Project Val  
  
Action RPG

Top-Down

Multiplayer

**Movement:** Point to click (Diablo), WASD (Factorio) or free-camera (Dota 2).  
**Theme:** N/A  
**Classes:** Because it's RPG, classes are recommended to be included.

# Classes

## Class based RPG. Ex (“TERA, WOW, Black desert”) Most common in MMORPG’s.

### Pros

1. (gameplay) Every class has a defined roll and everyone knows his strength and weakness. This adds to the understanding of players how the game is blanked.
2. (technical) We only need to define a set amount of skills and hardcode them to work only with that character. Assets and abilities.
3. (hype) easy to understand for new and old

### Cons

1. (gameplay) Linear progression in the class.
2. (gameplay 2) You already must know what you want from the start. “the roll is already made for you”
3. (hype) People might/are bored of same old idea’s. They might look but if its noting new then they might not want to progress. As they already know what to expect.

Short Conclusion: Much easier to implement then the other systems. Gameplay is going to be stale and boring.

## Mixed class system. Ex (“Arche Age, not sure {Never Winter}”)

### Pros

1. (gameplay) Player can experiment and combine different classes to find unique combinations
2. (hype) Loads of combined classes with 10 base classes can make up to 120 possible classes

### Cons

1. (gameplay) A handful of classes will become the norm and the others fade away.
2. (gameplay 2) players might worry about making a mistake and turn to the internet. ½ of a con
3. (hype) If the 120 are useless people will call us out on it. Say the game is unbalanced.

Short Conclusion: Very hard to balance and keep everyone happy. The creative freedom is there but as a dev team must be extra careful not to put the whole system out of whack with imbalance.

## No classes skills and abilities are only affected by how you gear up. Ex (“AOC” = maybe)

### Pros

1. (gameplay) Players must explore/craft/fight for supply’s and to sustain their way of play keeping them engaged (as long as it’s not grinding to stay alive)
2. (gameplay2) Players have infinite amount of freedom to build their characters as they please

### Cons

1. (gameplay) To much unique ways to play. And not a set path might scare casual people away.
2. (technical) Items and the abilities must work on every character and mixed together. this might lead to a very lengthy tuning of code and character models.

Short Conclusion: A lot of freedom for the player and developers. Adding an item with a skill and you add something for everyone. A very hard to implement and to balance system. Making sure everything works together and is balanced is not an easy task.

# Talents

**Talents:** Talents are a good way to give the player freedom to customize their protagonist to suit their gamestyle. Path of Exile is heavily complimented for their diverse talent build system.

**Spells:** Characters should have minimal spells, maybe max of 10 native spells. The reason for this is because we eventually want players to find treasures and secrets throughout the game to strengthen and expand their arsenal.

**Itemization:** Rare items will give characters powerful abilities and spells, similar to Terraria. It's an added incentive for the players to keep digging and exploring. We need to add a shitload of different items with different abilities and make some extremely rare (legendary) items that very few people will be able to wield.

**Puzzles:** Adventuring together with a group of people is fun, but the fun usually wears out when it's nothing but mindless spell-spamming and doing the same thing over and over again. See Diablo. In the ever-expanding dungeons, we could use puzzles that will force the group to communicate and work together in a good way. Lots of such dungeon-puzzles are present in Legend of Grimrock. Great game! The puzzles could vary from visual puzzles to math puzzles and even sound. But a lot of this aspect depends on whether we want people to be able to jump or not. If we implement a jump system, do we do it so anyone can jump anywhere at any given time or do we make it on-demand? Kind of like a quick-time event. You can only jump when you are prompted to. This feels linear to me, I don't like it since it removes some freedom for the player. I want players to feel that they have full 100% control of their character's actions.

**Town/NPC:** I would suggest a main capital city or a main hub so that most of the players would gather at this place and team up with each other and eventually trade and apply server economics. Auction house? The downside of this is that people won't be seeing the rest of the content of the game eventually because they would refuse to travel elsewhere because well, they have everything they need in 1 place.

**Housing:** I personally have always loved the idea of housing. The reason is because Housing system can server two purposes. One is roleplaying. Since it's a ROLE-PLAYING-GAME, it wouldn't hurt to introduce this system where a player can customize their house to a minimum degree or simply just buy preset apartments/houses, kind of a hotel. The second purpose for this system can serve for gameplay tasks. You can have a chest inside your house to store your items safely, you can invite your friends inside to give them your items or you can have a "dummy test" room inside the house so you can test anything you want, spells and moves. In PVP mode, maybe you can break into someone' elses house. Did I forget to mention GUILD HOUSES? You set up a meeting and everyone meets.  
  
**Guilds:** The previous feature reminded me of guilds in MMOs. Guild system can be a great tool to make people come together as a unit. If the game is going to have competitive factions and a leaderboard for some kind of race, then guilds wouldn't hurt.