Aristeia Online

Concept Document

Current version 1.0.0

**Modification History**

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| 1.0.0 | * Document creation | Nahuel |
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# Overview

Aristeia Online is a Massive Multiplayer Online Role Playing Game (from now on MMORPG) based on Greek Mythology for Facebook.

Players can create different types of warriors with whom may explore the world, fight with monsters in search of experience, train their skills to gain new powers and enjoy social activities with your Facebook friends.

## Key Features

### Best warriors diversity

In Aristeia Online you can create many different types of warriors trained on different types of weapons and armors which matches their innate abilities. With your progress through this world and your gained experience you might get to be an expert on a specific strategy for battles.

### <Start thinking on more key features>

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## Background

This game is based on many RPGs from which it takes some concepts, rules and mechanics. Some of these are Dungeon & Dragons, Ragnarok Online, Lineage II and Final Fantasy Series. It is also based on Greek Mythology, which is one of the most known, accepted, funny and exciting Mythology. The game’s world, creatures, gods, cities and places are all taken from it.

## Audience

This game is targeted for those casual-semi-hardcore gamers who might want to spend from 10 to 30 minutes, from time to time, when having free time from work or have a couple of minutes before something.

It is not intended to require great hours of playing, but to be regular in order to keep up with the other players. It’s not focused on casual gamers because of some complex mechanics that need to be understood but it still should be easy enough to be learned in short time.

## Deployment

Aristeia Online its intended for Facebook since it was first conceived as a web-based game but the lack of easy social interaction was the hook for using Facebook as the chosen platform. It will be developed in Grails since it’s the best java framework which joins many open source commercial proved technologies.

## Story

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## Art Style

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## Music

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## Scale

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# Gameplay

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## Objectives

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### Objective 1

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## Mechanics

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### Mechanic 1

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## Rules

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### Rule 1

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## Important Gameplay Elements

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### Element 1

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## Justification

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# Extra

In ancient times, magic was only reserved for Gods or some strange creatures in the world and warriors could only develop their strength by learning different types of skills in the Art of Battle.