Game Design Document – Prototype: Nameless

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1. Overview

Title: *(working title)* Nameless
Genre: Turn-based strategy / dice + card combat / exploration
Platform: PC / Godot Engine prototype
Perspective: Top-down or 3/4 isometric for combat and exploration

Core Concept:
The player controls Ori, a fey adventurer who has lost his name. To reclaim it, he must navigate the Feywild, combat fey bosses in dice-based card duels, and solve riddles that lead to the next encounter.

Gameplay Loop:

1. Explore small nodes of the Feywild.

2. Encounter a fey boss.

3. Engage in dice + card turn-based combat.

4. Defeat the boss → receive a card reward and a riddle pointing to the next node.

5. Collect new cards and explore further.

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2. Gameplay Mechanics

2.1 Combat

- **Dice System:**

    - Each turn, both player and enemy roll dice.

- "Higher or Lower" determines basic attack outcome.

- **Card System:**

    - Cards modify dice outcomes (double roll, swap dice, impose disadvantage).

    - Both enemies and player have decks; cards are earned or found during exploration.

- **Enemy AI (Boss Example: Lurielle, the Glade Whisperer):**

    - Weighted rule-based AI with phases based on HP.

    - Adapts to player card usage and dice outcomes.

    - Uses telegraphed attacks for clarity.

- **Player Interaction:**

    - Select cards from hand each turn to influence dice.

    - Roll dice to attack or manipulate boss rolls.

2.2 Exploration

- Nodes are small, distinct locations (starting with "Shimmering Glade").

- Each node contains:

    - Environmental clues for riddles.

    - Collectible cards.

    - Visual markers for paths to the next node.

- **Movement/Exploration:**

    - Minimal: focus is on combat, but nodes are visually engaging and interactive.

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3. Art Direction

3.1 Environment

- **Shimmering Glade Node:**

  - Mossy ground, glowing flowers (blue/purple), twisted silver-barked trees, crystalline pond, floating light motes.

  - Subtle mist and interactive objects (glowing mushrooms, stones).

- **Perspective:**

  - Top-down or 3/4 isometric to support clear movement and combat readability.

3.2 Boss / Character Design

- **Ori:** Fey adventurer, slender build, topaz eyes, undercut hairstyle, simple adventuring garb.

- **Lurielle:** Slender fey, silver sheen skin, flowing translucent hair with motes, gossamer gown.

- Subtle magical orbiting flora to indicate interaction.

3.3 Visual Style

- Semi-realistic painterly textures.

- Emphasis on magical glow (bioluminescent plants, dice/card effects).

- Influences: *Ori and the Blind Forest* (magical atmosphere), Studio Ghibli forests (mystical, alive), *Darkest Dungeon* (subtle tension in color palette).

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4. Audio

- Ambient Feywild sounds: soft wind, chimes, rustling leaves.

- Dice rolls: subtle clatter.

- Card effects: light magical chimes, glow or shimmer cues.

- Boss telegraphs: musical cues to indicate upcoming attacks.

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5. MVP Features

Goal: Prototype the first node, combat system, and one boss fight.

5.1 Core Features

- Player dice roll + card selection system.

- Enemy AI with weighted dice/card decisions.

- One boss fight (Lurielle) with phases and telegraphed attacks.

- Small exploration node ("Shimmering Glade") with collectible cards.

- Riddle hint for next encounter (text or visual).

- Turn-based combat flow fully functional.

5.2 Optional MVP Additions

- Basic animations for dice, cards, and boss abilities.

- Simple particle effects for magical ambiance.

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6. Roadmap to MVP

Phase	Goal	Notes

Phase 1 – Core Mechanics	Implement dice roll system, basic player health, and placeholder enemy with weighted AI.	Test combat flow with simulated player first.
Phase 2 – Card System	Implement card classes and effects, both for player and boss.	Include basic cards: double dice, swap dice, disadvantage.
Phase 3 – Turn Manager	Create system to cycle turns between player and boss.	Log AI decisions for debugging.
Phase 4 – First Boss Prototype	Add Lurielle boss with weighted AI, phases, and card interactions.	Use placeholder visuals; focus on gameplay.
Phase 5 – Exploration Node	Build Shimmering Glade node with collectible card placement.	Include visual pathing cues for riddles.
Phase 6 – Player Integration	Replace simulated player with full input system.	Test full combat loop.
Phase 7 – Polish	Add animations, particle effects, UI polish.	Keep visuals lightweight for performance.
Phase 8 – MVP Test	Run playtest with single node + boss + combat system.	Evaluate balance, clarity, and fun factor.

7. References & Influences

- **Visual / Atmosphere:**

    - *Ori and the Blind Forest* (lighting, magical bioluminescence)

    - Studio Ghibli forest scenes (ethereal and alive)

    - *Darkest Dungeon* (subtle tension, focus on mood)

- **Gameplay / Mechanics:**

    - Tabletop dice/card games (risk/reward, strategy vs randomness)

    - Turn-based RPGs with weighted enemy AI (XCOM, Slay the Spire)

8. Technical Considerations

- Godot Engine (GDScript)

- Modular nodes for player, enemy, cards, and turn manager.

- Particle pooling and animation staggering for optimization.

- Use signals for communication between turn manager, player, and enemy.