

Internal Economy for Echoes of Ecrea

1.0 Internal Economy Overview

A majority of resources are plentiful during gameplay but the rarer the resource the harder it is to find. Some resources may be plentiful in the world but require exploration to find a good source. Players can interact with resources through merchants and traders, crafting resources themselves, upgrading, finding them in the world, and looting NPCs. Items are valued based on rarity and specs. The rarer the item, the higher the price. Similarly, the higher the specs, the higher the price.

An inventory system is used to manage items based on a weight system. The player starts with a 120-pound limit in their inventory and can hold as many items as they want if they do not exceed this weight limit. The progression system used will be a skill tree to increase the skills of the player and an upgrading system for resources. The skill tree progression allows players to increase skills in many areas to improve gameplay as they advance.

2.0 Resources Overview

Resources that can be picked and used in crafting, such as plants and other foraged materials, within Ecrea are plentiful in areas with healthy land and scarce in areas with unhealthy land. However, there are still foraged resources available in unhealthy lands and some are unique to those areas. Players can do a lot of trading with merchants around the world. If players have enough gold, a merchant can generate the resource for them, this goes for weapons, ammo, potions, and armor. Some resources can only be purchased from merchants. Moreover, multiple types of merchants specialize in different resources. For instance, mage merchants have a plentiful number of spells and potions. Necromancer merchants are the only merchants who have any resources that are specialized in the practice of necromancy, such as potions that focus on life's essence. This is due to the outlawing of necromancy in the game, so necromancer merchants themselves are rare and can be hard to find. Players can do their enchantments and make their potions if they have gathered the right materials.

2.1 Resource Types

The major categories of resources are weapons, ammo, potions, and armor. Weapons are wielded to cause damage to enemies, and most can be crafted or purchased. Ammo consists of ammo for weapons and spells that turn into weapons after being learned. Potions are all consumables that alter the player for a certain amount of time in a specific specialty, such as health. Armor can be purchased or crafted. Metal resources use ore in their crafting while resources with wood, such as arrows, use twigs. A variety of other materials are also used. Weapons - Weapons are stored in

the player's inventory and can be acquired in a multitude of ways. Weapons can be purchased from merchants, whether they are passing traders or store owners in town, or they can craft weapons themselves from various resources. Ammo - Ammo is stored in the player's inventory. It can be purchased or crafted, depending on the ammo. Spells must be purchased from merchants. Spells are learned and then disappear from the player's inventory. All ammo is also consumable as it disappears after use. Potions - Potions are stored in the player's inventory and can be purchased or crafted. Crafting takes an alchemy table and various materials, such as plants. Potions are all consumables and disappear after they are used. Potions affect players in different ways according to their specialty. Some potions also only affect the player for a certain amount of time. Armor - Armor is worn and stored in the player's inventory. It can be purchased or crafted by the player. Armor can be enchanted and have different amounts of damage protection.

2.2 Resource Chart

Potions

Resource Name	Resource Type	Rarity of Resource	Value	Consumable	Source	Description
Health Potions	Potion	Common	50 Gold	Yes	Can be crafted or purchased from merchants	Increases health
Poison Tonic	Potion	Common	90 Gold	Yes	Can be crafted or purchased from merchants	Cures poison from character
Invisibility Potion	Potion	Rare	350 Gold	Yes	Can be crafted or purchased from merchants	Makes player invisible
Slow Time Potion	Potion	Rare	400 Gold	Yes	Can be purchased from merchants	Slows time for player
Stamina Potion	Potion	Common	40 Gold	Yes	Can be crafted or purchased from merchants	Increases Stamina

Magicka Potion	Potion	Common	40 Gold	Yes	Can be crafted or purchased from mage merchants	Increases magicka
Fire Tonic	Potion	Common	100 Gold	Yes	Can be crafted or purchased from mage merchants	Gives a damage boost for all fire spells
Connection Tonic	Potion	Very Rare	800 Gold	Yes	Can be purchased from necromancer merchants	Increases time that the player can use spirit connection and plant connection

