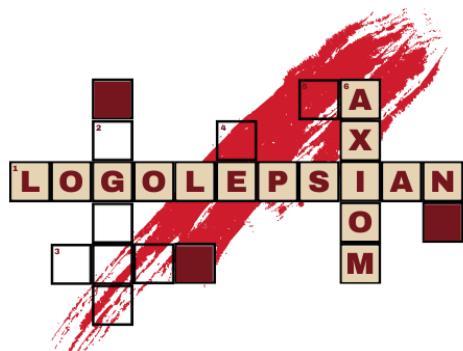


Game Design Document

The Packt: Treacherous Bloodline



By



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Table of Contents

1. Design History.....	7
2. Vision Statement.....	8
2.1 Game logline.....	8
2.2 Player Experience.....	9
2.2.1 Look and Feel.....	9
2.2.2 Gameplay Synopsis.....	14
3. Audience, Platform, and Marketing.....	15
3.1 Target Audience.....	15
3.1.1 Level of Expertise.....	16
3.1.2 Demographics.....	16
3.1.3 Geographic Distribution.....	17
3.2 Platform.....	17
3.3 System requirements.....	17
3.4 Top performers.....	18
3.4.1 Among Us.....	18
3.4.2 Deceit.....	19
3.4.3 Project Winter.....	20
3.4.4 Werewolves within.....	21
3.5 Feature Comparison.....	22
3.6 Business Plan.....	22
4. Legal Analysis.....	23
4.1 Name.....	23
4.2 Assets and Localization.....	23
4.3 PEGI Classification.....	23
5. Gameplay.....	24
5.1 Overview.....	24
5.1.1 Core Gameplay for Good Wolves.....	24
5.1.2 Core Gameplay for the Bad Wolf.....	24
5.2 Gameplay description.....	24
5.2.1 Clan Selection.....	24
5.2.2 Classes.....	24
5.2.2.1 Class Selection.....	24
5.2.2.2 Class Abilities.....	25
5.2.3 The Player.....	25
5.2.3.1 Player Statistics.....	25
5.2.3.2 Player Resources.....	26
5.2.3.2.1 Health.....	26
5.2.3.2.1.1 Fountains.....	26
5.2.3.2.1.2 Downed State.....	26
5.2.3.2.1.3 Picking up a player.....	26
5.2.3.2.2 Experience.....	27
5.2.3.2.3 Time and Time Bombs.....	27
5.2.3.2.4 Objects.....	27
5.2.3.3 Player Skillset.....	28
5.2.3.3.1 Base Kit.....	28
5.2.3.3.2 Human and wolf kits.....	29
5.2.3.3.3 Special Attacks.....	29
5.2.3.3.4 Active Abilities.....	29

5.2.3.3.5 Ultimate Actives.....	30
5.2.3.3.6 Passive Abilities.....	31
5.2.4 Field of view.....	31
5.2.5 Player Communication.....	32
5.2.6 Skill Tree.....	32
5.2.6.1 Skill Tree Navigation.....	33
5.2.6.1.1 Aggressive Routes.....	33
5.2.6.1.2 Passive Routes.....	33
5.2.6.1.3 Fast Routes.....	34
5.2.6.1.4 Balanced Routes.....	34
5.2.7 Map.....	36
5.2.7.1 Map Structure.....	36
5.2.7.2 Minimap.....	37
5.2.8 Quest System.....	37
5.2.8.1 Quest States.....	38
5.2.8.1.1 Ready State.....	38
5.2.8.1.2 Active State.....	38
5.2.8.1.3 Inactive State.....	38
5.2.8.2 Quest Types.....	38
5.2.8.2.1 Annihilation.....	38
5.2.8.2.2 Serial Killer.....	38
5.2.8.2.3 The Target.....	39
5.2.8.2.4 Gather Clues.....	39
5.2.8.2.5 Dangerous Streets.....	39
5.2.8.2.6 Dodge & Pray.....	39
5.2.8.2.7 The Main Quest.....	39
5.3 Game elements.....	41
5.3.1 Camera.....	41
5.3.2 Controls.....	41
5.3.3 Interfaces and flowcharts.....	42
5.3.3.1 Title Screen.....	42
5.3.3.2 Main Menu.....	43
5.3.3.2.1 Play.....	43
5.3.3.2.2 Characters Showcase.....	47
5.3.3.2.3 Lore Entries.....	50
5.3.3.2.4 Market.....	52
5.3.3.2.5 Settings.....	54
5.3.3.2.6 Credits.....	55
5.3.3.3 Pre-Game Interfaces.....	55
5.3.3.3.1 Role and Clan Reveal.....	55
5.3.3.3.2 Class Selection.....	56
5.3.3.4 In-Game Interfaces.....	57
5.3.3.4.1 Menu.....	57
5.3.3.4.2 Using Time Bombs.....	58
5.3.4 Rules.....	59
5.3.5 Disconnection.....	59
5.3.6 Winning conditions.....	59
5.3.6.1 Winning as the Good Wolf.....	59
5.3.6.2 Winning as the Bad Wolf.....	59
5.3.7 Trophies.....	59

