of the core mechanics of our game, but it lacks the melee complexity, broad strategy style, and the online aspects of it. Furthermore, there is no popular game successfully incorporated a set of melee action mechanics to their strategy game, and LOC is somehow unique.

3.0 FEATURES

3.1 Feature One – 360 Degree Melee Fight System

360-degree melee fight is a method which gives the player the ability to melee attack from all the possible directions without any restriction.

Pillars Supported:

- (Pillar 2) **Combat Simulation**
- (Pillar 3) **Plausible Mechanics**
- **Feature Details:**
 - Create an attack mechanic that allows the player to move the equipped melee weapon freely and attack from all the possible angles instead of four classic angles most melee games use.
 - Create a parallel Defense mechanic that allows the player to defend any melee or range attack inflicted from front and flanks.

- The system allows each hand to perform task separately, and gives the ability of switching between attack and defense while holding only one key.
- The system is intuitive, easy to use, but hard to master.

3.2 Feature Two – Costume Quest System

A system which allows the players to create their own in-game quests or take up other player's quests.

Pillars Supported:

- (Pillar 1) **Dynamic Management Style**
- (Pillar 3) **Plausible Mechanics**
- **Feature Details:**
 - Instead of putting pre-made quests in the game, this feature allows each player to create costume quests and reward other players who finishes each quest.
 - The mechanic allows different sets of tools to create quest based on in-game rank or title of each player. For example, a king may access to certain tools plus the default tool set to create quests, while a new plyer only has access the default set.
 - This feature creates a massive and dynamic web of quests which may have their unique impact on the political and social landscape of the game, as well as hugely increasing the element of playability.

3.3 Feature Three – Chain of Command

This system allows the player to assign other players as their second in command, which can hugely reduce the risks and losses due to being offline, or getting disconnected from the game server. The possibility of shared responsibility can have many positive impacts on the game design.

- **Pillars Supported:**
 - (Pillar 1) **Dynamic Management Style**
 - (Pillar 3) **Plausible Mechanics**
- **Feature Details:**
 - The system allows players to dedicate their time efficiently to the game, instead of forcing them to be online the whole time.
 - The system improves the social aspect of the game, allowing the players to share the responsibilities, as well as the glories.
 - The system reduces the loss due to technical difficulties, lack of time, or emergencies. This in turn will reduces any playing discouragement caused by errors, or emergencies.

4.0 CHARACTERS

4.1 OVERVIEW

The game provides character creation and customization option for players. Each player controls an individual character through the world. Rather than having premade classes, which give the player a path to follow, Caladan classes are forming during the gameplay and they're based on player's choice. As most RPG games use the system extracted from D&D, Caladan allows the player to start as a default character and throughout the game, players can choose their path by practicing different doctrine or participating in various quests. This way of detailed character customization will decrease the limitation of premade classes, and increase meaningful choices the player has. Thus, instead of classes, we present players with abilities that they may acquire during the game while they're trying to shape their desirable characters.

4.2 PLAYABLE CHARACTER(S)

4.2.1 CHARACTER ATTRIBUTES

Like most of D&D based RPGs, LOC characters have a set of attributes to start with, and to build up and improve during the gameplay. All these attributes will have effects on many aspects of gameplay.

<i>Attribute</i>	<i>Limit</i>	<i>Modifiers on</i>	<i>Impacts on Skills</i>	<i>Characters</i>
Strength	1-20	The amount of damage player inflicts	Melee, Archery, Shield	Knight
Endurance	1-20	The amount of stamina, carrying weight, and damage player can take	Toughness, Recovery	Champion
Agility	1-20	Movement speed, noise, jump height, Etc.	Riding, Archery, Stealth	Rogue
Dexterity	1-20	Attack, and draw speed and accuracy	Weapon handling and control, Archery	Any
Perception	1-20	Seeing further away	Archery, Espionage	Any
Intelligence	1-20	Faster to learn	Every skill	Any

