Frostfall Saga

Description

A turn-based strategy game in Nordic fantasy universe, written in C# and use Unity platform. Through which you travel around Nordic worlds to fight against mythic creatures and live adventure by the look of famous heroes and gods. Don't waste your time, because the winter is coming, will you survive the freezing cold?

Goal

A turn-based combat system, in which you play as several classes during an adventure (Saga) represented by a succession of fights such as Stages. The Alpha will be entirely Solo, the player will be able to Move, Interact with his three characters and gain levels with rewards, new stats, and Actions.

Map

Hexagonal Boxes in Grid

The terrain will be made up of Hexagons representing the Cells on which the player will interact with their characters. This X, Y, Z shape will offer more possibilities than an X, Y Axis Grid.

Different Heigh Levels

The Hexagons representing the cells will have different heights, a total of 3 (LOW / MEDIUM / HIGH), this will limit the movements by adding constraint.

Pathfinding

A system that allows you to find the shortest and optimized path according to the possible movement of a character and the constraints of the terrain.

Biomes

Each of the Cells represented by Hexagons will have a biome type influencing the gameplay.

Bonus/Malus

Depending on the terrain a character is on, they will get Bonuses, or they will suffer penalties on their stats and/or Actions.

Procedural Generation Grid

The grid will be procedurally generated, considering the consistency of the Biomes and the feasibility of the characters' actions.

Character

Classes

A character is represented by a Class, which will define their stats, resources, spells, and basic equipment. By default, we will present the 3 main archetypes (Warrior / Mage / Thief).

Move

Characters will have movement points at their disposal allowing them to move around the grid of the field.

Attack

Characters will have action points that will reset at the beginning of each turn, these points can be consumed to perform actions. By default, each class will have a basic attack.

Spells

Through Action Points, class-specific abilities can be used for a cooldown.

NPCs (Non-Player Characters)

The NPCs will be the creatures that the player will fight, these will have actions defined by algorithms to attack the player to prevent him from progressing.

The Progress of Fight

Turn by Turn

The combat is turn-based for each character. When a character has used all their desired actions, they must indicate that their turn is over to let the next character play.

Timeline

This represents the order in which each character is run according to an initiative statistic.

UI

Menu

Interface that allows you to choose a Chapter of the game, change settings such as volume and screen, or exit the game.

In Game

In-battle user interface to track resources, character stats, and actions in real time.

FX Animation

Animate character actions, such as a spell or an attack.

Leveling

Talent Tree

A table displaying the talents obtainable by each character, allowing them to increase their stats or evolve their gameplay.

Perks

Point obtained when levelling up, this point can be redistributed in the Talent Tree.

Statistics

Character's numerical characteristics. This can be modified according to the character's level, talents, and environment.

Sound Design

Background

Background music for the fight scenes that evolve according to the severity of the situation.

Sounds Effects

Sound effects of character actions, actions with the interface (UI) and the surrounding world.

General Musicians

Music from the game, mainly present when launching the application and the Menu.