**Design Document for:**

# The Lonely Village

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Version # 1.00

Table of Contents

The Lonely Village 1

Design History 3

Version 1.00 3

Game Overview 4

Philosophy 4

Why the game was created 4

The environment the game will be played in 4

Common Questions 4

What is the game? 4

Why create this game? 4

Where does the game take place? 4

What do I control? 4

What is the main focus? 4

The Game World 5

Overview 5

The Physical World 5

Overview 5

Key Buildings 5

Game Customization 7

Overview 7

Customization 7

User Interface 8

Overview 8

Character Portrait 8

Resource Summary 8

Village 8

# Design History

This section documents the changes from one version to another of The Lonely Village

## Version 1.00

Initial game creation. Layout the basic game buildings and UI.

## Version 1.01

Added Awards, Guild Hall, Adventurer's Quest Board, Rewards Store, and updated building costs.

# Game Overview

## Philosophy

### Why the game was created

This game is attempting to interact with customers of an online banking system and attempts to educate the user on the basics of managing finances.

### The environment the game will be played in

The game is based in a web-browser, and runs using CSS, HTML, and JavaScript (or ASP.NET controls).

## Common Questions

### What is the game?

This game is a Farmville-esque village management game that is played in a web-browser without the support of Flash. The main goal of this game is to manage your town with currency, provided by completing goals in the online banking environment, and resources generated inside the town. By advancing the town, the user can unlock more rewards to be purchased using the points earned through the banking goal system.

### Why create this game?

This game was created as an idea to integrate gamification features into an online banking system.

### Where does the game take place?

The game takes place in a small village, that the user has become the mayor of through a series of odd events. The village is located in an isolated area on the edge of a lake between a mountain and forest.

### What do I control?

The player controls the mayor and decides what buildings are constructed, what rewards to purchase, and manages the expenses of the town.

### What is the main focus?

The main focus of the game is to manage your town and earn rewards by doing so successfully.

# The Game World

## Overview

The player runs a small remote village, and starts with a farm, some residences, and a small supply of resources.

## The Physical World

### Overview

The village is made up of a small town square with a fountain in the middle, that is surrounded by various buildings

### Key Buildings

All buildings require 5 Crowns every 5 levels to upgrade. All resources are updated at set time intervals.

* Farm - Generates food for the town, upgrading the farm provides more food.
  + 15 Food generated per level
  + 4 Metal to upgrade per level
  + 10 Wood to upgrade per level
  + 2 Tools to upgrade per level
  + 2 Population to upgrade per level
* Residences - House the populace of the town, upgrading the residences provide more population
  + 5 Population generated per level
  + 4 Metal to upgrade per level
  + 10 Wood to upgrade per level
  + 2 Tools to upgrade per level
  + 20 Food to upgrade per level
* Blacksmith - Generates tools for the town, upgrading provides more tools
  + 5 Tools generated per level
  + 8 Metal to upgrade per level
  + 10 Wood to upgrade per level
  + 2 Population to upgrade per level
  + 2 Food to upgrade per level
* Mine - Generates metal for the town, upgrading provides more metal
  + 10 Metal generated per level
  + 10 Wood to upgrade per level
  + 2 Tools to upgrade per level
  + 2 Population to upgrade per level
  + 2 Food to upgrade per level
* Forester - Generates wood for the town, upgrading provides more wood
  + 25 Wood generated per level
  + 2 Tools to upgrade per level
  + 2 Population to upgrade per level
  + 2 Food to upgrade per level
* Port - Generates resources for the town, upgrading provides more resources
  + 5 Metal generated per level
  + 6 Food generated per level
  + 2 Population to upgrade per level
  + 2 Tools to upgrade per level
  + 10 Wood to upgrade per level
  + 2 Metal to upgrade per level
* Fountain - Fountain in the middle of town
* Guild Hall - Houses Quest board, Rewards store, and Awards wall
  + 5 Food to upgrade per level
  + 5 Metal to upgrade per level
  + 10 Wood to upgrade per level
  + 2 Tools to upgrade per level
  + 2 Population to upgrade per level

**Expansion Buildings:**

* Lumber Mill - Generates wood for the town
* Quarry - Generates stone for the town
* Apothecary - Generates food and medicinal herbs for the town
* Tavern - Generates rewards and food for the town

# Game Customization

## Overview

This section lists the various ways a user can customize their village.

## Customization

* Character Customization:
  + Change character title
  + Change character appearance
  + Change items character is wearing and holding
* Village Customization:
  + Change appearance of buildings
  + Change appearance of background

# User Interface

## Overview

The primary UI is broken into 4 elements, the character portrait, the resource summary, the village, and the village balance and customization panes.

## Character Portrait

The portrait holds the character image, the character's title, and the character's name.

## Resource Summary

The resource summary displays the status of the various resources.

## Village

The village consists of the background and the various buildings spread around the village center. The player can click on a building to view its status and upgrade it, clicking on the fountain opens the balance page and the customization pane.

## Guild Hall

Clicking on the Guild Hall opens the Guild Hall interface. Inside the Guild is the Adventurer's Quest Board, Rewards Store, and the Awards Wall.

* The Quest Board allows the user to select quests to run for rewards.
* The Rewards Store allows redemption of points in the game.
* The Awards Wall displays the Awards the player has received.