

# Guardians of Eden

*Game Design Document*

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## INTRODUCTION

Guardians of Eden is a turn-based rpg for the PC where the player takes the role of a Guardian, abandoned to die by Eden, as they try to survive the harsh whims of their god and other Guardians in a race against time.

(For note, this Eden is not the Christian version, the god isn't the Christian god, and Adam/Eve don't exist. Eden can be considered synonymous to paradise for the purposes of this story.)

## DESCRIPTION

You are a Guardian of Eden, a legendary and venerated knight. It was only recently, though, that you had the honor of becoming a Guardian. However, after just a couple of days, you found yourself waking up in an unfamiliar winter wonderland. A strange being speaks to you, saying that you were stranded, abandoned by your people. You, and all of the other Guardians who are elsewhere in this place. And, worst of all, the being demanded that you and the other Guardians find the Guardian who is hiding something valuable from this being, by any means necessary. That is the only way to survive.

Once the being disappears, you come to realize that the powerful abilities bestowed upon the Guardians of Eden are missing. Whatever you intend to do, you can't do it alone. You start traveling through the torrent of snow, looking for tracks. You find them, but they are monstrous. A creature hidden in the snow pounces upon you. Just in time, you are able to ward off this warped wolf with your shield, before striking at it with your sword. The wolf is harmed but still able to fight. It pounces upon you again. This time it was successful. You attempt to throw it off with your Guardian power, that of having physical control over whatever you touch. To your surprise the wolf does get

moved, if only slightly. You take advantage of the wolf's surprise, pushing the beast off and striking it once more. The damage it sustained is too much, and the wolf collapses. A little bit of your old Guardian powers return to you with its defeat. That's a relief, your powers aren't gone for good. Without your guardian powers, your methods to dealing with your problems are more limited and dangerous.

Something about what the strange being said comes to you. You get the impression that time is of the essence. So, you sheath your sword and get ready to continue exploring this strange land.

## KEY FEATURES

- **Guardians:** All of the major characters in the story are Guardians, aside from the strange being, and these guardians are designed to have distinct knight armor that completely covers their faces. Similar to Halo, there will be no ability to see the faces of the vast majority of the characters.
- **Timer:** Unlike most rpgs, you have a time limit to correctly complete the story. It's very forgiving, but its effects will become visible on the environment as the story goes on. Massive crevisses, blizzards, and such will start to appear as the timer gets low. The combat maps change accordingly, and the main character can take advantage of these changes.
- **Unique abilities:** A lot of rpgs have unique abilities for their characters. The unique abilities that each Guardian has defines how they fight. Each Guardian's abilities have significant effects on the maps you fight on and how those Guardians fight in the maps.
- **Suspicion:** There are multiple reasons to distrust the other Guardians and party members, whether it be the Guardian the strange being is looking for or some other reason.

## GENRE

Guardians of Eden is a medieval adventure rpg game played on various 3d maps.

## PLATFORM

The main platform is the PC. PC is the main preference as it has a more accessible audience for smaller games through places like Steam. There will be VR compatibility, particularly in combat where you can view the combat map through a VR lens. Finally, there will be multiplayer support, with another player being able to play other party members or maybe even the enemies the player fights.

## SIMILAR GAME: WASTELAND 3

**Actions:** The actions are the things players do while playing the game. Often, these involve using the objects in varying ways.

Some actions are exploring a map, doing side quests, and battle. In the exploration, you maneuver your vehicle to places it can reach and manage potential enemies that may attack you. In the battles, you have resources that you can spend to move, attack, use special abilities, or use items every turn. Once your turn is up, the enemy goes.

**Rules:** The rules define how the game is played. The rules determine the use of the objects, the permissible actions, the play space, the number of players, the goals of the game, even the length of the game.

In battle, you only have a limited amount of things you can do every turn. You can only use so many items or attack so many times before you run out and the enemy goes. In addition, your vehicle can only traverse certain areas until you get to the point in the story where you can upgrade it. Wasteland 3 also limits your party size to 4 people, whether you or someone else controls them. Another rule is that weapons and items get

better over the course of the game but you must progress the story to get access to them, otherwise you'd be going up against powerful enemies without good enough weapons.

**Goals:** The goal(s) of a game establish what the players are trying to achieve.

The goal of the game is to get resources to your people by working for a leader of a different nation to convince him to provide the resources. The game later questions this premise but that is the main premise.

**Objects:** The objects in a game are the elements with which the game is played.

Weapons, enemies, and your party are elements you manipulate in battle. You must maneuver your party and your enemies in such a way so as to give yourself the advantage. You also use your weapons or upgrade your weapons in the attempt to win the battles.

**Play Space:** The play space is the area within which a game is played.

The play space is in a land ruined by nuclear war or in cities in various states of disrepair.