4.2.2 CHARACTER CATEGORY**Category One: Lords**

<i>Title</i>	<i>Perquisite</i>	<i>Governing Rank</i>	<i>Title loss</i>	<i>Game Limit</i>
King	Owning one of the two Citadels	One	Losing the Citadel	Two Kings per realm
Petty king	Owning one of the two strongholds	One	Losing the Stronghold	Two Petty Kings per Realm
Duke	Governing at least two territories	Two	Revoke by Monarch	N/A
Earl	Governing at least one territory and one castle	Three	Revoke by Monarch	N/A
Count	Governing at least one territory	Three	Revoke by Monarch	N/A
Baron	Governing at least one castle	Four	Revoke by Monarch	N/A

Category Two: Agents

<i>Title</i>	<i>Description</i>	<i>Arms</i>	<i>Schools</i>	<i>Can be Independent</i>
Knight	Fighting Commanding	Heavy Armor and Weapon	Knighthood Leadership	No
Champion	Fighting	Free Style	Any School	Yes
Rogue	Espionage, Assassination, Covert Ops	Light Armor and Weapon	Archery Secrecy	Yes
Captain	Commanding	Medium Armor and Weapon	Military Leadership	No
Merchant	Trade	Free Style	Any School	Yes
Mercenary	Fighting Commanding Espionage	Free Style	Any School	Yes

Map of Caladan



5.0 CAMERA

5.1 OVERVIEW

The game's camera is first person and optional third person. Players can pick the one suitable for them.

- Screenshot of planned view



Players can switch the camera from game options menu.



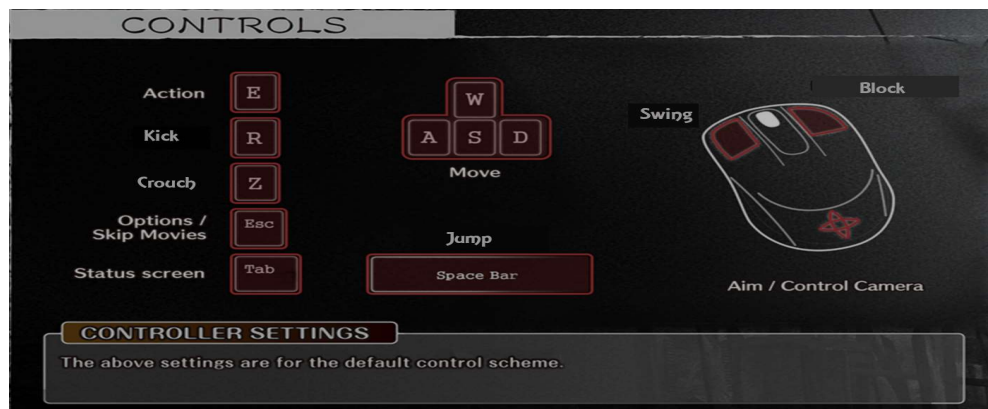
Players can move the direction of camera by mouse.

6.0 CONTROLS

6.1 OVERVIEW

Most of the Controls in LOC are classical melee template. However, the attack and defense mechanism is a bit unorthodox. Player can choose their desired swing angle by holding the LMB and move the mouse to the direction of the attack and then release the LMB to perform the swing. For defense, player can use RMB, with the same method as the attack.

6.2 CONTROL SCHEME 1



6.2 CONTROL SCHEME 2



GAMEPLAY DETAILS

OVERVIEW

This section describes the gameplay and mechanics found in “*Lords of Caladan*”, and contains topics describing the mechanics, how they are used, and their implementation into the game.

STRATEGY VIEW

As LOC is partially a strategy game close to “The Settlers”, the players have access to a top down view to be able to manage their realm affairs, or tactically lead their men. The management part is about how to build structures to utilize the materials and resources in order to defeat the enemies.

There are two types of structure the player can build; Military buildings, and economic buildings. Military buildings are for expanding territory, defending positions, and military training. Economic buildings are for mining, gathering raw materials, processing, farming, crafting, and housing.

