



Compass of Destiny – Concept Document

Introduction

The Compass of Destiny is the core design concept for our passive tree system. It merges symbolic structure with gameplay flexibility, offering players a circular journey through growth, choice, and interconnection. The compass is divided into layers that represent time, nature, and progression.

Overall Structure

The Compass consists of three concentric rings, each with a distinct symbolic and mechanical role:

1. Inner Ring (Months) – Divided into 12 equal sectors, each representing a month. Each sector serves as the root base for one tree.

2. Middle Ring (Trees) – Houses the trunks and branching structures of the 12 trees. Each trunk starts from the midpoint of its sector in the inner ring. The alignment is offset so that trunks and sector dividers never overlap. The ring remains clean, with only trees and nodes.

3. Outer Ring (Seasons) – Divided into 4 sectors, symbolizing Winter, Spring, Summer, and Autumn. Seasonal divisions do not cross into the tree area but only mark the external layer.

The Trees

There are 12 trees in total, one for each month. Each tree branches outward in a modular progression. No branches end abruptly; instead, all continue and are populated with nodes.

Two trees are unique and form the symbolic axis of the Compass:

- The Dark Tree (February, positioned at 2 o'clock) represents corruption and shadow power.
- The Light Tree (August, positioned at 8 o'clock) represents healing, renewal, and luminous growth.

Nodes

The Compass of Destiny is populated with 1999 nodes, distributed across three categories plus two unique nodes:

- Leaves (small nodes, attribute bonuses) → 1200
- Flowers (medium nodes, specialized upgrades) → 600
- Fruits (large nodes, powerful keystones or connectors) → 197
- Unique Lotus Nodes → 2
 - White Lotus (Light Tree): Grants a group experience bonus, cumulative across party members.
 - Black Lotus (Dark Tree): Provides devastating offensive power, combining attack boost, attack speed, and leech.

Design Philosophy

The design of the Compass balances symbolic meaning with gameplay mechanics. Key principles include:

- Interconnections: Branches at the outer edges feature shared nodes, acting as bridges between trees. This allows heroes to cross paths and create hybrid builds.

- Seasonal Distribution: Each season governs three trees, symbolizing cycles of growth, decay, and rebirth.
- Light vs Darkness: The opposition of the Light Tree (August) and the Dark Tree (February) creates a narrative and mechanical axis of good and evil.
- Build Diversity: With 1999 nodes and a maximum of 210 points to allocate, the system supports extreme flexibility. No player can fill the entire tree, ensuring diversity and personalization in every build.

Conclusion

The Compass of Destiny is both a symbolic map and a functional gameplay structure. It provides a framework where heroes grow along natural, branching paths while maintaining freedom of choice. By intertwining mythology, seasonal cycles, and layered progression, it offers a unique and rich foundation for character development.