Odyssey Jam Design Document:

Game Overview:

[GAME TITLE] is a text based talk 'em up developed as part of the Odyssey Jam where players must tell the tales of their adventures while travelling with Odysseus in exchange for liquid refreshment. To 'win' the game the player must reach the end of the story, the player must start the game again if their cup becomes empty while there is no one listening to the story.

Gameplay:

The player tells the story based on the questions asked by the listener. A question will generate a fixed series of responses that the player can choose from. The answer given by the player then generates the next question. Questions will be divided into sections based on the timeline within the story, for example the introductory section will deal with questions relating to the battle of Troy and how the player first met Odysseus. Each section is independent of the previous one, but cannot be accessed until the previous one has been completed. The objective of the game is to finish telling the story, at which point the player character will finish their drink and head home.

Mechanics:

The Listener:

Listeners drive the narrative forward by asking the player questions regarding their adventures. The player needs to keep them entertained enough for them to continue listening to the story. While they are listening they will replenish the player's drink. Each listener will have a series of stats which effect how entertained they are by the player responses, how gullible they are, and how often they will notice contradictions or mistakes in the player's story. These stats should be generated randomly to allow for as much variation as possible, this will also mean that listeners do not need to be set characters.

Listener Stats:
Gullibility:

Determines how likely the listener will believe what they are told, if this stat is high then they are less likely to question the more fantastical elements of the story.

Perception:

Determines how likely a listener is to notice inconsistencies or contradictions in the player's story. If the listener spots a contradicting statement it may lead to another question or just the loss of amusement.

Thirst:

Determines how often the listener takes a sip of their drink. The higher this stat the more often the listener drinks, meaning they will finish their drink sooner. If the listener finishes their drink while listening to the player they will purchase a new one for themselves and the player.

Amusement:

Determines how entertained the listener is, the higher this value the less likely they are to leave. This value changes based on the amount of drinks the listener consumes and the answer's the player gives. Drinking increases the value, giving contradicting or unsatisfactory answers will reduce this value, good answers will have no effect on the value. If the value reaches zero then the listener will leave and the player must find a new listener.

Drinking:

Drinking acts as a timer of sorts for the game. Players must make sure they have a listener for the story when they finish their drink otherwise the game will end. The old soldier takes a sip of his drink after giving each answer (this can be changed to alter difficulty). The player can also take a large gulp of their drink to

undo the previous answer, this will also reduce the listener's amusement slightly. If the player finishes their drink while they have a listener it will be replenished by the listener, whether theirs is empty or not. The player can have 2 drinks at a time.

DISPLAYS:

If the listener stops listening to the player due to the amusement value reaching zero, the player must find a new listener to listen to the story before their drink is finished. The player must lure a new listener by making a display. The player will select an option from a list which will result in the old soldier character showing a scar or a trinket from their travels. After a display the player will take a sip of their drink. If the drink becomes empty before a new listener is found the old soldier character leaves the tavern and the game ends.

STORY, SETTING AND CHARACTERS:

STORY:

The story begins in a tavern somewhere in ancient Greece, an old soldier is enjoying their drink when another patron of the tavern approaches them and enquires about a scar. The old soldier says that they got the scar during the Trojan War while they served under Odysseus. The patron asks about the Trojan War and Odysseus, to which the old soldier replies "the real story is what happened after the war".

This is when the player assumes the role of the old soldier who tells his story, covering many of the events of the Odyssey. Beginning with when Odysseus and his 12 ships left Troy and set out for Ithaca, and ending on the island of Thrinacia where Odysseus became separated from his men (in the Odyssey this is because they all died, but for the purposes of this game some survived).

TIMELINE/STORY SECTIONS (DIALOGUE DOCS ARE SEPARATE):

1) **Introduction (Tavern & Ship):** An old tavern somewhere in Greece, the old soldier sits quietly drinking his sorrows away when another patron of the tavern notices the old soldier's battle scars. The patron enquires about the scars, to which the soldier replies that they served in the Trojan War under Odysseus. The patron looks on amazed at the revelation and asks more, the old soldier states that the Trojan War is just the beginning. The old soldier then begins to tell the story of how he came to be in the tavern. It begins on one of Odysseus' twelve ships leaving the ravaged battlefield where Troy once stood.

2) **Island of the Cicones (Ismaros Island):** After heading out to sea from Troy Odysseus' ships make ground on the island of Ismaros, home of the Cicones. The men plunder and ravage the land, killing the men and taking the women as slaves. Greed consumes the soldiers, the Cicones were their enemy at Troy, and now they pay the price. The hedonistic life did not last long however, as reinforced Cicone soldiers retook the city, killing 72 of the men, 6 per ship. The old soldier remembers men he had fought and bled with dying as greedy shadows of their former selves. The soldier manages to board a ship and heads out to sea once more.