ECONOMIC STRUCTURES

Structure	Needs	Produce	Speed	Building Material
Grain Farm	N/A	Grain + Hay	Moderate	10 Plank + 8 Stone
Cattle Farm	Hay	Meat + Hide	Slow	10 Plank + 8 Stone
Sheep Farm	Hay	Meat + Hide	Slow	12 Plank + 3 Stone
Horse Farm	Hay	Horse	Very Slow	12 Plank + 3 Stone
Bee Keeping	N/A	Honey	Moderate	8 Plank + 1 Stone
Wind Mill	Grain	Flour	Very Fast	9 Plank + 12 Stone
Bakery	Flour + Honey	Bread + Cake	Fast	4 Plank + 10 Stone
Butchery	Meat	Ham	Moderate	4 Plank + 10 Stone

Brewery	Honey	Mead	Slow	6 Plank + 12 Stone
Tannery	Hide	Leather + Wool	Moderate	6 Plank + 12 Stone
Iron Mine	N/A	Iron Ore	Moderate	8 Plank
Copper Mine	N/A	Copper Ore	Fast	8 Plank
Gold Mine	N/A	Gold Ore	Slow	8 Plank
Coal Mine	N/A	Coal	Fast	8 Plank
Sulfur Mine	N/A	Sulfur	Moderate	8 Plank
Lumber's Hut	N/A	Timber	Fast	2 Plank
Mason's Hut	N/A	Stone	Fast	2 Plank
Fisher's Hut	N/A	Fish	Fast	2 Plank
Lumber Mill	Timber	Plank + Weapon	Moderate	12 Plank
Smelter	Ore + Coal	Iron + Gold + Copper	Slow	4 Plank + 18 Stone
Bloomery	Iron + Coal	Steel	Very Slow	4 Plank + 18 Stone
Armory	Any Metal + leather+ Wool	Armor + Shield	Slow	4 Plank + 18 Stone
Foundry	Any Metal	Cannon + Ammo	Very Slow	9 Plank + 25 Stone
Weapon Smith	Any Metal	Weapon + Bolt	Slow	4 Plank + 18 Stone
House	Any Food	Tax + Manpower	Fast	5 Plank + 5 Stone