Armor

Resource Name	Resource Type	Rarity of Resource	Value	Consumable	Source	Description
Ice Enchanted Breastplate	Armor	Rare	2500 Gold	No	Can be purchased from mage merchants	Increases damage for all ice spells and provides medium armor
Leather Gauntlet	Armor	Common	900 Gold	No	Can be purchased from merchants	Provides light armor
Advanced Necromancer Robes	Armor	Very Rare	11000 Gold	No	Can be purchased from necromancer merchants	Increases damage for all necromancer spells and connection to spirits and plants

Steel Boots	Armor	Common	3000 Gold	No	Can be purchased from merchants	Provides heavy armor
Fire Enchanted Helmet	Armor	Common	5000 Gold	No	Can be purchased from mage merchants	Increases damage for all fire spells and provides medium armor
Sight Enhanced Helmet	Armor	Rare	7000 Gold	No	Can be purchased from merchants	Increases sight when aiming range weapons and provides medium armor
Chainmail	Armor	Common	4500 Gold	No	Can be purchased from merchants	Provides medium armor
Steel Full Plate Armor	Armor	Common	9000 Gold	No	Can be purchased from merchants	Provides heavy armor

Ammo/Spells

Resource Name	Resource Type	Rarity of Resource	Value	Consumable	Source	Description
Fire Arrow	Ammo	Rare	50 Gold	Yes	Can be crafted or purchased from mage merchants	Arrow that provides medium damage and burns the enemy for 20 seconds after impact

Arrow	Ammo	Common	10 Gold	Yes	Can be crafted or purchased from merchants	Provides medium damage
Ice Arrow	Ammo	Rare	40 Gold	Yes	Can be crafted or purchased from mage merchants	Arrow that provides medium damage and freezes the enemy for 15 seconds
Fire Ball Spell	Spell	Common	1800 Gold	Yes	Can be purchased from mage merchants	Allows the player to learn fireball spell that provides medium damage
Ice Spells	Spell	Common	1400 Gold	Yes	Can be purchased from mage merchants	Allows the player to learn ice spell that provides medium damage
Reincarnation Spell	Spell	Rare	4000 Gold	Yes	Can be purchased from necromancer merchants	Allows the player to learn reincarnation spells that provide high-damage
Health Spell	Ammo	Common	800 Gold	Yes	Can be purchased from mage merchants	Allows player to learn health spell that increases player health
Draining Arrow	Ammo	Very Rare	120 Gold	Yes	Can be crafted or purchased from necromancer merchants	Provides high damage and drains the enemy of life essence. If the player is a necromancer they acquire the essence drained

Weapons

Resource Name	Resource Type	Rarity of Resource	Value	Consumable	Source	Description
Hunting Bow	Weapons	Common	1600 Gold	No	Can be crafted from wood and string or purchased from merchants	A more complex bow with a longer range and higher damage
Longbow	Weapons	Common	800 Gold	No	Can be crafted from wood and string or purchased from merchants	A standard bow
Stiletto Dagger	Weapons	Rare	4500 Gold	No	Can be crafted from ore or purchased from merchants	A thin dagger that allows for higher damage during stealth attacks
Mace	Weapons	Rare	6000 Gold	No	Can be crafted from ore or purchased from merchants	A high-damage mace
Longsword	Weapons	Common	2100 Gold	No	Can be crafted from ore or purchased from merchants	A medium-damage longsword

Spirit Enchanted Steel Dagger	Weapons	Very Rare	6500 Gold	No	The player can enchant an ordinary dagger or purchased from necromancer merchants	An enchanted dagger that has high damage
Arming Sword	Weapons	Common	800 Gold	No	Can be crafted from ore or purchased from merchants	A medium-damage arming sword
Broadsword	Weapons	Common	1100 Gold	No	Can be crafted from ore or purchased from merchants	A medium-damage broadsword

3.0 Inventory System Overview

The inventory exists as a separate screen when the game is paused. The inventory interacts closely with the combat system as the weapons, ammo, and armor are changed. Player specs change with them, changing the damage caused in combat or the defense spec that the player has. Players can also change various aspects of the game with other items, such as potions, where they can get special abilities or improve aspects such as health. Controls are shown on the screen, these include the controls to equip and drop items.

