

Design Document for:

The Sapphire Isles

A player centric storytelling game

All work Copyright ©(2022) by Ethan Penney

Written by Ethan Penney

Version # 2.00

November 14, 2022

Table of Contents

THE SAPPHIRE ISLES	1
DESIGN HISTORY	5
VERSION 1.10	5
VERSION 2.00	5
GAME OVERVIEW	6
PHILOSOPHY	6
<i>Storytelling in Colony Management</i>	6
<i>Strategic Combat Gameplay</i>	6
<i>Responsive World/AI</i>	6
COMMON QUESTIONS	6
<i>What is the game?</i>	6
<i>Why create this game?</i>	7
<i>Where does the game take place?</i>	7
<i>What do I control?</i>	7
<i>How many characters do I control?</i>	7
<i>What is the main focus?</i>	7
<i>What's different?</i>	7
FEATURE SET	8
GENERAL FEATURES	8
MULTIPLAYER FEATURES	8
GAMEPLAY	8
<i>Colony management</i>	8
<i>Turn based combat</i>	8
<i>Social and story systems</i>	9
<i>Tech Tree</i>	10
THE GAME WORLD	12
OVERVIEW	12
FLUID WORLD	12
FANTASTICAL CREATURES	12
RESPONSIVE TO THE PLAYER	12
THE PHYSICAL WORLD	13
<i>Overview</i>	13
<i>Key Location Types</i>	14
<i>Travel</i>	15
<i>Scale</i>	15
<i>Objects</i>	15
<i>Weather</i>	15
<i>Day and Night</i>	15
<i>Time</i>	16
RENDERING SYSTEM	16
<i>Overview</i>	16
<i>2D/3D Rendering</i>	16
CAMERA	16
<i>Overview</i>	16
GAME ENGINE	16
<i>Overview</i>	16

<i>Background world development</i>	16
LIGHTING MODELS	16
<i>Overview</i>	16
THE WORLD LAYOUT	17
OVERVIEW	17
PROCEDURALLY GENERATED WORLD	17
GAME CHARACTERS	18
OVERVIEW	18
CREATING A CHARACTER	18
CHARACTER EXAMPLES	18
ENEMIES AND MONSTERS	19
USER INTERFACE	21
OVERVIEW	21
INFORMATION BOX	21
CONSTRUCTION MENU	21
ADVENTURER MENU	21
BATTLE MENU	21
WEAPONS	22
OVERVIEW	22
TYPE	22
MATERIAL	22
ENCHANTMENTS	22
MUSICAL SCORES AND SOUND EFFECTS	23
OVERVIEW	23
RED BOOK AUDIO	23
3D SOUND	23
SOUND DESIGN	23
SINGLE-PLAYER GAME	24
OVERVIEW	24
STORYTELLING	24
STORY	24
HOURS OF GAMEPLAY	24
VICTORY CONDITIONS	24
MULTIPLAYER GAME	25
OVERVIEW	25
MAX PLAYERS	25
SERVERS	25
CUSTOMIZATION	25
PERSISTENCE	25
SAVING AND LOADING	25
CHARACTER RENDERING	26
OVERVIEW	26
ANIMATION	26
WEAPONS APPENDIX	27
STORY APPENDIX	30
ORDINARY WORLD EVENTS	30

CALL TO ADVENTURE / REFUSAL OF THE CALL	30
MEETING THE MENTOR	31
CROSSING THE THRESHOLD	32
TESTS, ALLIES, AND ENEMIES	32
APPROACH THE INMOST CAVE	32
ORDEAL	32
REWARD	32
THE ROAD BACK	33
RESURRECTION	33
RETURN WITH THE ELIXIR	33

Design History

This is a brief explanation of the history of this document.

This is the design history for the multiplayer colony management strategy game tentatively titles The Sapphire Isles.

Version 1.10

Version 1.10 includes some tweaks made to shorten explanations, and provide examples for UI and world design.

1. I rewrote many sections that were too long, or split them into different parts.
2. I added images exempling the concepts for the world map and battlefield.
3. Added examples for weapons, NPC's, characters, monsters, and more.

Version 2.00

Version 2.00 includes minor revisions to existing text and the addition of detailed appendixes.

1. Minor grammatical and efficiency adjustments in text.
2. Added more information on weapons in weapon appendix.
3. Added more information on story system in Story Appendix.

Game Overview

Philosophy

Storytelling in Colony Management

The Sapphire Isles will take the best elements from the colony management genre, especially games such as Rimworld and Cities Skylines, and apply a focus on storytelling. A particular point on this note is retaining the micro storytelling of individual characters alongside the wider macro storytelling of the villages, kingdoms, and nations they build and defend. Like in the Fire Emblem series, losing a character isn't just a number going down or a disadvantage for the future, it's a story moment.

Strategic Combat Gameplay

The game will feature a turn based combat system reminiscent of Fire Emblem, to further give player agency during combat and allow for an entirely new gameplay loop of preparing for and executing combat strategies in detail. Player choices when building their colony and managing their characters will set the stage for their combat encounters.

Responsive World/AI

A fluid game world is a particular focus here. The world and it's inhabitants should respond to player actions, and player choices should dictate the story events that will come. NPC's will have opinions based on player actions, and belief systems that may help or hinder.

Player Interaction

Player's are incentivized to interact in meaningful ways. High level players are incentivized to work together and provide assistance to low level players, and low level players are incentivized to support high level players. Meaningful stories between players should be encouraged and fostered.

Procedurally Generated World

A world generated with varying climates, with mix-and-match templates for many areas, regions, buildings, and monsters to create a variety of experiences.

