

# Wyldchild

a Unity Game Project

Game Design Document (v2.0)

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August 2021

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# Project Description

Wyldchild is a roleplaying resource management game made in Unity engine.

The player must manage the game's resources and make decisions that will determine the adventurers' fate and the people who follow them.

I wanted to create a game to build a skill in the Unity engine to display my creativity and technical capabilities. This is a passion project.

## Story Premise

Wyldchild takes place in the dark fantasy world of Midgard, where magic has gone astray and turned against mages and non-magic users alike. This corruptible "wyldmagic" has scorched through the lands, killing indiscriminately and shattering the Bifrosts across the realm of Midgard in the process.

From this malevolent magic, a plague known as wyldrot emerged. Wyldrot, parasitic in nature, wracks its victims with agonizing pain and hallucinations until it turns them into an abomination that kills everything in its path.

The story begins when a couple of survivors encounter a Yggdrasil destroyed by wyldmagic. This Yggdrasil still has faint traces of its own magic remaining and can be rebuilt as a Bifrost, a portal to another realm.

With a proper community of magical apprentices, arcane engineers, and defensive warriors, there is a chance they can survive. The adventurers will be able to escape their doom and close the Bifrost from the other side, keeping the wyldmagic out for good. They must defend the area until construction is complete. These people are not heroes or saviors, but survivors trying to make it after the end.

# Inspiration & Existing Work

Wyldchild is inspired by gameplay mechanics found in Frostpunk and Darkest Dungeon, where players must carefully manage their resources to keep their people alive and achieve game victory. There is rich worldbuilding to be found in both games.

## Frostpunk

[Frostpunk](#) is a simulation and strategy game of managing a city struggling to survive after apocalyptic global cooling, the only heat coming from the generator in the center of town. Players must keep their citizens hopeful and happy while making decisions and enacting laws that may be unpleasant and morally questionable, but are necessary for people to survive. Research new technology, scout the frozen wasteland for extra resources and more survivors, develop automatons that can work endlessly, and push through the harsh winter.

## Darkest Dungeon

[Darkest Dungeon](#) is a challenging gothic RPG developed by Red Hook Games and released on January 19, 2016. In Darkest Dungeon the player leads a band of Heroes on a perilous side-scrolling descent, dealing with a prodigious number of threats to both their physical and mental health. Five hundred feet below the earth the player fights unimaginable foes, famine, disease, and the stress of the ever-encroaching dark. Darkest Dungeon focuses on the humanity and psychological vulnerability of the heroes and asks: What emotional toll does a life of adventure take?

# Note on Project Scope

After spending a few months with my first game project, I learned the important lesson that is project scope. In version 2.0 of this document, I list some changes to game mechanics and more that will help me reach my deadline goals without sacrificing quality:

- **Reduced character management:** The number of heroes the player will manage has been reduced greatly, from ~50-70 characters to a close knit party of 10. This will draw the focus greatly to rebuilding the Bifrost and reaching the game win condition.
- **Upgrade System:** The building system has been scrapped, replaced with an upgrade system to instead improve pre-existing structures.
- **No Incoming Survivors:** To better set the darker tone of the world of Wyldchild, there will be no incoming heroes to replace any party members lost to quests or sickness. Make sure to take care of the people you already have!

# Game Mechanics

## Resources

To achieve a successful endgame, the player must manage their resources carefully.

### Party Management, Resources, and Survival

- **Survivors:** Players must manage their health and sickness. A survivor infected with **wyldrot** is highly susceptible to infecting other survivors and should be treated as soon as possible. The campgrounds can hold up to 10 people maximum. The game will start with all ten characters; at least one character will be sick at the beginning of the game.
- **Ironsilk, Halfwood, Wyldbone:** Materials for upgrading buildings. Buildings can be infused with wyldbone and will add a protective barrier from wyldmagic events, and give further benefits.
- **Food:** Everyone has to eat. When food resources reach 0, populace health will decline steadily and entities will succumb to hunger.
  - Food must be “cured” at the Curehouse to add to the food resources. If there is no uncured food, members of the populace will eat from uncured stores and have a high chance of contracting wyldrot.
- **Medicine:** Used to heal those sick with wyldrot. Heroes will take 2 days to recover from wyldrot. If a sick survivor goes untreated for 3 days, the disease will kill them and spread to other survivors.

# Your Party

## Character Basic Info

Character names are randomly generated but can be changed by the player at any time. All characters start at level 1.

## Character Classes

Each survivor entering the compound has an innate role.

- **Wyldrager:** The warrior class. Increase the likelihood of defeating enemies in quest events.
- **Wyldchild:** The mage class. Protects the barrier and keeps the wyldmagic from entering the compound. On a quest, increases the likelihood of passing magic checks and greatly decreases the likelihood of all adventurers contracting wyldrot.
- **Wyldranner:** The rogue class. On a quest, they can lockpick chests for better loot and will increase the chance of bringing back food.
- **Wyldwelders:** Engineers and artificers. Increase the integrity of the Bifrost. On a quest, they greatly increase the likelihood of bringing back a Bifrost Shard.

