Game name – **Star Stone**

Genre: Multiplayer Dungeon Crawler RPG

Graphics Style: Medium-resolution (x256) Sprites and Background, fantasy/realistic look

POV: Isomorphic

Dungeon Style: Branching, Fixed Seed

OS: Windows

Time Setting: Medieval

**TASK DELEGATION:**

* Server – Greg
* Game Engine – Lloyd
* Music - Wes

**General Setting:**

* Kingdom at War, Being Conquered by a foreign Army

**Plot Points:**

* King is currently residing in a fort on the outskirts of his kingdom, fled after capital taken.
* You work your way back through the kingdom, reconquering the lands
* Dark King is leader of the other faction, he is a Dark Wizard and being controlled by a space worm that came out of a black rock
* The space worm lives inside of a nest underneath the castle where it has a large hatchery.
* As you progress, more space/infected looking mobs will appear.
* Soldiers on other side are infected with mind worms, and they can infect allied soldiers, resulting in high defection rates
* The main characters have special amulets made from star stones given to them by their family that coincidentally repels the worms and negates mind control effects while worn. (given at intro to game)

**Main Characters:**

* King
* Head Knight
* Dark King

**Area Ideas:**

* Dragon Cave
* Chaos Castle
* Slime Zone
* Nest under Castle

**To Do:**

* Map
* Character Sketches
* Login Server

**Key Game Functions:**

* Advanced/NG+ or Tiered Difficulty system
* Real-Time Combat
* Multiplayer (Peer-to-Peer)