Bravo Concept

Game Summary:

A game about choices, adventure, fantasy and exploration

Core Mechanics: List on the points below what core features are in your game.

- Text-based; no graphics initially
- Player attributes (Strength, Agility, Intelligence); Personality and Morality traits
- Player leveling system based on XP; (Player Gold, shops and consumables after core implementation)
- Dialogue management system.
- Quest management system (after core implementation, to have side quests)
- Hero Classes to choose from: Barbarian, Ranger (add more like Furry, Mage, Man-Man after implementation)
- Fighting system with hero specific skills
- NPC Classes Elf (add more like orcs, witch, centaurs, demons, dragons after implementation)

Gameplay:

Dialogues and statements for world building, A narrator explains the situation and explains the UI; Seemingly linear storyline but with options to choose and diverge affecting morality and personality traits. A check on traits necessary to unlock specific pathways in the story.

Music:

Nothing planned; But a decent background music while questing, village and fighting

Art Style: Will have no art in the initial stages, completely text based; Pixel based font; medieval UI elements and basic display for stats. Maybe in the future add pixel-based images for world building and describing the scenes
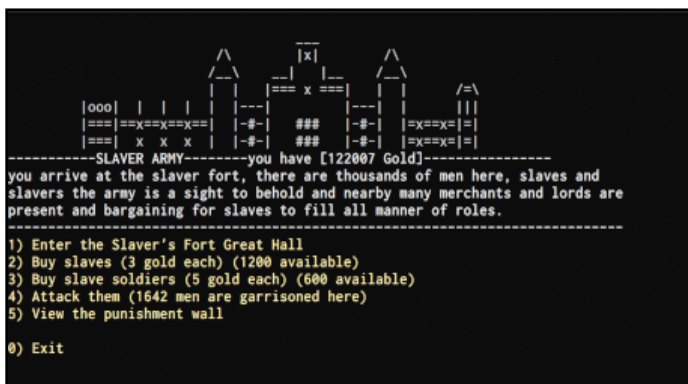

Figure 2: Warsim by Huw Milward
https://huw2k8.itch.io/warsim

Figure 1 : Mushroom Hunt by Polyducks
https://polyducks.itch.io/mushroom-hunt

About:

The game will be more focused on story and choices. Though not essentially an Interactive Fiction, it will be choice based, where the choices won't affect the story in observable way, but will affect the morality and personality traits which would prevent or allow certain pathways.

Story:

Story will be divided into Acts. Initially a Main story, with not much to explore, but move along and make choices. With wrong choices leading to *Figure 3 : Unalive feature*.

Figure 3 : Unalive feature

The initial story is planned to be specific for the hero class choice. And will start with a basic world building and tutorial to explain the player about stats and traits. And further it will start with the common quest.

Hero Class:

Hero Classes the player can choose are as below and a general explanation

1. Barbarian – dumb

Basic Strength class hero; high strength || low Agility || low Intelligence
Skills: defense and heal ability

2. Ranger – meek and shy

Basic Ranged class hero; low strength || high Agility || low Intelligence
Skills: power-shot and stealth ability

3. Mage - overzealous

Ranged Magic class; low strength || low Agility || high intelligence
Skills: Blast and Ignite

4. Furry – frowned upon

Basic Fighter class; medium strength || medium Agility || low Intelligence
Skills: Bleed and Rage ability

5. Man-Man – have a blurry existence like sisters of silence from warhammer

Special class; low strength || low agility || low intelligence
Skills: Regression and beg

Not going much into detail, since only 1 and 2 will be initially implemented.

NPC Class:

- NPC Classes Elf (add more like orcs, witch, centaurs, demons, dragons after implementation)

NPCs will interact automatically as story progresses(until free roam and map is implemented)

1. Elves – vegan

Basic Ranged class; low strength || high Agility || medium Intelligence

Skills: Natures spawn and

    2. Orcs – muscle freaks

Basic Strength class; high strength || medium Agility || low Intelligence

Skills: Supplement and ???

    3. Witch – horny

Ranged Magic class; low strength || medium Agility || high intelligence

Skills: transform and ???

    4. Centaurs – speed freaks

Basic Strength class; medium strength || high Agility || low Intelligence

Skills: run and ???

    5. Demons – afraid of humans

Special class; medium strength || low agility || high intelligence

Skills: metamorphosis and ???

    6. Dragons – Lazy and can transform into humans

Special class; high strength || high agility || high intelligence

Skills: special for each one fire||ice||water

Out of these only 1 and 2 to be implemented initially.

Player Attributes:

As of right now, the basic stats like health, mana, xp are to be considered.

The encounters will have a right and wrong outcome with instakill as wrong outcome.

Later down the stage, damage based on stats, with a counter for health, and more personality and morality traits. The traits will be affected by choices. An example would be something like **Figure 4 : Opposing Morality stats**

Source:

https://www.choiceofgames.com/2011/07/by-the-numbers-how-to-write-a-long-interactive-novel-that-doesnt-suck/

Figure 4 : Opposing Morality stats

Weapons:

Initially, the heroes will have the weapons based on their class and no choice to equip anything else. No armor or any consumable of sort. The health and mana will only be refilled when leveling up, or some random dropout while killing NPC, will work on something in future iterations.