Common Questions

What is the game?

A fantasy strategy/colony management game where you create a village, defend it from monsters, expand it, and go on expeditions to acquire treasure and defeat enemies.

Why create this game?

I've always found the interconnected, story driven games of D&D with complex strategic encounters to be a game loop that is uniquely and infinitely memorable and fun. I want to capture what I believe to be the key aspects of this in a videogame.

Where does the game take place?

A high fantasy medieval world populated by different races and civilizations, as well as monsters and creatures that affect the world around them in various ways. The environment is strongly influenced by the presence of powerful or notable creatures or people.

What do I control?

A group of adventurers all working towards a common goal, each with their own motivation, skills, personalities, and abilities.

How many characters do I control?

A variable number of adventurers based on recruiting allies, or losing allies in battle or social conflict. 1 adventurer minimum to 8 adventurer maximum. Gaining adventurers takes time and comes with hurdles, while losing adventurers happens upon their death.

What is the main focus?

The main focus is to build a village, defend it, expand it, and harvest resources. Players may need to go on a quest to kill a lich that is sending undead creatures to steal livestock, defend their village from orc raids, clear out mines to harvest precious metals, and build resource producing, refining, living, or defensive structures in their village. In general, the player collects basic resources, upgrades their base, defends their base, seeks out valuable resources, and combats boss monsters.

What's different?

This game is different because it combines several aspects from successful games into a single flowing loop. Colony simulators give interesting strategic experiences, but often lack in the area of resolving conflict. Conflicts are shortened to a dice roll or automated fight. Adding a strategic, turn based combat system allows players to meaningfully set up defenses that they will later use in combat. Expanding on the story generating system found in Rimworld can make interesting, varied stories that take place with the characters the players are using, adding elements of Fire Emblems social system as well.

Feature Set

General Features

2D sprite graphics
Player influenced generative storytelling
Base building and defense
Strategic turn based combat
Solo or online multiplayer experience
Responsive AI NPC's

Multiplayer Features

Player effected game world
Inter-player conflict on large and small scale
Incentive for smaller players to join up under the banner of late game players, and incentive for late game players to populate their kingdoms and provide aid when needed.
Text chat with different channels. World chat, faction chat, local chat (proximity based).
Voice chat strictly for local proximity based chat.

Gameplay

Colony management

- Secure basic resources like reliable food, wood, stone, shelter, etc.
- Establish defenses against raids like walls, guard towers, mounted weapons, moats, etc.
- Put out 'fires' as they arise like blights on crops, social fights between villagers, animal disease, rat infestations, bandits, literal fires, drought, etc.
- Build housing, storage, resource harvesting, resource refining, item crafting, and defensive structures using resources. Farm houses, shops, homes, smithies, schools, etc.

Turn based combat

- Use adventurers to defeat monsters in turn based combat on a 2D map.
- Map may have defenses created by player usable in combat if defending. Towers provide higher likelihood of ranged attacks hitting and lower likelihood of being hit by ranged attacks. Mounted ballista do more damage at the cost of mobility, moats and walls limit enemy movements, etc.
- Each adventurer has an array of skills and abilities unique to their class and level. A spell slinging but physically weak wizard has a vastly different role in combat compared to an armored knight.



Combat examples from Fire Emblem Fates and Fire Emblem: The Sacred Stones

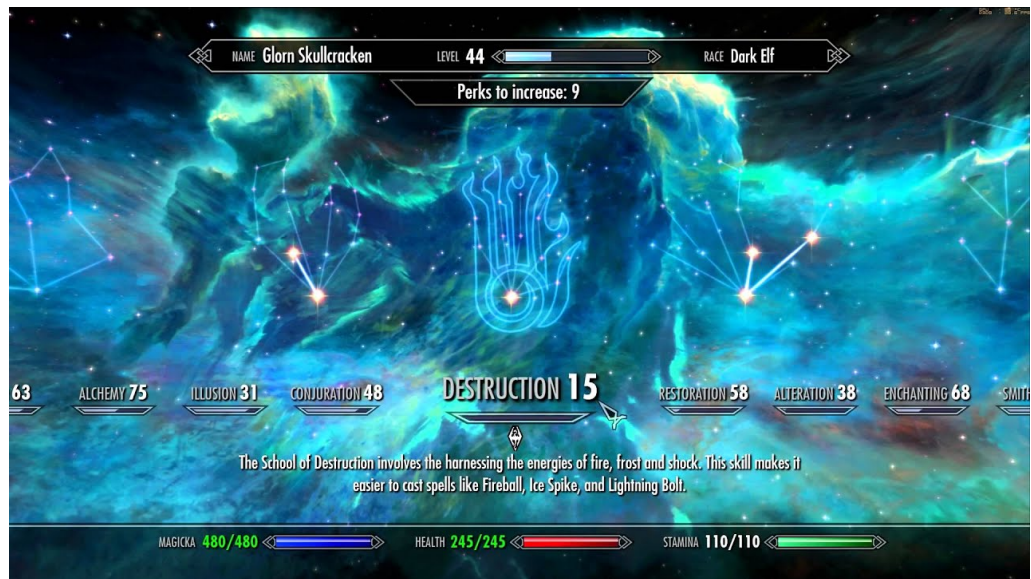
Social and story systems

- Adventurers who reliably fight together, or assist one another in combat grow their relationship, providing them advantage to working or fighting together.
- Enemies may develop hatreds for particular characters, based on randomly generated enemy relationships. For example, a fleeing enemy may have witnessed an adventurer kill another enemy who had been generated as a close

- Another village may request aid in an early quest, and if fulfilled come during a moment where the player's village is overwhelmed and assist them.
- Intelligent enemies (humanoid raider types, not undead or beast) may send raiding parties to gather information so they can attack with an effective strategy. If a player has built walls, enemies may tunnel beneath them with giant moles, or build siege towers.
- Adventurer happiness plays a key role in cooperation and effectiveness. An adventurer may be generated with a trait that limits their actions, or gives them a buff/debuff depending on their allies actions. For example, a character with a bloodthirsty trait may be particularly slow during peaceful resource harvesting or building, and particularly effective in combat. An adventurer with a pacifist trait may abhor combat and have big debuffs, but be particularly effective during resource harvesting and social phased of the game.