## Stats

- **Health**
- **Hunger**
- **Wisdom:** Wyldchild's primary stat.
- **Youth:** Wyldrager's primary stat.
- **Lithe:** Wyldranner's primary stat.
- **Design:** Wyldwelder's primary stat.

Each stat has a maximum of 20 points. Level up your party to increase their stats!

# Structures

Buildings can be upgraded using the wood and ironsilk resources.

## Core Structures

**Bifrost Site:** Players must manage the integrity of the Bifrost and ensure it does not come to harm during random events. The base score of its structural integrity is 10 and must be 100 to win the game. A score of 0 will end the game instantly.

- Bifrost shards are worth 10 integrity apiece.

**Campfire:** This is where the player will manage characters and their entire party.

## Basic Structures

**Tent:** This is where individual party members can be managed.

**Gardens:** Generates food rations that don't need to be cured.

**Alchemist:** Generates the wyldbone material.

**Curehouse:** Cures food for eating.

## Special Buildings

**The Weavehouse (Medic Building):** generates wyldrot cures. Heroes will be placed here to regain health and be cured of wyldrot. Has a maximum capacity of three; can be upgraded with wyldbone.

**The Watchtower (Barrier Defense for Wyldragers):** Warriors and rogues placed here will regain their stamina.

**The Mysticore:** Mages and Engineers can be placed here to regain their mana. Has a max capacity of two; can be upgraded with wyldbone to increase healing speed & max capacity.



# Quest Events

Quest events are done off-screen. The player can do 1-2 active excursions at a time, as long as they have the manpower. Excursions are necessary because it is the only way to bring back a Bifrost Shard.

The adventurers will quest to find resources and loot for the compound. Adventurers with good stats will bring back good loot and have a better chance of survival than those without. Pick your team carefully.

The party will always require a mage, as they are the only class that can fend off wyldmagic and the "swarm" of wyldrot. That being said, **you cannot journey without a wyldchild in the party**. If all mages in the party have died, the game will end.

The best loot the party can bring back is a Bifrost Shard. Having a higher level Engineer will increase the chance of the party to bring back a Bifrost Shard. This will greatly surge the reconstruction of the Bifrost at the center of the compound.

Occasionally, when a quest event is in progress, a screen detailing the situation and actions the player can take.

Each hero has a tiny base chance (3-5%) of contracting wyldrot. If the disease is not mediated and cured, it will permanently kill the survivor and the player can no longer use them. Take care that the disease doesn't spread as well.

## Mission Types

**Lumbering:** Heroes will bring back mostly wood and random loot. Survivors return with minimal to no health or mana loss. Takes little time to complete.

**Hunting:** Survivors will bring back uncured food and random loot. Survivors will return with minimal to no health or mana loss.

**Mining:** Heroes will bring back mostly ironsilk and random loot. Survivors return with minimal health or mana loss. Takes a little more time to complete.

**Dungeon Crawl I:** Heroes will go dungeon crawling for better loot. Will bring back ironsilk, halfwood, and wyldbone at random. Survivors return with medium health loss. Takes longer to complete.

**Dungeon Crawl II-III:** Heroes will specifically seek out a Bifrost Shard. Survivors return with greater health loss. Takes the longest to complete.

## Dungeon Crawl Situations

Situations will arise during dungeon crawls. This is the only time the player will have some autonomy over how successful the journey is. There will be 2-3 situations for a small dungeon crawl, and 5 for a bifrost shard search.

## Loot

Loot the adventurers can bring back from quests. Items marked as junk can be broken down into building materials or wyldbone.

- Bifrost Shard (Extremely Rare)
- Food Rations (Rare)
- Oak Bark (Junk: Materials)

(loot generator: <http://chaoticshiny.com/componentgen.php>)

# Winning & Losing Conditions

The game is over if (1) the integrity of the Bifrost Site is destroyed completely or (2) all wyldchilds have died.

The player can win the game only by completing the Bifrost by finding enough shards to win.

## Miscellaneous

- Infected survivors have a sickly green-purple "aura" around them.
- Characters will idly walk around the camp.
- **Comments.** Occasionally, survivors will make comments about the situation that appears on the HUD.

# User Interface

The user interface takes inspiration from multiple existing games like Hades, Darkest Dungeon, Frostpunk, God of War (2018), and Assassin's Creed: Valhalla. The intent is to have an interface that is sleek and simplistic, but still reflects the fantastical, dark medieval setting of the game. The final UI design boards will be listed as a separate project.

## Menus and interfaces needed

- Title Screen
- Options/Settings Modal
- Naming the Save Game
- In-Game Pause Menu
- Quest Events
- Quest Events Progress Bar
- Game Over
- Game Win
- HUD
  - Bifrost Site Name
  - Bifrost Progress Completion
  - Population
  - Food
  - Survivor Comments
  - Quest Events Progress Bar
  - Time & Date
  - Hero Management
- UI icons will glow on hover