MILITARY STRUCTURES

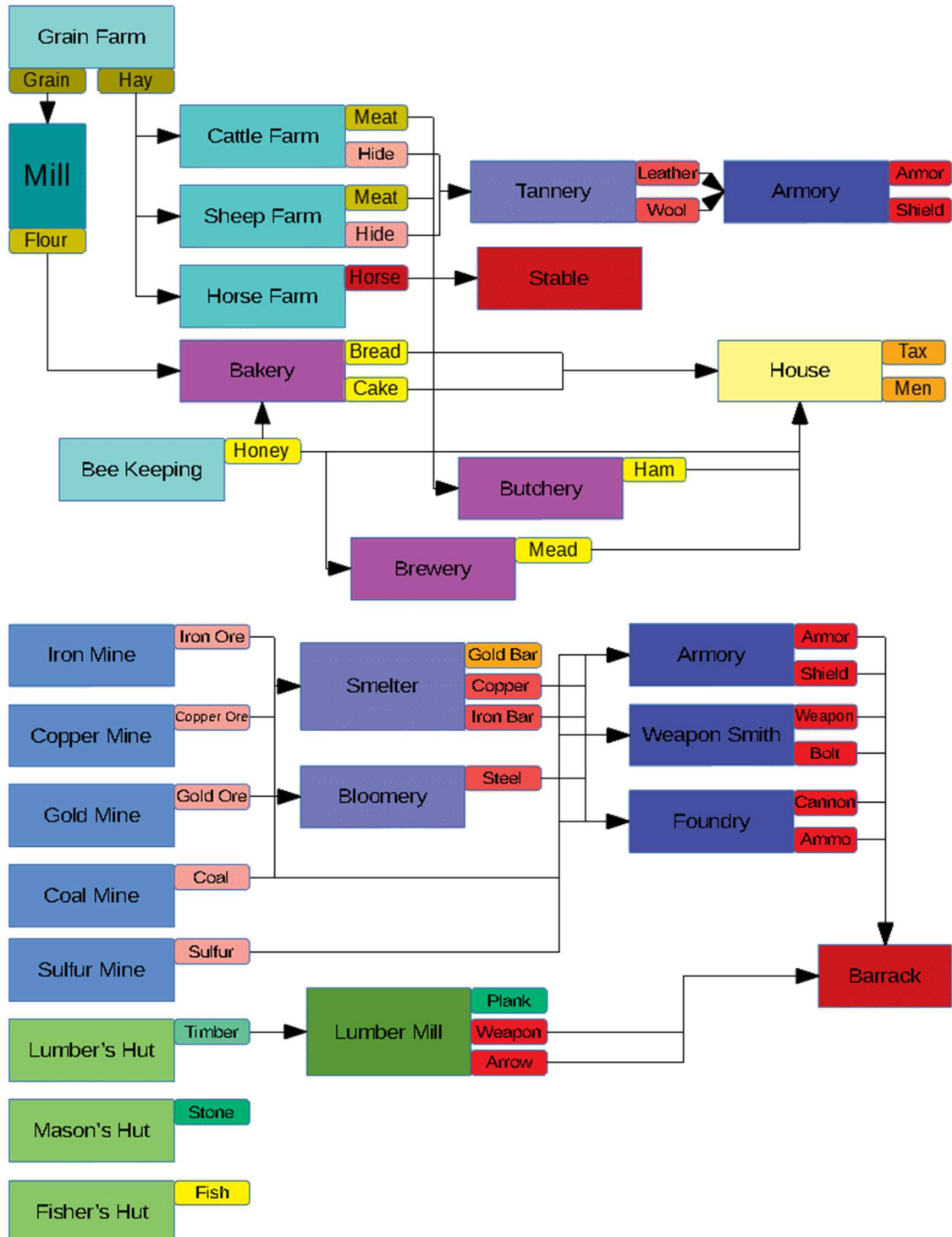
TABLE 1: DEFENSIVE STRUCTURES

Structure	Land Size	Garrison Size	Min-Rank	Building Material
Citadel	Largest	50	King	N/A
Stronghold	Very large	40	Duke	N/A
Fortress	Large	30	Count	50 Planks + 100 Stone
Castle	Moderate	20	Baron	35 Planks + 60 Stone
Guard Tower	Small	10	Captain	20 Plank + 30 Stone
Guard Post	N/A	5	Sargant	10 Plank + 15 Stone

TABLE 1: DRAFTING STRUCTURES

Structure	Needs	Produce	Speed	Building Material
Barrack	Weapon + Armor + Men+ War Horse	Soldier	Moderate	5 Plank + 15 Stone
Stable	Horse	War Horse	Moderate	20 Plank + 8 Stone

STRATEGY FLOW CHART



#1 MOVEMENT AND LOCOMOTION

In Realm of Caladan the player's will use Keyboard + mouse as the primary methods of movement including walking, sprinting, jumping, dogging, crawling and running. The following section will illustrate the required player inputs, gameplay elements, and result of those inputs.

MOVEMENT

In game, the player has full-control over directional movement and speed of the player character. During all gameplay, the player's screen shows his/her POV in a first-person perspective. All movement is performed utilizing the keyboard; WASD, Shift and Spacebar. In LOC, the player has four primary methods of movement through the game environment: *walking, Sprinting, Running* and *Silent walk*.

WALKING

Walking is achievable by holding down WASD keys. Each key moves the character one unit per second through the environment in the designated direction while the movement status of the player is set on Walk using the mouse wheel. For example, by holding W the player can walk forward. However, different type of environments, or steepness of the floor will affect the walking speed.

- Walking doesn't consume stamina.
- Walking speed also get affected by the weight of items the player carrying.
- Walking speed also get affected based of player's armor type.
- Walking speed also get affected by player's skills and abilities.
- Walking causes low amount of noise.

SPRINTING

Sprinting is achievable by holding down W keys while the movement status of the player is set on sprinting using the mouse wheel. Each key moves the character forward three units per second through the environment. However, different type of environments, or steepness of the floor will affect the sprinting speed.

- Sprinting does consume considerable amount of stamina.
- Sprinting speed also get affected by the weight of items the player carrying.
- Sprinting speed also get affected based on player's armor type.
- Sprinting speed also get affected by player's skills and abilities.
- Sprinting Causes the most amount of noise.

RUNNING

Running is achievable by holding down W keys while the movement status of the player is set on running using the mouse wheel. Each key moves the character two units per second through the environment forward. However, different type of environments, or steepness of the floor will affect the sprinting speed.