- Both technology tree and magical research tree to advance what can be produced, what gear can be made, what magic can be cast, etc.





Magic skill tree from Skyrim

The Game World

Overview

The Sapphire Isles, a fantasy medieval world with various races, systems of magic, monsters, and powerful otherworldly entities that may offer help or hinderance. Players can zoom in or out to view specific gird-based world to a larger more general map of known settlements and regions.

Fluid World

The world and it's climate, topography, resources, all change with player and non-player actions. Certain creatures affect climate, weather, and resources with their presence. Large players wield magic that can shape the lands. Cities and kingdoms rise and fall, creating hubs of trade that may turn to ruins. Player actions are meaningful and game-changing on large and small scale.

Fantastical Creatures

The Sapphire Isles are inhabited by a wide varieties of creatures. Simple beasts are affected by the powerful creatures in their area, turning regular animals to twisted versions of themselves. Some areas have large, overgrown beasts several times their usual size. Some have sickly plague-ridden animals with bursting poison pustules, some have skeletal animals that roam the night. Devils and demons crawl their way onto the material world, establishing cults and seducing creatures into evil. Powerful ancient entities offer their powers to mortals in century long plans incomprehensible to their minions. Dragons hunt for hoards of treasure, attracted to large cities and kingdoms.

Responsive to the Player

Intelligent creatures have values associated with the player, affected by their actions. The players actions against or with an NPC may change their opinion of the player, dictating the tone of their future interactions. NPC's treated with hostility will turn hostile, and if treated with kindness will turn cooperative. The players choices will form narratives, as allies and villains change with the world and reoccur in the story, growing alongside the player.

Overview

A top-down 2D world with randomly generated locations based on templates. Medieval fantasy with magic and monsters. Kingdoms with towns of varying sizes, travelling caravans, monster lairs, raider encampments, and other randomly placed locations for the player to interact with in both adversarial and cooperative fashions. Can zoom in and out from large kingdom scale map to small individual scale map.



Small scale map example from Rimworld.



Large scale map example from Rimworld

The following describes the key components of the physical world.

Key Location Types

- Settlement – Large, Medium, Small
 - Goodwill towards player determines interactions. Hostile will raid the players settlement on occasion, and openly attempt to capture if the player enters the settlement. Neutral will trade at normal prices. Allied will offer gifts, send support if needed, and trade at premium rates.
 - Depending on location in the world, may specialize in certain goods. Mining town, fishing town, farming town, etc.
 - Shops, Smithies, Armorer, Temples, libraries, etc.
- Kingdom
 - Collection of settlements with capital kingdom. If kingdom has certain opinion on player, that will affect the settlements opinion on player. Still possible to become allies with settlement in hostile kingdom, although difficult.
 - Opinion changes slower.
- Encampment
 - Encampment of creatures that are less established than a proper settlement. Limited trading capacity, unlikely to aid in combat. Depending on the belief philosophy of the encampment, may survive by raiding others, such as orcs or goblins, or by hunting/gathering, such as druids. Goblins, orcs, etc. provide low level combatants for players with mid level rewards from collected loot.
- Monster lair
 - A themed lair that holds a boss monster that may affect a region negatively. The effects of the monster provide low level combats, and clues that lead up to finding and destroying the lair. Contains treasure from victims, and monster-appropriate treasure. (Dragons have gold hoards, giant spiders have valuable silk, etc.)
 - Dungeon, Ruin, Temple, Tower, Cave, Tunnel, Abandoned Mine, etc.
- Mine
 - Resource collection area possibly infested with monsters and vulnerable to underground traversing creatures that tunnel or are pass through walls.
- Lake
 - Resource collection, and hazardous from water based creatures.
- Forest
 - Resource collection, and hazardous from forest dwelling creatures and humanoids.
- Ruins
 - Remnants of old civilizations, often with hidden treasure or magic items, home to some undead, or creatures using it as shelter.

Travel

Players command their adventures to move throughout the world using a simpler tool than in combat scenarios, where they're moved one-by-one. Group movement tool selects a position for them to move to, or a direction. If players have or create a world map in game as a crafting or trading task, they can select a settlement they've been to before and groups will move towards it automatically, following a road.

Scale

Two scales – one grid based, small enough to control individual pawns and construct buildings, meant for micromanagement. Another meant to view the larger region and partake in kingdom level politics.

Objects

- Resources – basic building blocks used to build and maintain a settlement.
 - Wood
 - Ore
 - Rock
 - Food
 - Water
 - Cloth/Textiles
 - Spell components (Specific resources such as bat guano, hags fingers, etc.)
- Weapons – Tools used for combats with variable quality, material, enchantments, requiring training separate for each weapon.
 - short sword, longsword, great sword, hand axe, great axe, battle-axe, mace, flail. Staff, hammer, whip, javelin, etc.
 - Flaming, acidic, freezing, poison, electric, glowing, dancing, bleeding, etc.
- Armor – Different pieces of armor that provide protection of variable quality and material, with various enchantments. Each armor type requires training to use effectively.
 - Chainmail, hide, leather, half-plate, full-plate, scale mail, adamantite, leaf, etc.
 - Magical enhancement, animated, glowing, speedy, etc.