**Players:** The players are the participants in the game.

The player is an outsider to the lands who many various factions are seeking to use to their various ends. It is up to the player to choose whose side they are on.

## OBJECTIVES

The objectives of this game are to either find the Guardian the mysterious being is looking for, or find some other way to survive during the course of the story. As there is a time limit, if the player fails to accomplish this objective, they lose the game. A Secondary

objective in the game is to collect party members to get stronger. The main rewards for accomplishing these objectives are progression in the game and a stronger party through gaining new members or leveling up.

## MECHANICS

The main gameplay is a turn-based rpg combat system that takes place over a map. At the game's start, the party is very limited in capabilities. As the game progresses, the party grows stronger and obtains their Guardian powers, which heavily impact how they fight. As an example, the main character has a guardian power that they obtain, which initially allows them to move opponents around to gain an advantage. Later, this ability can be used on the environment, like creating an avalanche on the map.

There is gameplay when traversing the world map, and it is the same as most other rpgs in that regard.

## RULES

In the gameplay, your movement is limited to the map you are given. There is no exiting the confines of the map or forcing the enemy out of the map. All members of your party have stat values like health and energy. Different stat values depending on the party member. You can't act when your health is zero nor can you use Guardian powers when you have no energy. The player is limited by the regular expected rules of an rpg game. Along this line, there is a set amount of actions each party member has. Only so much can be done every turn.

## CONTROLS

The controls won't be anything out of the ordinary. Most actions are defined by clicking the mouse when on the computer or, for vr, what the typical controls would be.

## STORY (This is long)

Guardians of Eden is about the Guardians. They are revered warriors of the utopia known as Eden, and each city has only one Guardian. The story follows Valeria, someone who idolized Guardians all her childhood after being saved by one. However, she is an outlander, or someone who's not from Eden. Outlanders in Eden are lesser citizens, and treated like barbarians. They are barely tolerated.

Their treatment of her did not sway Valeria's dedication to becoming a Guardian. It did, however, leave a heavy mark. Her self confidence is nonexistent, making her a very passive and insecure person outside of her armor. Some time before she became a guardian, Valeria befriended a rather strange woman. The woman's name was —, and she was a visionary with grand ideas for the future of Eden. This woman would eventually become the leader of the Revolution, which sweeps across Eden like a wildfire. Through her friendship with — and experiences of xenophobia, Valeria joined the revolution. Valeria becomes a Guardian of the Revolution before becoming a Guardian of Eden, to try and inspire change in Eden. Try to inspire peace between Eden and the Outerlands.

In the meantime, Valeria was still trying to become a Guardian. Shortly after the start of the Revolution, she succeeded. The events of Guardians of Eden take place just days after Valeria's coronation.

As an aside, it is important to know for the story that the identities of Guardians are kept secret. This resulted after many assassination attempts and attacks on family members. It also had something to do with morale of the cities, because they won't ever notice if their Guardian has died if they don't know who their Guardian was in the first place. All they need to know is that their Guardian is protecting them. Similar in concept to Halo, where "Spartans never die", they are only ever recorded as missing in action to improve morale at home.

Morale is even more important in Eden, because the amount of power Guardians attain upon coronation is based on the faith of their people. If the people were aware of their Guardian's death, their faith in the next Guardian would take a sharp dive. Then that Guardian would be weaker and die easier, which would cause the people to lose more faith. It can quickly become a disastrous cycle. For these reasons, Guardians revealing their faces or identities is taboo, and trying to discover the identity of a Guardian is punishable by death.

Back to the story of Guardians of Eden.

All of Eden's Guardians find themselves waking up in an unfamiliar, snowy place with almost none of their Guardian powers. They are told by a being, who claims to be their god, that Eden has abandoned them. Has handed them to this being without a second thought. The being then tells them that the only Guardians that it will let survive the coming events are the ones that find a specific Guardian who is hiding something from it. Then, the being leaves.

As the Guardians are all scattered, Valeria starts off alone. It doesn't take her long, however, to find another Guardian. His temporary title is the Distance Guardian. His powers are similar to teleportation. Those two travel together, trying to get to a smoke signal. Along the journey, Valeria comes to realize that this Guardian is the same one who saved her when she was a child.

Before they get there, however, they discover a Guardian whose armor, rather than being just European, also has an asian mix to it. This Guardian's temporary name is River Guardian, and he is standing over the corpse of another Guardian. It quickly becomes apparent that the River Guardian slew the other Guardian, and he turns to kill Valeria and the Distance Guardian. Strangely, he has the full power of being a Guardian, it's not reduced at all. In fact, he has a strange new power in addition to his Guardian powers that nullifies the party's powers.