The inventory screen shows the character in 3D form with the armor they currently have equipped. The current level and health are shown in the top right of the screen. Inventory is based on a weighted system, the player starts with a 120-pound limit, and this limit can increase with skill increases as the player progresses in the game. Multiple sections in the inventory screen can be looked through, these include ammo, potions, weapons, and armor. The inventory is represented in a visual grid that starts with twenty slots per section. If the player surpasses twenty items in a section more slots are added. Empty slots sit empty but can still be viewed in their section but not examined in the item details. Items are shown as equipped at the top of the slot. Tabs for the screen can be toggled through at the top of the screen along with the categories of sections in the inventory.

3.1 Inventory HUD

The inventory HUD is shown on the inventory screen when the game is paused. Screens can be toggled through in this mode including settings, maps, quests, and inventory. The inventory screen also includes tabs for the specific items stored in the inventory by section that they can be categorized under such as ammo, armor, weapons, and potions. These sections can be moved through to view the different slots in them. There are twenty slots initially in each section but this can be expanded if that number is surpassed.

The total weight being carried is shown above the item details. Item details show the 3D version of the item that can be rotated and the item specs are listed below it. The character is shown on the far right of the screen, this updates with changes to armor. The character can be rotated to view. Below this is the basic controls such as drop and equip. Above the character is the current level and health at the time of pausing the game.

Item Details– The item details are located to the right of the item slots and show a larger view of the specs of the item. This counts as an examination of the item where the 3D version of the item can be rotated and all of its details are listed.

Item Slots– Item slots are shown for the specific section to the far left of the inventory screen. Twenty slots are present per section but more are added if the player surpasses twenty items and keeps within their weight limit. An “equipped” label is added on the top of the slot for items that are equipped.

Total Weight- The total weight being carried is shown above the item details. This is shown in a fraction form where the numerator represents the current weight being carried and the denominator represents the amount of weight that can be carried. This can increase with skill increases throughout the game. If weight is exceeded, stamina is reduced drastically and the player cannot sprint.

Section Tabs – There are two tab sections: one at the top of the screen that switches between the inventory, map, quests, and settings screens and the tab that is in the inventory screen that switches the types of objects being viewed on the screen, potions, weapons, armor, and ammo. The section being viewed is large in the middle of the tabs while the next section is shown in smaller lettering next to it, the screen tabs can be moved through with R2 and L2 while the section tabs in the inventory can be switched with R1 and L1.

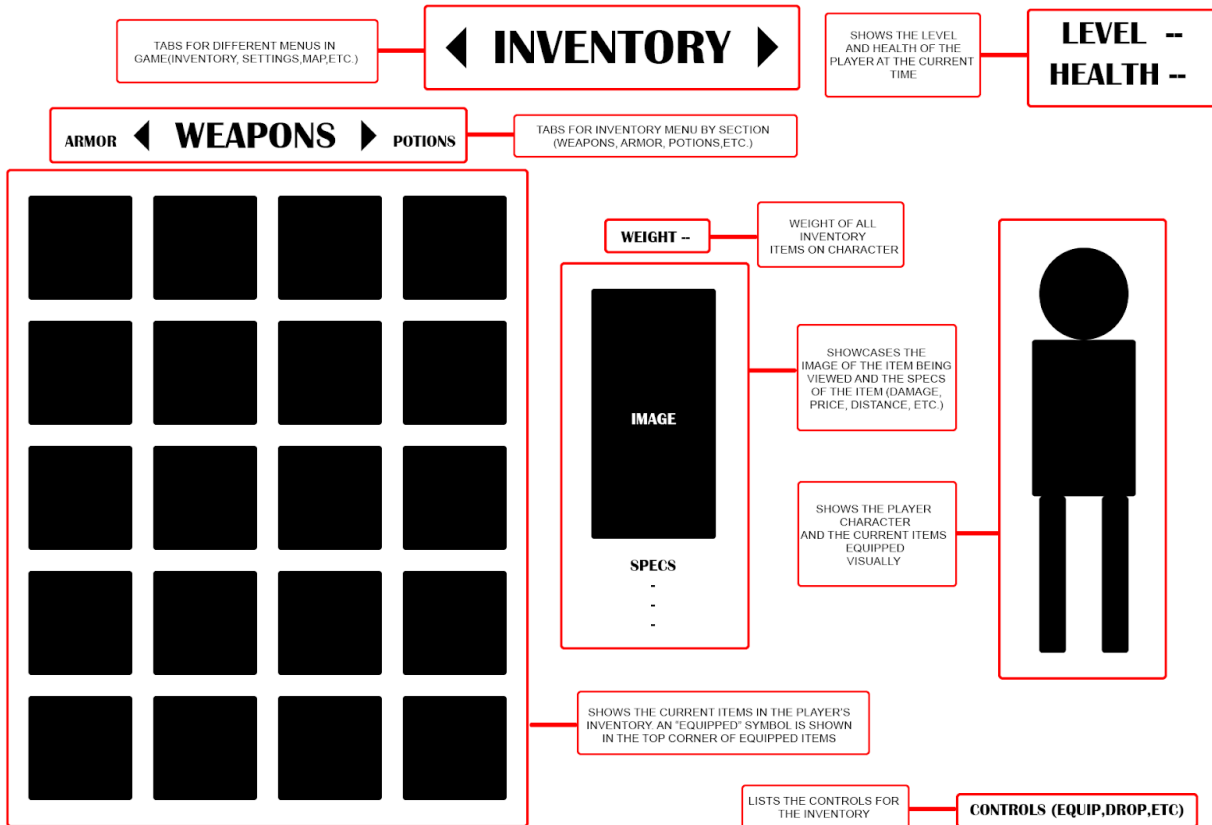
Level and Health Label- At the top right of the inventory screen, the player’s character’s current level and health are shown when the game is paused. A health bar is shown for health, similarly to the in-game health bar, and the level is displayed numerically.

