



The Record of Lies: Crown's Formation

Game Design Document (GDD)

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Game Title: The Record of Lies: Crown's Formation

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Game Overview

Game Concept

Betrayed by his own homeland, Cassian now joins forces with the heir to the empire Artis, seeking to reshape the system from within. Will they succeed in overthrowing the empire's tyrannical rule and restore its true values, or will they fall victim to the very forces they aim to dismantle?

Discover the answer in our RPG for Windows PC – where thrilling adventures await!

Game Narrative

The story follows the protagonist, Cassian, who is born to slaves in a medieval fantasy world, on the continent of Galilea. He is sold off to the army, which recruits babies and children to train them and make them loyal to the Zalium Empire.

Cassian grows up in the military camp for these children, becoming loyal to the Empire and incredibly capable, so he is seen as the leader of the militia of children (from now on, Rogue Squadron).

One day, Emperor Charles II and his heir, Artis, visit the camp to assess whether the resources spent are worthwhile. The overseers of the camp decide to bring Cassian along to show how capable the trained children are. The Emperor decides to have a light spar between Artis and Cassian, who wins without any trouble.

The Emperor is visibly pleased and has a private meeting with the overseers. When they are left alone, Artis and Cassian start talking and befriending each other. Artis, who now respects Cassian for having beaten her in the spar, decides to confess her secret: while she is publicly the male heir to the Emperor, she was truly born female! But, as the Empire does not accept female empresses, she was disguised as a male and trained and taught as a man.

Cassian and Artis become closer friends as they start meeting more often because the Rogue Squadron is sent on increasingly important missions.

However, Cassian's loyalty begins to waver: is it truly correct to kill all those innocent citizens to expand the Empire's domain? In a meeting with Artis, he starts talking about this, and Artis begins overthinking the state of affairs in the Empire: "Why must I be a man to be Emperor? Why can't I be a woman?"

These thoughts begin driving both Cassian and Artis to a new objective: to change the Empire from within. An Empire where powerful women can rise, and one that doesn't attack the lives of innocent civilians.

4 Years Later:

The Emperor is assassinated as part of a large conspiracy involving the kingdom, and Cassian is wrongly accused of his murder. Along with Artis, who opposes the conspiracy, Cassian decides to flee the empire to escape the scrutiny of its powerful figures. During their flight, they stumble upon a small house in the Kingdom's forest bordering Zalium, where an elderly couple lives. This couple takes them in and mentors them (serving as inspiration) until they gain enough strength and confidence to return to the empire. Both with a clear goal: for Artis to eventually rise to the throne and become Empress.

1 Year of Training Later:

Zeryn, the leader of the Rogue Squadron after Cassian's exile, stumbles upon both of them as they were assigned the mission to find them and starts attacking them. Cassian and Artis finally convince Zeryn and reunite with the rest of the Squadron, setting off towards Zalium in order to finally take over and fix the corrupted empire.

Game Genre

Medieval single player story-driven RPG

Core Gameplay Mechanics

The game is an RPG with strategic turn based combat and includes interactive dialogues along with little cinematics. You will also be able to explore the different settings in our Top-Down experience.

Art Style and Theme

Medieval, rebellion, redemption.

Gameplay Mechanics

Core Loop

1. Cinematic or Interactive Dialogue
2. Explore or Fight
3. Explore
4. Interact

Game Progression

Player progression will be aligned with the progress of the story, which also develops with the growth of the character.

Player Controls

- WASD for movement.
- E to interact with the environment.
- The rest of mechanics will be displayed by UI and can be interacted by clicking.

Player Actions

Turn-based combat, interactive dialogues with the environment and its people, triggering cinematics, switching equipment and managing companions.

Game Objectives/Goals

End the story, crown Artis as the new Empress.

Rewards/Progression Systems

When winning battles or completing quests, you gain xp, weapons and sometimes a new companion.

Story & Narrative

Setting

The story is set in a fictional dark medieval world where there are 4 known continents. The story will develop in the north of one of them, Galilea, mainly inside the Zalium empire and its rival Kingdom.

Plot Summary

In the ruthless Zalium Empire, Cassian, a former child slave turned elite soldier, rises as the leader of Rogue Squadron. During a fateful encounter, he befriends Artis, the empire's heir, who reveals a secret—she was born female but is forced to live as a man to inherit the throne. As they grow closer, both begin to question the empire's cruelty and vow to reform it from within.

However, when the Emperor is assassinated, Cassian is framed and forced to flee with Artis. Seeking refuge with a mysterious elderly couple, they spend a year training before returning, determined to overthrow the corrupt regime and reshape the empire in their vision.

Characters

Cassian - Hero

Artis - Heir to the Empire

Emperor Charles II - Zalium Empire ruler

Empress Margaret - Married to Charles

Zeryn - Rogue Squadron Member

Edward - Artis Uncle From the Council

From the Kingdom

Silver Vanshi - Old Ex-Royal Marshal woman

Endo vis Muth - Old Ex-Counsellor man

King Beryllium - Kingdom Ruler

Queen Iridia - Kingdom Ruler

Game World

Level Design

The levels are linear, there will be 5 main sceneries :

- The palace from the Empire
- Town capital of the Empire
- Army camp
- Forest
- Old cottage inside the forest

The ability to interact with the environment will help us go deeper into the story.

Art Style & Aesthetic

We will adopt the Pixelart style along the medieval aesthetic.

Reference - [OCTOPATH TRAVELER](#)

Audio

Soundtrack

Mainly orchestral with a hint of ambient synth.

Sound Effects

- Voice acting might only involve sound effects (With more resources we could consider voice-acting the dialogues).
- Weapons, interactions, player, enemies and environment will all have sound effects.

Technical Specifications

Engine & Tools

Self-made Custom Engine, Visual Studio, GitHub, LE-Dialogue-Editor.

Monetization & Business Model

Pricing Model

No microtransactions, the game is bought as a whole.

User Interface (UI) & Experience (UX)

HUD & Menus

There will be menus for :

- Main menu (Play, continue, options, quit game)
- Options (General volume, sfx volume, music volume, language selection)
- Pause (Continue, Options)

There will be 3 different HUD's :

Exploring :

This HUD will include the team members state(Health, Power points), Quest description, Name of the current quest.

Dialogues :

This HUD consists of a text box in the bottom, two pictures of the people talking on the sides and sometimes, a medium box with decisions to take from which the player can choose.

Battle :

This HUD will display everything combat-related, all the actions the player can choose from, The state of both enemies and allies(Health, Power points).

Accessibility Features

There will be subtitles in English, Catalan and Spanish.

Marketing & Community

Target Audience & Market Positioning

Our target audience are RPG players and people that like fantasy novels or medieval settings.

We will compete against many other RPGs with a high confidence in our unique narrative setting and the interactive elements of our levels and dialogues, which reinforce the whole story background.

Community Engagement

Our GitHub will be open for anyone to test the game and to receive constructive comments on it.

Development Timeline

Key Milestones

Assignment 01 - Concept Discovery → Start date: Feb 19, 2025 / Due date Mar 02, 2025

Assignment 02 - Vertical Slice → Start date: Mar 02, 2025 / Due date Apr 07, 2025

Assignment 03 - Alpha → Start date: Apr 07, 2025 / Due date May 18, 2025

Assignment 04 - Gold → Start date: May 18, 2025 / Due date Jun 02, 2025