See the “Objects Appendix” for a list of all the objects found in the world.

Weather

Weather will affect work speed, adventurer mood, monster activity, and combat conditions. Rain, clouds, thunder, lightning, sun, temperature will all play a part in what happens. Vampires won't come out on sunny days, but may come out during a raging storm. Orcs may wait for a storm to siege a town to retain the element of surprise. Weather will also affect hit rates and the effectiveness of certain spells or enchantments.

Day and Night

Yes, day and night cycle that affects monster appearance, hit rate, and effectiveness of certain spells/enchantments.

Time

1 min = 1 sec in game, total 24 minute days. 8 minute night cycle, 16 minute day cycle.

Rendering System

Overview

The game is rendered in 2D with a camera that moves in 3 vectors with no rotational movement. Left/Right Up/Down ZoomIn/ZoomOut.

2D/3D Rendering

Unity will be used alongside it's standard 2D rendering, using sprites and sprite sheet style animation.

Camera

Overview

Camera moves left/right/up/down and zooms in and out to show more or less detail compared to area.

Game Engine

Overview

Unity 2D system

Background world development

Settlements loaded in due to a player nearby will run just as player settlements do, with NPC pawns going about their area and completing tasks. They will collect resources, store them, use them to craft and build, and so on and so forth. Unloaded settlements will run approximations of this with fairly simple calculations, and will take actions with randomly generated results. One unloaded settlement may attack another, with a dice roll based on their wealth and military power determining the result. The belief system of the winner will decide what happens to the loser.

Lighting Models

Overview

Very little lighting detail, likely just a tint applied and fog of war obscuring dark areas.

The World Layout

Overview

The world is generated with towns, kingdoms, and lairs based on various templates and surrounding nature, resource, and creature factors.

Procedurally Generated World

World starts by generating natural resources, lakes, seas, landmasses, forests, cave locations, mineral deposits, and ruins. Then, based on those locations, animals, creatures, and monsters are added based on the locations. Finally, kingdoms and settlements are generated based on resource level, and danger level in various locations. Larger resource pools generate larger kingdoms, with more resources and tolerance to deal with higher danger levels.

Game Characters

Overview

Characters are randomly generated or created with a number of starting positive and negative traits and stats appropriate to their class. Each will have flaws and advantages, but not so strong as to make the character useless. (A fighter would never have a trait that makes their weapon attacks significantly weaker, for example.)

Creating a Character

- Players start with three characters.
- A race, class, background, stats, and traits are selected to create each character, with a requirement when starting to have a melee class, magic class, and support class.
- Ability traits, (Strength, Speed, Constitution, Intelligence, Wisdom, and Charisma) are selected using a point-buy system much like Fallout 3.
- Traits would include various small abilities, buffs, or debuffs, such as being able to give bonuses to allies, improved movement speed at night, darkvision, fear, keen eye, etc.
- Each character has generated or chosen background details, such as family members or relationships with NPC's that may or may not be in the Sapphire Isles.
- Each character has proficiency ratings for how well they are able to use various weapons, armor, and gear.

Character Examples

Here I will describe 2 example characters. This is a simplified breakdown of each character.

1. Elgir
 - a. Race: Human
 - b. Class: Fighter
 - c. Background: Failed Rebel (Gives +2 Cha)
 - d. STR: 15, SPD: 12, CON: 12, INT: 8, WIS: 8, CHA: 14 (12+2)
 - e. Traits:
 - i. Inspiring Leader – Once per day, can increase all allied stats by 1 for 4-6 rounds.
 - ii. Steadfast – Once per day, survive a fatal strike.
 - iii. Arrogant – Become easier to hit for 1-3 rounds after delivering a fatal strike. Debuff to forming relationships with allies.
 - f. Relationships:
 - i. Esmeralda – Sister
 - ii. Evelyn – Mother
 - iii. Jean Pierre – Hated Rival
 - iv. Piggy – Good friend

- g. Proficiencies:
 - i. Warhammer +12
 - ii. Shield + 6
 - iii. Heavy armor + 8
 - iv. Magic – 2
- 2. Esmeralda
 - a. Race: Human
 - b. Class: Warlock
 - c. Background: Monster Hunter (Gives +1 WIS and SPD)
 - d. STR: 8, SPD: 16 (15 + 1), CON: 8, INT: 12, WIS 13 (12 + 1), CHA (12)
 - e. Traits:
 - i. Dark Gift – Can see in darkness for 45 ft
 - ii. Combat Casting – Can cast spells while in melee with no debuff.
 - iii. Paranoid – Vulnerable to fear effects.
 - f. Relationships
 - i. Elgir – Brother
 - ii. Evelyn – Mother
 - iii. Rudy – Lover
 - iv. Sergei – Enemy
 - g. Proficiencies:
 - i. Dagger +4
 - ii. Magic + 12
 - iii. Light armor + 8
 - iv. Heavy Armor – 2

Enemies and Monsters

Enemies and monsters in Sapphire Isles vary depending on region and randomly applied templates. Below, I'll describe some example base enemies, monsters and templates.