Control Instructions- Below the character at the bottom of the screen control instructions are shown for dropping and equipping items. On a PlayStation controller, these are square to equip and triangle to drop.

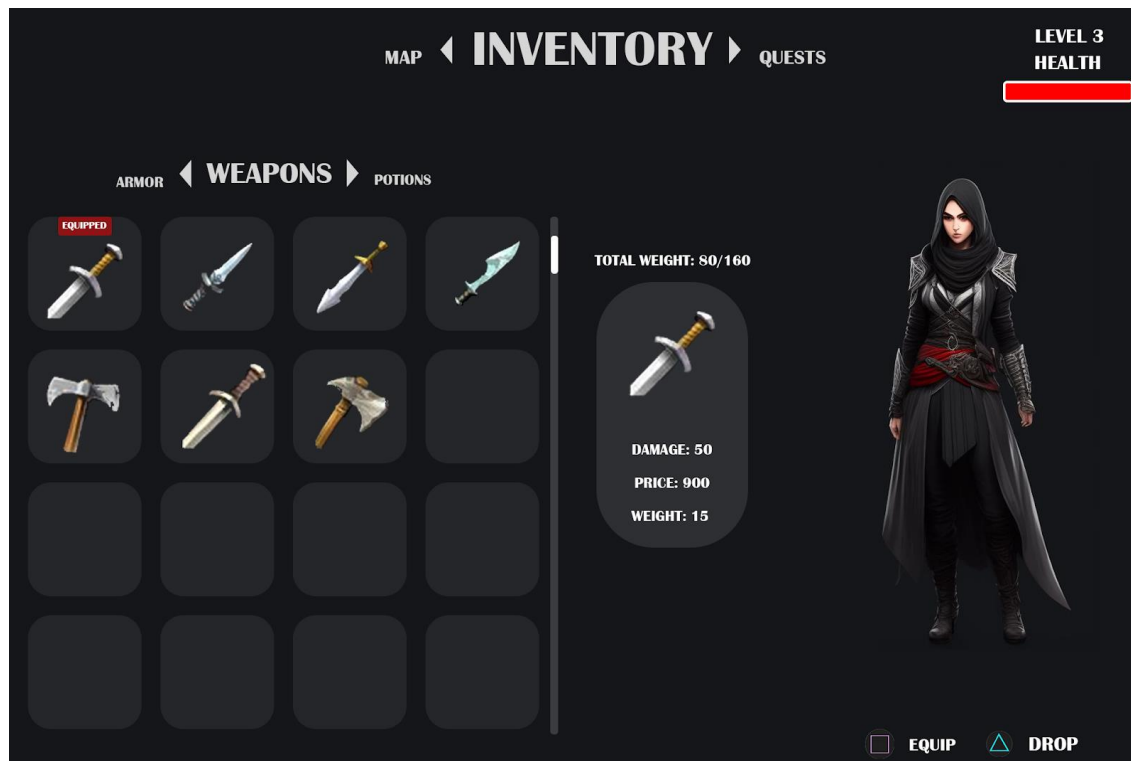
Character- The character is shown at the far right of the screen. The character is 3D and can be rotated. When armor is changed on the character, is updated on the character in the inventory screen.