- Running does consume stamina.
- Running speed also get affected by the weight of items the player carrying.
- Running speed also get affected based of player's armor type.
- Running speed also get affected by player's skills and abilities.
- Running Causes considerable amount of noise.

SILENT WALK

Silent Walk is achievable by holding down WASD keys while the movement status of the player is set on Silent Walk using the mouse wheel. Each key moves the character half a unit per second through the environment in the designated direction. For example, by holding W the player can walk forward. However, different type of environments, or steepness of the floor will affect the walking speed.

- Silent Walk does consume stamina.
- Silent Walk speed also get affected by the weight of items the player carrying.
- Silent Walk also get affected based of player's armor type.
- Walking speed also get affected by player's skills and abilities.
- Silent walk Causes the least amount of noise.

MOVEMENT AND LOCOMOTION

There are factors involved in player movement speed, stamina consume and noise making, such as the environment's type, the carry weight, the armor type and the player's skills and abilities.

Table 1: Movement Factors

Movement Status	Stamina Consume	Movement Speed	Noise Making
Walking	N/A	1 Unit Per Sec	Normal
Running	Moderate	2 Units Per Sec	Moderate
Sprinting	High	3 Units Per Sec	High
Silent Walk	Low	1/2 Unit Per Sec	Low

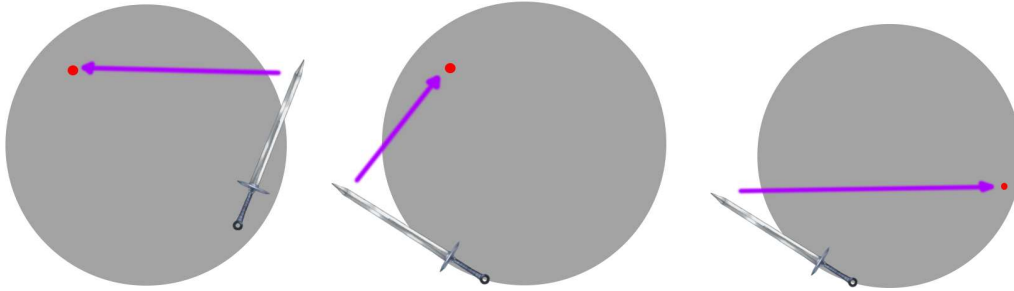
#2 COMBAT

As the Lords of Caladan is an online multiplying game, a challenging well executed combat system is a must. Players can perform three major types of action for fighting others; Melee combat, Range combat, and use of siege weapons.

MELEE COMBAT SYSTEM; 360-DEGREE METHOD

360-degree method is designed to give the player the ability to attack and block from all possible directions. In this method player can pre-set many stances, which can be used during a fight. Each stance has two factors; the placement of the armed weapon, and the point in which the swing will land. In a nutshell, the player chooses the stance, move the armed weapon freely to any desirable direction by holding LMB and moving the mouse, and finally release the button so the weapon swing from the final direction to the landing point and hit the target.

Stances Examples:



STANCE

The placement of the armed weapon and the landing point, which can be customized in a separate UI.

THE ATTACK POWER

Which determined by the distance of the armed weapon from the landing point; The more the distance, the higher the damage. The angle of the swing also affects the power; the high angle attack will increase the power of the swing.

PLAYER STRENGTH

Player strength is also contributing to the attack power. Players with higher strength can cause more damage.

PLAYER ABILITIES AND SKILLS

Because the realm of Caladan is a RPG game, the player stats are affecting almost every element of the game play. Player can increase their abilities by practicing, learning, and spending EXP.

ONE-HANDED MELEE

Table 2: Player One-Handed Melee Abilities and Skills

Skill	Description
Accuracy	Decrease the angel penalty
Control	Increase the amount of power the attacker can use
Handling	Decrease the chance of getting disarmed by the enemy
Critical Chance	Increase the chance of Critical hits
Block	Increase the block power
Stamina Saving	Decrease the amount of stamina for moving the weapon

Skill	Description
Weapon Focus	Increase the speed of weapon mastery
Weapon Mastery	Decrease the penalty of using new weapons