Enemy Examples

1. NPC enemy.
 - a. Almost identical to a player controlled adventurer, but acts based on AI decisions. Generally taken from the relationship section of an adventurer.
 - b. May send minions such as bandits or mercenaries before appearing in person.
 - c. May construct settlements near player settlement and compete for resources.
 - d. Can be any humanoid race.
 - e. Abilities depend on class, race, background, traits, and stats chosen.
2. Dragon
 - a. Has variable challenge based on age or size.
 - b. Takes several grid spaces compared to a regular player, who takes one grid space in combat.

- c. Able to fly, effectively allowing the enemy to reposition while only being under threat from ranged combatants. Appears as a shadow on the ground when flying.
- d. Breath weapon, commonly fire but can be other elemental types.
- e. Attracts Kobolds, whom worship dragons and do their bidding.
- f. Limited innate magic actions.

3. Kobold

- a. Small creatures who work in numbers and worship dragons.
- b. Uses clever gimmicks as opposed to strength.
- c. Depending on the 'class' of Kobold, has different abilities. Some have limited flight, some can throw make-shift alchemical explosives, some wield barrels containing bug swarms, some can tunnel, etc.
- d. Lay traps on frequently used roads to catch adventurers by surprise.
- e. If resources are left undefended, Kobolds are at a higher chance to appear and attempt to steal them.
- f. Will flee if battle is turning against the Kobolds (1/2 group killed).
- g. Kobolds appearing is a sign of a nearby Dragon lair.

Template Examples

Templates can be applied to any creature or monster, affecting their difficulty and granting them extra abilities.

1. Vampiric – Fangs, a lust for blood, and vulnerability to sunlight. The vampiric template grants a monster regeneration, a life drain ability, the ability to turn corpses into undead, and vulnerability to sunlight. Also gains the ability to shape change back and forth from normal to bat form.
2. Lycanthrope – Infected with Lycanthropy, the monster takes on aspects of whatever creature type it is infected with (werewolves being common, but also wererats, werebears, wereravens, werelions, etc.). The monster is immune to non-silver weapons and gains the ability to change forms from it's normal form, an animal form, and hybrid form.
3. Undead – An animated corpse of a creature, it's intelligence and wisdom drop to 0. Strength and dexterity are halved. Corpses near it's lair have a chance to rise as undead each night, the monster's attacks do extra poison damage, and it's movement speed is reduced. The undead template generally lowers a creatures difficulty.
4. Unholy – Creature is weakened in hallowed areas and strengthened in desecrated areas. NPC villagers and animals near it's lair have mood debuffs and are more likely to commit violent actions. Weak to divine magic. Creature is more likely to be hostile to settlements with strong divine presence.
5. Holy – Creature is weakened in desecrated areas and strengthened in hallowed areas. NPC villagers and animals are less likely to commit violent actions and have a mood buff. Creature is more likely to be hostile to settlements with low divine presence.
6. Warped – Through some strange magic, this creatures form is altered. It gains a random trait or action from another monster, such as dragons breath, wings, claws, fangs, thick hide, life drain, or some other helpful or detrimental trait.

User Interface

Overview

UI appears as needed. And menus are collapsible so as to not interfere with gameplay when they are not needed.

Information Box

When hovering over a resource, item, or structure, a small expandable information box will appear. Oftentimes this information box includes the options to set how NPC's interact with it, or command an adventurer to use it. (One could interact with a gate to set who is allowed to use said gate.)

Construction Menu

A collapsing menu containing all options for structures, furniture, and other buildable things. Can be accessed anywhere as players can build anywhere. During combat, structures cannot be built, only repaired. Divided into sections depending on the type of construction happening. (Structures, such as walls, doors, gates, etc. Furniture such as tables, chairs, cabinets, shelves, etc. Production stations such as forges, grinders, tanning setups, stoves, butchering tables, enchanting benches, etc. Decorations, Defenses, Recreation, etc.)

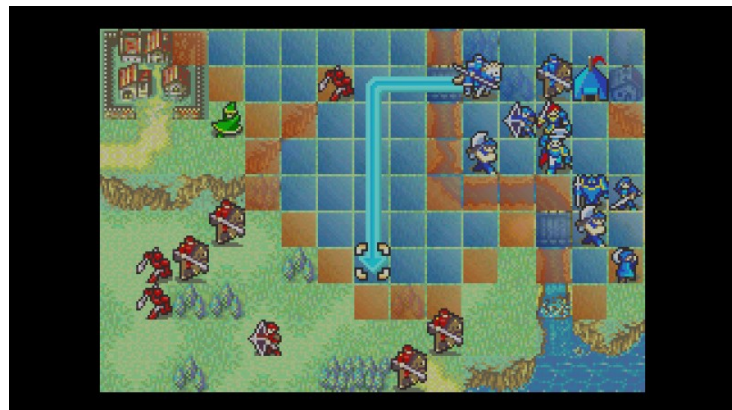
Adventurer Menu

A bar at the top or side of the screen shows all active adventurers with basic information at a glance. Health, gear, current action. This can be expanded on by selecting the icon, showing a more detailed rundown of their abilities, traits, gear, social interactions, and mood all in separate tabs.

Battle Menu

When in battle, any tile the cursor is over displays a small amount of information in a corner menu. This includes any affects the tile may have on movement, hit chance, cover, and special actions. A high grass tile may provide cover and slow movement. A mounted ballista provides a special action to use, and a raised platform may increase hit chance. Character options appear when the unit is selected, including how far they can move, how far they can effectively attack, and in a menu appearing next to them, the different actions they can take.