3) **Land of the Lotus-Eaters (Djerba Island):** After drifting along for 9 days Odysseus' ships land on the shore of Djerba Island. To avoid a repeat of what happened on Ismaros, Odysseus sends out a small group of soldiers to scout the island. These soldiers do not return however. Odysseus sends out another group including the old soldier, to find the previous scouts. What they find is a village of lethargic, almost zombie like people. Some are lying down, others sleeping on the ground in the middle of the village. The men discover the other soldiers lying in a field amongst the locals, eating a strange fruit.

4) **Cave of Polyphemus the Cyclops:**

5) **Poseidon's Curse (Lost at Sea):**

6) **Aeolus Ruler of the Winds (Floating Island of Aeolia):**

7) **Windbag (Sea with Ithaca in view):**

8) **The Beseech to Aeolus:**

9) **Island of the Cannibals (Lamos Island):**

10) **The Enchantress Circe (Aeaea Island):**

11) **Sacrifice to the Dead (Edge of the World/ Underworld):**
12) **Return to Aeaea:**
13) **Island of the Sirens:**
14) **Scylla and Charybdis (Strait of Messina):**
15) **Anger of Helios (Thrinacia &Field of Helios' Sacred Cattle):**
16) **A Journey's End (Charybdis):**

LOCATIONS:

1) **Tavern:** An old Greek tavern, dark and moody, a place where people go to drown their sorrows and drink to forget.
2) **Ship:** One of Odysseus' ships, it is typical of the war ships of the time.
3) **Ismaros Island:** The island of the Cicone people, Odysseus' men ravage the island, so how it looks should refelct that.
4) **Djerba Island:** Island of the Lotus-Eaters, they are a lazy people so they probably live in primitive conditions.
5) **Cave of Polyphemus the Cyclops:** Polyphemus is a farmer as well as a man eating cyclops, there should be lots of provisions and wealth visible, as well as some sheep.
6) **Lost at Sea:** Stormy sea.
7) **Floating Island of Aeolia:** Floating island of Aeolus the ruler of the winds, should look sort of magical?
8) **Sea with Ithaca in view:** Ithaca should be visible in the distance.
9) **Lamos Island:** Home of the Laestrygonians, who are large savage cannibals, there are high cliffs from which they threw rocks.
10) **Aeaea Island:** Island of Circe, it is said she lived in a mansion in a clearing in a dense woodland.
11) **Edge of the World/ Underworld:** Spooky ghost land.
12) **Island of the Sirens:** Rocks or a beach with sirens dotted about on it.
13) **Strait of Messina:** A narrow passage of sea with the scary monster Scylla on one side and the equally scary monster Charybdis on the other.
14) **Thrinacia:** Island shore with ships docked.
15) **Field of Helios' Sacred Cattle:** A large field of the sacred and magical cattle of Helios the sun god.
16) **Charybdis:** Scary whirlpool monster.

CHARACTERS:

1) **Old Soldier (Player):** An old and weathered soldier, who carriers the scars of battles he fought while serving under Odysseus.
2) **Listeners:** Other customers of the tavern the old soldier is drinking in, they are regular citizens of Greece who like a good story.
3) **Odysseus:** Hero of the Odyssey, strong, cunning, and loyal to the gods. He has fought and won many battles, and survived a lot of hardship. He wants nothing more than to return to his family home on the island of Ithaca.
4) **Soldiers/Sailors:** The crew of Odysseus' 12 ships, these soldiers get into all sorts of hijinks on their travels.
5) **Cicones:** A tribe who fought on the side of the Trojans during the Trojan war.
6) **Lotus-Eaters:** Occupants of Djerba Island, they are all intoxicated from eating the fruit of the lotus, they are lethargic but friendly.
7) **Polyphemus the Cyclops:** Son of Poseidon. Polyphemus is a giant cyclops, who is also a sheep herder. He lives in a cave with his flock and hordes provisions. He isn't the smartest cyclops in the world.
8) **Poseidon:**
9) **Aeolus:**
10) **Laestrygonians:**
11) **Circe:**
12) **Elpenor:**

13) Tiresias:
14) Odysseus' Mother:
15) Agamemnon:
16) Achilles:

INTERFACE:

ART STYLE:
[T**BC**]

GUI & HUD:
There are a few things we have to show on screen such as the dialogue, and the amount of the player's drink left. The amusement level of the listener will be required in some form, either through a gauge that fills and empties as the story continues, or through facial expressions of the listener, however this would require more art, and possible animations. Another possible solution would be to use emojis to denote the level of amusement.

TUTORIAL:
There is a help button on the menu when clicked will show an annotated screenshot explaining what each element on screen is and what its purpose is. A second screen shows the rules and explains the mechanics. This could also be done on the itch.io page for the game but this would be less effective.

AUDIO, MUSIC AND SOUND EFFECTS:
[TBC]

TECHNICAL:

ENGINE:
Renpy.