Gear

A steampunk action-adventure game.

# Overview

In Gear, you assume the role of an adventurer seeking fortune in the world outside your small town. As your journey takes you through many landscapes, dark mines and deep dungeons, you will encounter enemies of all sorts. Battle your way across the land, facing anything and everything from rodents to fearsome demons. To survive your journey, you will need to equip yourself with the best gear...

## Exploring

Gear features an original game world, filled with riches waiting to be discovered. Deviating from typical role-playing games, Gear is an open-ended adventure with no "win condition". A journey can continue forever, thanks to the random content generation engine. Enemies will not level with the player's character, rather, the player can continue exploring indefinitely, with new areas, dungeons, and even towns populated with NPCs being randomly generated as the player progresses. The player views their character through a third-person camera that follows the character.

## Collecting

As a player journeys, they will need to find or craft new equipment in order to survive the ever-increasing dangers they may encounter. Items can be found, bought, looted, or crafted. Items that aren't needed can be sold or broken down for a chance to retrieve some components from them, so that new items can be crafted.

## Fighting

Combat is the primary means to many ends in Gear. The primary source of wealth and items will be killing enemies and selling the loot they leave behind. Gear will feature real-time direct-control combat, where players can utilize terrain features and the layout of the battlefield to their advantage. A player may engage virtually any entity in combat, including friendly NPCs. Like the normal exploration and gameplay, combat will be via third-person camera.

## Storyline

Unlike typical role playing games, Gear will not feature a major over-arching storyline. While Gear is not a story-driven game, it's game world will still be very immersive and filled with back-story due to the interactions the player has with NPCs.

## Characters

Character advancement is as open-ended as possible to allow for replayability. There are no predefined class choices to make. When a character is first created, all options are available to the player to choose from. The character develops a personality and begins to specialize in certain skill areas as the player engages in those activities. For example, a player that wishes their character to be proficient with a sword and shield would equip a sword and a shield and engage in combat. The character will slowly become more skillful at fighting with a sword and shield. The more specialized the character becomes, the harder it is for them to learn new skills that are too different than their existing skills. For example, a character that has mastered combat with a sword would not find it too difficult to learn how to fight with a mace or axe, however they would find it difficult to learn how to fight using rifle. Likewise, a character that is highly skilled with a crossbow would find it simple to learn to shoot a bow, but learning to fight with a polearm would be difficult for them. This does not prevent a character from specializing in both bows and swords, for example, but it does penalize "additional" specialties.

# Technical Considerations

A number of technical conditions must be cleared to provide the best gameplay.