Greyed out actions are inaccessible due to certain conditions and state why they are inaccessible if hovered over. A melee fighter's attack action may be greyed out because they are not within range of an enemy or destructible structure.



Weapons

Overview

Weapons are affected by their type, material, quality and enchantments. Here are some examples of basic types, materials, and enchantments.

Type

- Short sword – Standard weapon, one handed, can be effectively used with SPD or STR
- Long sword – One or Two handed, can be used effectively with STR or SPD
- Great Sword – Two handed, STR weapon
- Axe – Lower hit rate, higher damage potential. STR
- Whip – One handed, SPD weapon, Ranged melee
- Bow – SPD based range weapon, two handed
- Crossbow – SPD based range weapon, higher dmg, needs to be reloaded.

Material

Material is determined when the weapon is crafted, and extra materials must be acquired, most commonly from mines that contain the material.

- Steel – Standard, no effect
- Adamantine – Stronger and lighter, more dmg and allows some STR weapons to use SPD
- Silver – affects creatures such as werewolves and vampires who are immune to other materials
- Crystal – Very high dmg, breaks on critical hit.

Enchantments

- Flaming – Extra damage of fire type, chance to ignite enemy
- Electric – Extra lightning damage, chance to stun enemies
- Booming – Extra sound damage, chance to deafen enemies
- Icy – Extra cold damage, chance to freeze enemies
- Acidic – Extra acid damage, chance to damage enemy armor
- Extending – Has an extra square of reach
- Returning – If thrown, returns
- Shadowy – Extra psychic damage, chance to inflict fear
- Silvered – Weapon is coated in silver, so it overcomes invulnerability as if it were made of silver. Cheaper than making a pure silver weapon, but weaker.

Musical Scores and Sound Effects

Overview

This should probably be broken down into two sections but I think you get the point.

Red Book Audio

If you're using Red Book, describe what your plan is here. If not, what are you using?

3D Sound

Talk about what sort of sound APIs you're going to use or not use, as the case may be.

Sound Design

Take a shot at what you're going to do for sound design at this early stage. Hey, good to let your reader know what you're thinking.

Single-Player Game

Overview

During single player experience, players grow their settlement, defeat enemies, and interact with NPC settlements and characters.

Here's a breakdown of the key components of the single-player game.

Storytelling

Responsive, randomly generated storytelling with NPC's. Maybe a campaign mode with a set narrative for players to explore, possibly acting as a sort of tutorial for the online play.

Story

Randomly generated story elements that follow standard storytelling structure. A pool of events exist for each section of story, which are chosen based on various factors of existing NPC's, relationships, and prior enemies.

Hours of Gameplay

Potentially hundreds of hours due to the generative nature of the game.

Victory Conditions

By reaching a certain wealth level and acquiring an artifact, players could possibly ascend to Godhood and start over as their previous characters go on to greater extradimensional things.

Multiplayer Game

Overview

Players interact with one another in a dynamic way, both hostile and friendly, with gameplay factors pushing high level characters to interact with low level characters in a positive way.

Max Players

50 players per server

Servers

Client/Server with several persistent worlds.

Customization

Privately hosted servers can adjust mostly any value used in determining story, events, resources, etc.

Persistence

Worlds are persistent, and potentially soft wiped by a huge monster ravaging the landscape every month or two.

Saving and Loading

Player actions and settlements are saved automatically as the server updates it's state.

Character Rendering

Overview

2D sprite animation.

Animation

Simple basic animations that apply to all adventurers and NPC's. Graphical power needed kept to a minimum.

Weapons Appendix

1. Default Weapons – Weapons have a default set of types, but are compatible with some other types if created or modified by a skilled smith.
 - i. Short Sword
 - a. Default Types - Melee, One Handed, Light.
 - b. Compatible with – Thrown, Unwieldy
 - ii. Long Sword
 - a. Default Types – Melee, One or Two Handed
 - b. Compatible with – Light, Heavy, Unwieldy
 - iii. Great Sword
 - a. Default Types – Melee, Two Handed, Heavy
 - b. Compatible with – One or Two Handed, Unwieldy
 - iv. Axe
 - a. Default Types – Melee, Heavy, Unwieldy
 - b. Compatible with – Thrown (Changes types to One Handed, Light, Thrown)
 - v. Whip
 - a. Default Types – Melee, Reaching, One Handed
 - b. Compatible with – Unwieldy, Special (Trip Enemy Action)
 - vi. Bow
 - a. Default Types – Ranged, Two Handed
 - b. Compatible with – Unwieldy, Heavy, Melee
 - vii. Crossbow
 - a. Default Types – Ranged, Two Handed, Reload
 - b. Compatible with – Unwieldy, Heavy, Melee
 - viii. Hand Crossbow
 - a. Default Types – Ranged, One Handed, Light, Reload
 - b. Compatible with - Unwieldy
 - ix. Net
 - a. Default Types – Ranged, Two Handed, Special (Entangle Enemy Action)
 - b. Compatible with - Heavy
 - x. Cannon
 - a. Default Types – Ranged, Heavy, Two Handed, Mounted
 - b. Compatible with – Unwieldy, Special (Unmounted Canon)
 - xi. Flail
 - a. Default Types – Melee, Heavy, One Handed
 - b. Compatible with – Melee, Reaching, Unwieldy
 - xii. Shield*
 - a. Default Types – Special (Counts as armor), One Handed
 - b. Compatible with – Melee, Heavy, Thrown, Unwieldy
 - xiii. Chain Javelin
 - a. Default Types – Thrown, Melee, One Handed, Special (Pull back action)