5.4 Modes and other features.....	60
5.5 Accessibility.....	60
5.5.1 Accessibility settings in The Packt.....	60
6. Factions and Characters.....	62
6.1 Factions.....	62
6.1.1 Relationships between clans.....	62
6.1.1.1 Positive relationships.....	62
6.1.1.2 Neutral Relationships.....	63
6.1.1.3 Negative relationships.....	63
6.1.2 Relevance of the Packt.....	63
6.1.3 Fele [fele].....	65
6.1.4 Moonsighters [mun'saɪtərz].....	66
6.1.5 Herin [hərɪn].....	69
6.1.6 Naturia [næ'tʊriə].....	72
6.1.7 Ceuin [səwɪn].....	75
6.1.8 Ayatana [aɪətəna].....	78
6.2 Playable Characters.....	80
6.2.1 Fele characters.....	80
6.2.2 Moonsighters characters.....	81
6.2.3 Herin characters.....	82
6.2.4 Naturia characters.....	83
6.2.5 Ceuin characters.....	84
6.2.6 Ayatana characters.....	85
6.3 The Demons.....	86
6.3.1 Clockmaiden.....	86
6.3.2 Headbouncer.....	86
6.3.3 Hand of Time.....	87
6.3.4 Pendulum.....	87
6.3.5 Cancer.....	87
6.3.6 The Spire.....	87
7. Story.....	88
7.1 Synopsis.....	88
7.2 Complete story.....	88
7.3 Backstories.....	90
7.3.1 Fele.....	90
7.3.2 Moonsighters.....	91
7.3.3 Herin.....	91
7.3.4 Naturia.....	91
7.3.5 Ceuin.....	92
7.3.6 Ayatana.....	92
7.4 Narrative devices.....	92
8. Media List.....	93
8.1 Interface Assets.....	93
8.1.1 Menus.....	93
8.1.2 UI.....	93
8.2 Characters.....	93
8.2.1 Humans.....	93
8.2.2 Wolves.....	93
8.3 Enemies.....	93
8.4 Environment.....	94

8.5 Objects.....	94
8.6 VFX.....	94
8.7 Music & SFX.....	95
8.7.1 Background music.....	95
8.7.2 Sound Effects.....	95
9. Prototype.....	96

1. Design History

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2. Vision Statement

The Packt is a **2D action driven social deduction game PvPvE** that aims to make the player feel on edge at any time, with a **rush against time** to close off a portal that, if fully open, would mean the **end of human and wolves alike**. The players will impersonate **6 werewolves members of the Packt**, an alliance between wolves that ensured the survival and secrecy of the werewolves since their arrival on earth, and prevented the human world from succumbing to the Demons. Now, someone is **opening a giant Portal** that could lead to a Demon invasion, and word of the streets is that **it is one of the six clans that founded the Packt**. Will the Packt be able to **reach and close the Portal in time**, or will the **traitors achieve their secret goal**?

At the start of the game, **to each player will be assigned a clan from the Packt and a secret role based on his preference** specified before the game starts and the availability of it: only one of them will be the **Bad Wolf**, the other will be **normal Packt members**. Each of the player will be able to roam freely in the map, trying to **find out where the Portal is**. On their way to reaching it, they can also **do subquests** to obtain items for themselves, experience to use in their skill tree or more time for the entire group. **It calls for a trade-off**, though: spending time doing subquests **will leave the players with less time to seal the portal**, but not doing them will leave them **powerless in front of the Bad wolf and in the endgame**. Both the Bad Wolf and the Packt members **can start fighting with each other whenever they want**, based on suspicion or distrust. In the case of the Bad Wolf, his motive to engage in combat will be to **advance in his own objective of preventing the win for the Packt members**.