ARCHERY

Table 3: Player Archery Abilities and Skills

Skill	Description
Accuracy	Decrease the aiming penalty
Accuracy on move	Decrease the accuracy penalty while moving
Control	Increase the amount of power the archer can use
Critical Chance	Increase the chance of Critical hits
One hand Crossbow	Decrease the accuracy penalty of using a crossbow with one hand
Stamina Saving	Decrease the stamina using by archery
Weapon Focus	Increase the speed of weapon mastery
Free Movement	Increase the speed of archer while he/she aimed

STEALTHY

Table 1: Player Stealthy Skills

Skill	Description
Silent Move	Decrease the amount of noise making by movement
Shadow Run	Increase the speed of Silent Walk
Silent	Decrease the noise making while drawing a weapon, reloading a crossbow, aiming with bow, climbing, Etc.
Pick Pocket	Faster to pick some one's pocket and less likely to get caught

Skill	Description
Silent Kill	Decrease the noise making while perform Silent Kill
Espionage	Increase the range in which AI will react to the character
Sharp Sensory	Increase the awareness and perception for finding traps
Cold Blood	Decrease the effects of fear and pain on the player
Traceless	Decrease the amount of gore While perform Silent Kill

WEAPONS CHARACTERISTICS

To create a broad variety of weapons with different criteria and usage, each weapon will be implemented based on a list of characteristics. This way, each weapon has its powers, and its weaknesses.

Weapon Characteristic List

Weapon	Example	Weapon Example
Type	Two-handed Melee	Two-handed Axe
Weight	Super Heavy	Great Hammer
Primary Material	Hester Wood	Hester Longbow
Secondary Material	Steel	Steel Crossbow
Finesse	Low Quality	Iron Dagger
Sharpness	Blunt	Bronze Warhammer
Reach	Long	Long Sword

AI

There are two major categories of AI in the game; The non-combatant, and the combatant. The non-combatants are the type of AI who serve as ambience, miners, farmers, shopkeepers, gatherers, builders, maids, farm animals etc. The combatants are mostly soldiers, guards, patrols, hire swords, bandits, Savage beasts, etc.

AI DETAILS

The major difference between the combatant AI and the non-combatant AI is their behavior patterns. While combatant AI such as guards will follow their owner's command, engage in fights and have the same status of player characters, the non-combatant will try to flee to a safe place as soon as they get hit by a foe. However, non-combatant AI usually produce raw materials or other necessities for the lord they belong to and killing them will result to the halt of their productions temporarily.

FUNCTION OF DEATH AND RESPAWN

Player will get punished based on the game mode they are playing in. However, the default mode of the game will punish the player's death by different means, so the death would be a meaningful set back and something to be cautious about. The players would be respawned in the place he/she owns. If the player owns no property, tent, or other place to respawn to, they will respawn in the nearest safe zone from the place of their death

DEATH AND RESPAWN MECHANICS DETAILS

Default Death Consequences

- Player will lose two random inventory items (one equipped and one not equipped) and gives them to the player who loots the corps.
- Player will lose all the gold he/she is carrying and gives them to the looter.
- Player will lose a slight percentage of its physical attributes.
- Player gain an amount of XP every time he/she dies.
- Player stay dead for several minutes.

GAME MODES

OVERVIEW

Caladan has two game mode; Single player and multiplayer. While multiplayer is the main mode of the game, the single player mode serves as a mean to familiarize players with the game's world and features, as well as introducing interesting characters and places along the way.

SINGLE-PLAYER GAME

In this mode player will play against AI lords. The goal is to capture enemy AI citadel.

MULTI-PLAYER GAME

In this mode, up to eight players will be fighting alongside or against each other until all major and minor powers come under a united flag. This mode allows the player to customize quests, take in the roles of assassin, champion, captain, or mercenaries to fight for or against any lords.

GAME WORLD

OVERVIEW

Caladan is an open world sand box that gives the player the ability to roam free and discover the entire world.

CALADAN

OVERVIEW

Caladan is an earth-like planet much smaller than earth. In most areas, it has four seasons. There are three moons orbiting the planet.

SCALE

A planet almost quarter of the earth

WEATHER

Very much like earth

TIME OF DAY

In-game each day takes fifteen minutes and each night takes five minutes to pass.

TRAVEL

There is no fast travel in multiplying mode. However, there are means of fast travelling like mounts and chariots.