

Game-677

Game type and visual style

It is a neat Voxel,cel-shaded,open world,souls-like,action packed and melee combat,party-based game inspired heavily from the epic fight mod from minecraft and bionics youtube video about \$1000000 sword multiplayer video.It is a metal working system game where the player has to smelt ores to create the greatest weaponry for the best souls like combat experience with the power of his anvil.

Gameplay features

- The combat will be a fully animated melee souls like combat with each weapon having its own animation.The player has unique animations for movement that can be toggled to different modes.

- The camera angle is set to a shoulder surfing angle by default .The other view is first person

- There are three decks of inventory; default,main and backpack inventory.

- There is a stamina system that determines your sprinting capabilities.

- Players can acquire skills through skill books

- A key part of the skill system is an adrenaline bar which when loaded to full,allows player to launch super fatality moves which also depends on stamina and the type of weapon being currently used.

- Players will start mining and smelting with the anvil they were given upon spawn before moving to a smithing bench and then to more complex smelting automations and hiring smiths who will be working for you.

- More powerful swords can't just be smelted through the anvil to obtain but it needs a smithing bench and complex automations will be needed later to create even more OP swords.

- Players can make a Tool bench for other items besides swords.

- The GUI of the tool and smithing bench or anvil will be inspired from the gun workbench from Mr crayfish gun mod.

Entities and enemies

- There are npc's in the world you can talk to through a questing system.You can recruit some of them if needed so that you can battle

- There are animals with lively mechanics and animations that each have dynamic behaviour and not just there for eye candy.

- All the bosses will be npcs having the skin of my community supporters as a reference of thanks

- All the bosses in my game are NPCs that have to be talked to through a UI to choose to fight or back down before being transported to an isolated part of the map for the fight.

Sound and visual effects

- There will be ambient and dynamic sound effects inspired from the dynamic surroundings mod from minecraft.

- There will be funny sound effects when a player dies.

- There will be slow motion effects during fatality moves because why not?

- There will also be immersive sky effects such as collapsing rifts and auroras

- There will be satisfying chunk loading animations in the world.

Little special features

- Your so called allies have traitors within them that will stab you from the back in the most grinding moment.There are also supernatural disasters that will terrorize your living and cause destruction to your builds

Disaster feature

- Natural terrific,abnormal,weird and destructive disasters will have a repetitive occurrence during gameplay.It comes at any time and they get worse and more frequent as the player still survives in the world.

Building

- The game will have a grid like building system with access to every angle to get even the tiniest corners right.If you don't know how to build,you can hire workers to build for you with the specific build blueprint given to them.But don't forget,even the workers you hire to build for you may or may not loot you in the end.

In-game Shopping

- You can spend your golden gibs which can be gotten from killing mobs and completing quests to buy the best weaponry including super rare resources for the ultimate weaponry experience from a shop system similar to bionic's competitive series.

Extra ideas

- Inventory will be a side scrolling mechanic

- Players can form and join clubs which will in turn bring passive buffs upon joining.

- Players can donate to NPCs as a form of thanks

- Land flags to claim land

- Moon can become an eye in scary nights watching the player.

- There should be a debugging cloud