At its core the game is a **social deduction game**, but it incorporates **elements from rpg genres** (like a **class system** and different **factions** in which to identify for the player). It also has a **strong action formula**, given by the extremely prevalent **focus on fighting** and the urge to act due to the time constraint.

2.1 Game logline

“Impersonate a werewolf in this 2D action driven social deduction game, in which fighting and survival are at the core of the experience.”

2.2 Player Experience

2.2.1 Look and Feel

The game has a **dark cartoon art style**, and it incorporates **modern urban elements**. Even though it has a dark underlying artistic theme, the **violence will still be depicted in a more light-hearted way**, just to stay in the **PEGI 12 rating** (as discussed in the section “4.3 PEGI Classification”).

The game wants to appeal to a **young, “edgy” audience**, and the art style reflect this intention. As a reference, **5 games** are presented here (for their **dark, cartoon and/or urban art style**):

Darkest Dungeon



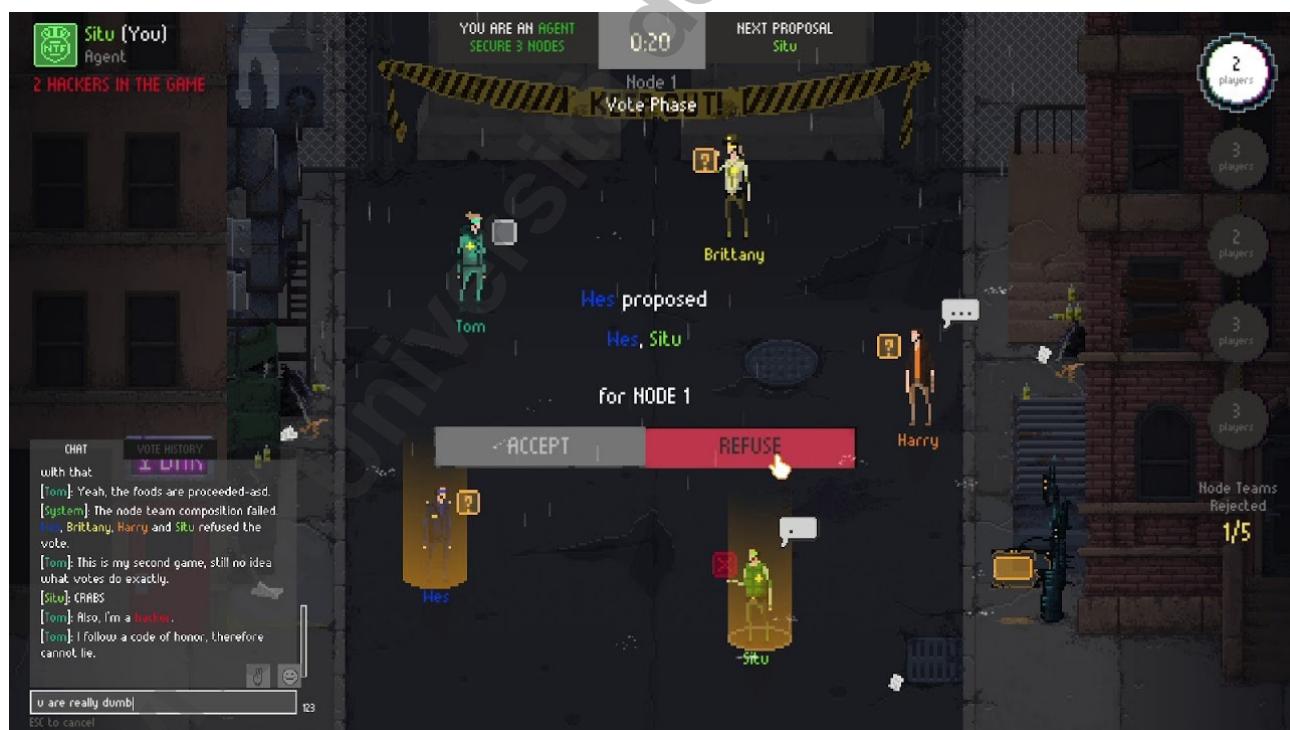
Darkwood



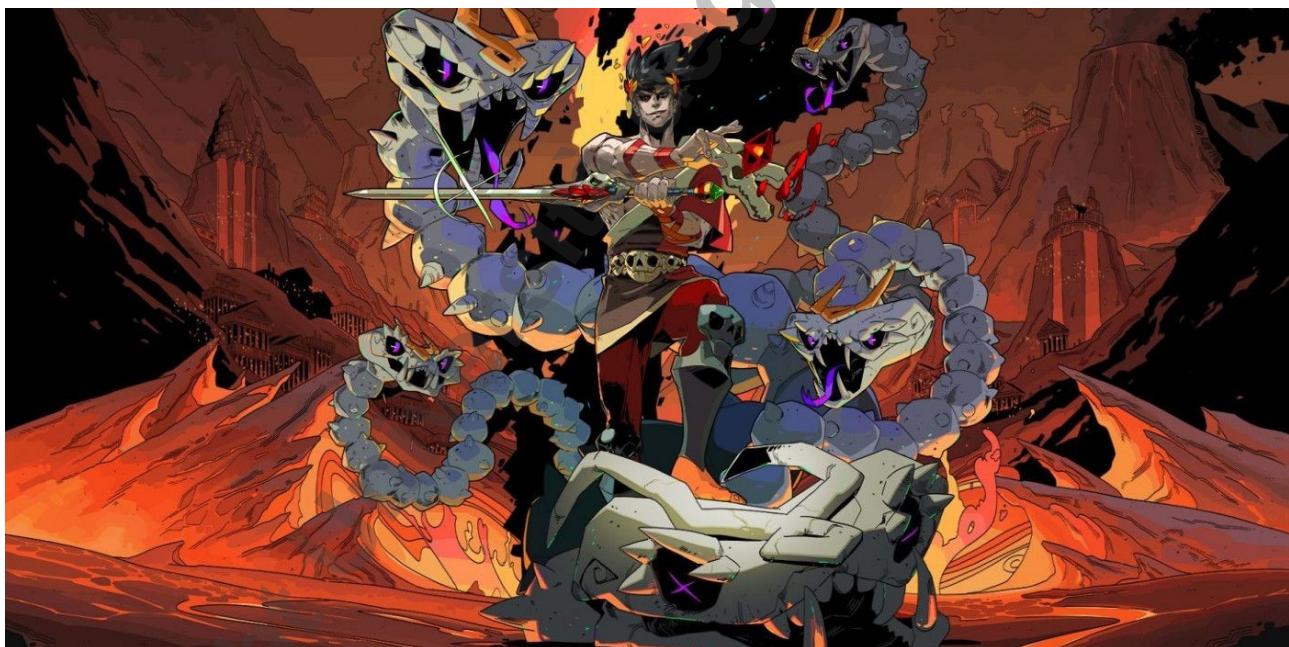
The world ends with you



Mindnight



Hades



2.2.2 Gameplay Synopsis

In the **core gameplay loop**, players will face off against each other in a **social deduction game**, trying to accomplish their objective depending on their role while forming alliances, hypothesis and truces. This game is for 6 player, since there are 6 clans and **each player must be from a different clan**.