The River Guardian is vastly superior to the party, and he is easily winning. However, during the fight he comes to realize that Valeria is an outlander, and lets the party live.

From there, the party makes it to the smokestack, which is a gathering of Guardians. The story from here is less certain. The party comes to find a blacksmith, finding two Guardians who can later join the party. They are the Blacksmith Guardian and the Bull Guardian. The Bull Guardian is acting as an assistant to the Blacksmith Guardian, who is making armor for the Guardians so they can distinguish each other. The Blacksmith



Guardian is snarky and irritable, but she is considered one of the leaders of the camp.

To make the rest of the story shorter, the party helps the camp for a while as they try to figure out what's going on and what to do. They have to figure out how to deal with the River Guardian, how to deal with Cultist Guardians who are killing other Guardians in their attempt to find the Guardian the strange being is looking for, and looking for that Guardian themselves. They meet two more important Guardians, the Hunter guardian and the Sword Guardian. The Hunter Guardian immediately joins the party, and is in fact another Guardian of the Revolution. The main theory of most of the Guardians is that the Revolution is responsible for this, so Valeria and the Hunter Guardian need to keep that a secret. The Sword Guardian is the Guardian of the capitol city, and he refuses to work with the other Guardians but is not hostile.

The River Guardian later attacks the camp, and kills a lot of the Guardians. The party figures that the next place the River Guardian will go is the center of this land, because he can use his strange nullification ability to destroy the magics keeping the land together. Theoretically, this would kill all of the Guardians. The Cultist Guardians are also going there, for the same reason but hoping that the danger will get the Guardian everyone is hunting to reveal themselves. This culminates in a battle near the center, which is a building similar in nature to a lighthouse. The party defeat the River Guardian, but lose track of each other in the blizzard. The Cultists get to the lighthouse first, but when Valeria arrives, she finds them to be slain. The story ends here, as she tries to find her allies.

Here's some more important information: like Samus, Valeria's gender, and ties to the revolution, may be hidden for most of the story. The River Guardian is not the strange being, though they are believed to be the same. The River Guardian is from a village of outlanders in Eden. He is opposed to Eden as it is oppressing his people. His aim is to kill all of the Guardians, because without guardians Eden cannot continue to oppress his people. His people could free themselves from Eden's grasp.

The Sword Guardian is the Guardian everyone is hunting. The Blacksmith Guardian is blind, and is the first to catch on to Valeria and the Hunter Guardian because she recognizes their voices.

## GRAPHICS STYLE

Medieval fantasy, with a more stylized realistic style. Similar to a medieval wasteland 3 when it comes to map designs, with the characters instead being fully armored knights. This is chosen because the central idea behind Guardians is fully armored knights that captures the public imagination of the knight in shining armor.

## CHARACTERS

All Guardians start off in the regulated Guardian armor. Once you reach the camp, the guardians customize their armor to get a more distinctive look.

Valeria: Steel, face covering armor with red highlights. Has a red plaid cape around the waist that is also red. Wields a sword and shield.

Distance Guardian: Steel, face covering armor with dark green and gold highlights. Has a regular dark green cape around the shoulders. Wields a lance.

River Guardian: Rather than European style armor, has a mix with asian styles. Still has a face covering. The main colors are mostly gray and red with some purple.

Blacksmith Guardian: Steel, face covering armor with fancy blue highlights. Armor is in general spikier and the helmet is sharp and winged.

Bull Guardian: Steel, face covering armor. The armor has bronze elements but is the least customized out of the notable Guardians. The helmet has horns.

Hunter Guardian: Steel, face covering armor with warmer brown highlights. The armor is more scuffed than regular. Has fur in various spots of the armor, like around the neck.

Sword Guardian: Steel, face-covering armor with black, silver, and purple highlights. Has a cape around a shoulder that's black on the bottom and silver on top.

Guardians: Steel, face-covering armor with gold highlights.

## DEVELOPMENT DIFFICULTIES

Modeling the Guardians will probably be the most difficult. Their design has uniformity, but making them look right and look cool will likely take a lot of time and effort. The enemies will also add difficulties, as creating various creatures to fight will definitely be time-consuming. Otherwise, the animations will probably be providing a lot of annoyance. Particularly since there will probably be a couple cutscenes if time allows. The other aspects I don't see being as difficult as the 3d modeling or animations.

## DEVELOPMENT SCALE

**Smaller:** Taking away the timer and the mechanic that the map reflects the timer. The maps won't progressively get more dangerous/damaged. Lower enemy variety, take away some characters. Lower the scale of the story, make the story end sooner if it can't be accomplished.

**Larger:** Add hidden bosses the player could find, collectibles, expand world-map to make it more fun to explore in general. Make the Guardian models more detailed. Add more to sections of the story.