3.3 Inventory System HUD Mockup

Wireframe:



Gameplay Mockup:



4.0 Skill Tree Overview

The skill tree system works by the player acquiring skill points. Skill points are gained when the player levels up. The skill tree allows the player to spend the skill points to acquire new skills, which can range from increasing health to gaining new spells. The skill trees are separated into three categories: Mage, Warrior, and Survivalist. The Mage tree covers all the magic and necromancy skills. Necromancy skills cost the most in the tree thanks to the large amount of damage they deal. The Warrior skill tree covers all combat skills, both melee and ranged combat. This tree allows for damage and stamina increases along with new moves. The Survivalist tree covers survival skills and crafting. This tree can increase health and crafting skills. Each row's skills have a different price with the first row's skill being one skill point and the sixth row being six skill points. Skills can only be acquired if the skills below them have all been acquired.

4.1 Skill Tree Diagram



4.2 Skill Tree HUD

The skill tree screen is the same style as the inventory screen to stay with the menu theme. The tabs for the different menus are included at the top as well as the player's current level and skill points. There are three different trees for skills: Mage, Warrior, and Survivalist. They start at the lowest skill point cost, one point, and go up by one point on each row, so the highest skill is six points to purchase. In order to unlock the skills in the next row, the skills below them must be purchased. There is a display for the skill on the right of the screen, showing an example video sequence of the skill and a brief description. It also gives the points and a purchase button.

Purchase Button – The purchase button shows the button to press and hold in order to spend skill points and purchase the skill being inspected.

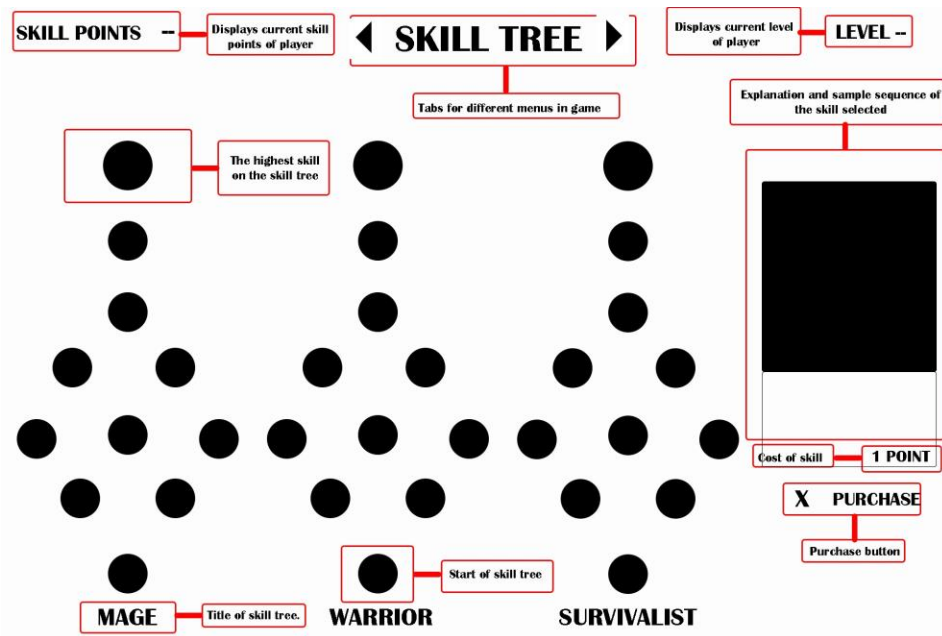
Example Display – This display shows a short example video sequence of the skill and a brief description under the video. The cost of the skill is also listed.

Level and Skill Points – The current level and amount of skill points acquired are listed at the top of the screen.

Skill Icons – The skill icons are represented by different icons on their skill trees, they represent the skill. For example, a melee skill might have a sword graphic on the icon.

4.3 Progression System HUD Mockup

Wireframe:



Gameplay

