**VAMPIRE LORD DESIGN DOCUMENT**

This game will basically be a Civ style turned based strategy game where you take on the role of a Vampire Lord determined to take control of a city over your rivals while dodging hunters, law enforcement, and other dangers to your rule.

**Gameplay Loop**

The game starts by choosing your Vampire Lord archetype. These are detailed below, but each gives you an advantage in a certain playstyle/victor condition. The Street Tough may provide a bonus to gang combat units or let you control a larger street gang. The Sorcerer gains a bonus to Ritual research. Royalty gives a bonus to cash or interactions with city government. Necromancer lets you raise an army of the dead.

You then choose your Lair type which each give you particular bonuses. Keeping it in the rich part of town can give you a bonus to cash or gives you bonuses to running legit businesses. Setting your lair in a museum or library can give a bonus to certain types of research. A hospital could give a bonus to your blood pool.

Once you’ve chosen your lair, it’s time to control the city! Each city is divided into several areas. Inner city, cultural district, business district, suburbs, wealthy, etc. You start solely in your personal lair and perform actions to gain control of each part of the city, research magic and blood powers to grant bonuses, respond to events, and fight rivals to the throne.

Each section of The City has a specific condition you’ll need to meet to gain control over it. And once you’ve gained control, you’ll need to prevent your rivals from kicking you out and taking it over for themselves.

As you progress in the game, your Reputation within vampire society will go up or down which can give you a bonus to dealing with other vampire lords.

Additionally, you control several units throughout the city to achieve your aims. You’ll control gang members to fight for control of a district, an army of protesters, other vampires, or even poets, writers, and businessmen. Each unit has a particular purpose, from fighting to building resources, to controlling a district. You’ll even take control of your hero unit, the physical manifestation of your chosen Vampire Lord. Stronger than most units, you’ll send this out to achieve the most important tasks. But beware, if you lose your Vampire Lord, the game is over.

Each night is split into 2 hour turns? And every 6 turns is another day?

**Research**

In your quest for power, you may decide to research certain magicks to help you on your way. Split into several subcategories (Blood, Sorcery, Shadow, Necromantic), completing research in one or more could give you a bonus to increase your blood potency, raise the dead, or outright destroy enemy units. One can even win the game by only researching particular spells and rituals without controlling the city!

**Events**

Events can happen which drive your personal story. Perhaps the existence of vampires has spawned hunters that try to destroy every supernatural threat they find? Or a rival has gained control of Law Enforcement and are sending them after your holdings. A mortal necromancer may even have discovered the secrets of undeath and created a zombie horde to destroy the city!

Completing an event will grant you a bonus or some sort related to the event itself. The zombie horde event could grant a bonus to your Necromancy research. Resolving the law enforcement event can grant you control over larger parts of the city.

**Adversaries**

Adversaries are your rivals vying for control of The City. These are mostly other vampire lords similar to your own, but may also include Werewolves, Wizards, and Cultists in future updates.

**Victory Conditions**

Destroy your enemies

Control one of each type of sector (Cultural, business, suburban, inner city, etc.)

Research ultimate blood magic/ultimate power

Raise The Great Vampire Lord/Great Old One (Cultist victory)

Reputation

**Archetypes**

Street tough: You were born on the street and you’re going to rise up to be kingpin of the entire city. Your gang units are tougher than normal.

Beast: You have more in common with the animals of the city than to any mortal. Your animal units are tougher than normal.

Insane: You’re unpredictable and no one can guess what you’ll do next. Your hero unit spreads the touch of madness with uncontrollable results. Enemy units may die or may join your army. They may wander the map for several turns or have some other condition I haven’t figured out yet.

Shadow: Not only do you live in the shadows, but you control the shadows. Shadow research is cheaper for you.

Romantic: Your prefer romance to fighting, your wits are your sword. You rely on your charm to achieve your ends. Gain a diplomacy bonus when dealing with other factions

Sorcerer: Your magick is your life. Gain a bonus to sorcery research.

Royalty: Politics is your battleground and your diplomacy is unmatched. Gain a diplomacy bonus when dealing with other factions, but figure out a way this is different than the Romantic above.

Demonic: Your hero unit can unleash the powers of hell itself! Summons special demon units.

Bloodbinder (Lifedrinker?): Harnessing the power of blood itself, you gain a bonus to Blood Magic research.

Grifter: You’re a vagabond, a wanderer. You drift from place to place, fitting in wherever with whatever crowd you’re currently in. This is sort of a jack of all trades archetype that I could probably find a better name for. Or maybe you’re just better at crime, so you make more money, but you attract the attention of law enforcement more often?

Necromancer: Gain a bonus to necromancy research.

Shapeshifter: You control flesh as if it were clay. Your vampire lord unit can have many forms depending on your needs. Your beautiful form gives a bonus to diplomacy. Your terror form grants combat bonuses. This one can basically change physical bonuses every few turns.

**Skills**

**Lairs**

**City Districts**

Forest Preserve

Wealthy

Inner city

Cultural

Business

Suburbs

**Buildings**

Buildings grant you bonuses to research, increase your income, or allow you to generate particular units. There should basically be a building that can build

Police Station: Builds law enforcement units

City Hall: Bonus to diplomacy

Gang HQ: Builds gang units

Museum: This could be any sort of cultural building, but they’ll all basically give the same bonus.

Library: Increases research

Nightclub: Increases your blood income

Research lab:

Restaurant:

Hotel:

Park:

Hospital:

Church:

Graveyard:

Factory:

There should be a bunch more as I flesh things out.

**Research**

Blood Magick: Increase blood potency

Necromancy: Raise armies of undead and give access to different types of undead units

Sorcery: Research occult rituals to raise ancient beings or learn spells to destroy your enemies. Should I break this down into certain types? Do I need more than three types of magic research?

**Events**

Events will give an applicable bonus or unit upon completion.

Discovered by mortals: This leads to a group of vampire hunters appearing on the map, or maybe increased law enforcement attention on you. Maybe even the FBI comes looking.

Zombie outbreak: A zombie horde is mistakenly unleashed upon the city.

Severe weather event: Global warming sucks, and now you’ve got to deal with ruined buildings and piles of the dead.

Corrupt law enforcement: A group of police have formed up to shake you down for more money. Deal with them because ACAB.

Pandemic: A disease is running rampant and hospitals are filled by people convinced that masks don’t work. This could be an opportunity to gain a large amount of blood very easily as more and more people “die” of the disease.

There should be a bunch of these that occur randomly throughout the game.

**Units**

Vampire Lord

Vampire

Familiar

Gangster

Crimelord

Police

SWAT

Sorcerer

Business

Clergy

Nightclub owner

**Adversaries**

Rival Vampire Lords

Werewolves

Vampire Hunters

Law Enforcement

Occult Societies

**Resources**

Blood: Use blood to activate powers

Cash: Use cash to buy stuff

Research: Unlocks powers

Reputation:

**Combat**