- b. Compatible with – Heavy, Reaching, Two Handed, Special (Pull Enemy Action)
 - xiv. Trident
 - a. Default Types – Melee, Light, One Handed, Thrown, Unwieldy
 - b. Compatible with – Heavy, Two Handed
 - xv. Throwing Star
 - a. Default Types – Light, Thrown, One Handed
 - b. Compatible with – Melee, Special (Throw multiple)
 - xvi. Dagger
 - a. Default Types – Melee, Light, Thrown, Skilled
 - b. Compatible with – Unwieldy
 - xvii. Rapier
 - a. Default Types – Melee, Skilled, One or Two Handed
 - b. Compatible with – Reaching, Special (Parry Reaction)
- 2. Types – Weapons can have multiple types, and each must have one of type Melee, Ranged, or both.
 - i. **Melee** - Can only be used on enemies within one square, uses STR stat.
 - ii. **Ranged** - Can be used on enemies further than one square away, up to a maximum dependent on range stat. Uses SPD.
 - iii. **Light** - Can be used with either SPD or STR stats, representing using the item with brute force or precision.
 - iv. **Heavy** – Can only be used with STR, and have a minimum STR stat needed to wield.
 - v. **Unwieldy** – Suffers debuff on chance to hit, but scores triple critical hit damage.
 - vi. **Thrown** – Weapon can apply ranged type for one attack, then is discarded.
 - vii. **Special** – This weapon has special attack rules unable to be generalized by one type. For example, a thrown net would do no damage, but entangle an enemy.
 - viii. **Reload** – Weapon requires an action to be reloaded after use.
 - ix. **One Handed** – Takes up one hand slot
 - x. **Two Handed** – Takes up two hand slots
 - xi. **One or Two Handed** – Can be used with one or two slots, lowering or raising damage value appropriately.
 - xii. **Reaching** – Can target enemies within one to three squares while still being considered melee.
 - xiii. **Skilled** – Can only be used with SPD
 - xiv. **Mounted** – Weapon is stationary and acts both as terrain and weapon. User must be on weapon tile to use.
 - xv. **Legendary** – All weapon stats increased slightly. Small chance to be applied to any weapon randomly when created.
- 3. Materials
 - i. Steel – No effect

- ii. Wood – Adds break chance to weapon, reduces damage, adds light type.
- iii. Adamantine – Adds light type to any weapon, increases damage, increases damage and critical hit multiplier.
- iv. Silver – Overcomes immunity to non-magical or non-silvered weapons.
- v. Crystal – Greatly increases Damage, Critical hit multiplier, and adds the light type. 50% break chance on critical hit.
- vi. Slime – Decreases damage, adds special type (Sticky) which allows enemies to be grappled during an attack action
- vii. Bone – Adds unwieldy and special type (Fear Inducing)
- viii. Energy – Greatly increases damage, adds light and special type (Recharge) which causes the weapon to be inert for a number of days after using all charges when attacking.

4. Enchantments

- i. **Flaming** – Extra damage of fire type, chance to ignite enemy
- ii. **Electric** – Extra lightning damage, chance to stun enemies
- iii. **Booming** – Extra sound damage, chance to deafen enemies
- iv. **Icy** – Extra cold damage, chance to freeze enemies
- v. **Acidic** – Extra acid damage, chance to damage enemy armor
- vi. **Extending** – Has an extra square of reach
- vii. **Returning** – If thrown, returns
- viii. **Shadowy** – Extra psychic damage, chance to inflict fear
- ix. **Silvered** – Weapon is coated in silver, so it overcomes invulnerability as if it were made of silver. Cheaper than making a pure silver weapon, but weaker.

Story Appendix

Each player's story will be tracked and events will be introduced based on where they are in their story. Events will have default NPC's that can be swapped out with an existing NPC given that the NPC meets certain values.

Ordinary World Events

Ordinary world events exist to serve as an intermediary time between adventures and allow the player to upgrade, farm resources, train, and develop their adventurers.

Ordinary World events provide minor challenges or positive twists during a phase of relative peace.

1. Crop Abundance – Any crops being developed by the player's colony gain a 2X multiplier to growth speed and yield as the gods smile upon them or a druid wanders nearby.
 - a. Example insertion – A druid aided by the player may return and offer their magical services! The god of a temple saved from destruction by the player may offer a boon.
2. Famine – Any crops being developed by the player's colony gain a 0.25X multiplier to growth speed and yield as the gods punish them, or a creature perverts nature.
 - a. Example insertion – The god of a temple desecrated by the party frowns upon the colony, or a previously slighted beggar poisons the fields.
3. Merchant Travelers – A group of travelers arrives with goods to sell and coin to purchase!
 - a. Example insertion – Among the travelers is an NPC who may help or hinder negotiations, depending on their relationship with the negotiator.
4. Goblin Raiders – A small group of goblins is attempting to steal livestock! Their goal is to acquire food, and they will flee if confronted with any amount of force.
 - a. Example insertion – The goblins steal a beloved pet, or have a particular hatred for a belief or practice of your colony (Many goblin clans despise horses for unknown reasons, for example!)

Call To Adventure / Refusal of the Call

Call to Adventure events serve to coax adventurers out of their comfort zone, through direct threat or the promise of rewards. A player transitions to this stage when they have established or recovered the state of their colony to a nearly self-sufficient point. This allows the player time to recover from previous events, grow their colony, but interrupts their progress, introducing a costly endeavor that will further their growth, or threaten to undo it. Refusing the call will have consequences that further push the player.

1. Request for help! – A nearby settlement needs help! They are under siege by foul individuals, and are running low on supplies. All they ask is a delivery of rations to be brought through secret tunnels. Helping the city gains an ally, and possibly the attention of whatever foe assails them. Leaving them to die creates potential enemies, and grows the power of this war-mongering foe who may set their sights on the player's colony next.

- a. Example insertion – A relative of an adventurer lives in the city being assailed, or an allied merchant group that visits regularly is trapped in the conflict.
2. A mysterious map – Uncovered in a nearby temple by hunters, or a sealed chamber by the miners, a map inscribed in a strange language is discovered. While the text is unreadable, the landscape is recognizable, and there is a location marked nearby. Unknown to the player at the time, somebody has spent their entire life searching for this map, and they will soon come for it.
 - a. Example insertion – An adventurer may have a specific background or race that allows them to read the map, which tells of a great treasure, which if put in the wrong hands could cause great despair. The individual looking for the map may be an NPC either hostile or friendly, who will do anything and burn any bridge to acquire their treasure.
3. Horrifying Nightmares – Adventures and colonists suffer continuous and increasing debuffs as they are plagued by terrifying dreams of indescribable horrors. Animals in the area go mad, becoming hostile and disease ridden. Some embrace the dreams and give in to the dark urges brought on by the effect. Each and every character affected dreams of the same ominous location.
 - a. Example insertion – An adventurer may know of the location in dreams, or a subset of weak minded colonists may become enthralled by whatever evil power is causing this, and sabotage efforts to undo it.
4. Chosen One – One of the adventurers is called upon in the night by an unfathomable holy entity to fight a rising darkness. They are granted a boon of some sort, and instructed to leave at once.
 - a. Example insertion – A god that the player has favor with may be the holy entity who calls upon them, or perhaps a slighted wizard is using illusions to trick the adventurers into getting themselves killed.

Meeting the Mentor

Meeting the Mentor events come as the player has either taken or refused one of the Call to Adventure events. A new character is introduced to the story to provide context to the events that have been taking place.

1. Enemy of My Enemy – Someone slighted by the powers that seek to hinder the player arrives, perhaps narrowly escaping a siege, seeking revenge on goons, suffering the same effects as the player, or simply an observer come to warn the player. They may have more information on where the enemy is headed next, or what their plan is.
2. Dedicated Researcher – A scholar studying the phenomenon surrounding the Call to Adventure event. They may attempt to tag along simply to learn more about what's happening, and to record. Not much of a fighter, but has useful information. Has information on where to go and what to do.
3. Defector – A member of whatever evil force is attempting to hinder the player, defected due to poor treatment, ideological differences, or being slighted. They have valuable insights on the enemy and want to help the player. Detailed information on the enemies goals and plans.

4. Similarly Confused – Someone also called by similar events to the player. Perhaps they have encountered the enemy before, have a matching artifact to the player, or have been called upon by their god and were led to the colony.

Crossing the Threshold

Crossing the Threshold events give the last push if needed. Generally a Crossing the Threshold event is a continuation of the Call to Adventure Event. Warmongers may sweep through the area, slaughtering the inhabitants of the players colony and forcing them to flee, goons may come to steal the map from the players, nightmares become increasingly powerful and drive colonists and even adventurers insane, and gods may exact wrath on followers who do not obey. It's at this stage where if a player continues to ignore looming threats, there may be consequences for them.

Tests, Allies, and Enemies

Tests, Allies, and Enemies events serve as the main trials a player must overcome and the bulk of events they will experience. Depending on the Call to Adventure, some events may or may not be possible occurrences. They may also just change based on context. For example, a player driven from their colony that experiences a raid event will be ambushed while resting for the night.

1. Raid! – Enemies have come knocking, and they mean business! Players will have to defend themselves as enemies attempt to force their way in, fighting until their objective is complete. Objective is randomly generated based on past events. Combatants may be after a specific item, person, or just want to cause as much destruction as possible.
2. Monster! – A monster has become hostile with the player, whether through them wandering into it's lair, it being driven mad, or a stolen egg being planted with the adventurers, but either way it must be dealt with. Monsters defending their lair will fight to the death, but an attacking monster may preserve it's life and try again at a later date.
3. Ominous Warning – Whether through magic or messenger, the players have received a warning of what is to come and possibly demands from a foe.
4. Victims – Players find victims of the evil they face, who may have valuable information or goods they won't be needing any more. Perhaps one of these individuals has class levels and may be persuaded to join the cause!
5. Encounter with the Enemy – The grand foe makes an early appearance. A powerful enemy confronts the players, to gauge the threat they pose, take an important item, bargain, or just to scare them.

Approach the Inmost Cave

Players at this point have had significant resource drain on their adventure, but should also have gained class levels and powers through their combat experience. At this stage, there is a lull in events as the player is given room to prepare for the ultimate conflict.

Ordeal

The final battle with whatever force they have been in conflict with. This is the end of the enemy, or the players current run.

Reward

After defeating or resolving the ultimate conflict, the player is rewarded with plentiful loot that will jumpstart their rise back into self sufficiency and growth.

The Road Back

The player returns to their colony and assesses the resources lost, and gained.

Resurrection

The enemy makes one final appearance, in person or in consequence. Perhaps they feigned their death and now are desperate for revenge, perhaps a lover seeks revenge using the full remaining power of their beloveds remaining resources, or an undying dark entity lashes out in it's true form as it is pulled back from whence it came.

Return With the Elixir

All is finished, the foe is vanquished, and it's time to rebuild. Adventurers have grown more powerful, and renowned for their actions. Players finally transition back to Regular World Events.