Before queueing up for a game, **players have to choose a clan in the home screen**. After this, they can queue up: when a game is found, if there are enough players with different clans everyone will have their favorite; if there isn't enough variety in the playerbase to cover the “one of each clan” rule between the players, the favorite clan will not be assured and instead a casual free clan will be assigned to some of the players. **After that, each one of the players will know if they are a Good Wolf or the Bad Wolf and will have to choose a class depending on their clan and role.**

Each of the players will now be able to roam freely in the map, trying to **figure out where the Portal is**. The Portal room contains the **Main Quest, the one the Good Wolves have to beat in order to win** the game: it's important to remember that there is a **time limit**, so they have to be quick, but they cannot possibly win if they try at the start of the game to beat the Portal, since **the quest is really hard and they have to find a way to become stronger first**. That's why **they have to do quests to obtain items, experience or time bombs**. It calls for a **trade-off**, though: spending time doing quests will leave the players with **less time to seal the portal**, but not doing them will leave them powerless in front of the Bad wolf and in the Main Quest.

Items can be used in various situations to gain advantages. Experience is used in a **skill tree**, a **unique aspect of this game** if one looks at the genre as a whole: **usually social deduction games do not have an in-game progression for the character**, but The Packt aims to be more of an **action rpg game**, including **classes, skill trees** and various **combat abilities** that the players can choose to determine their adventure. **Time bombs** are tools that can be used to **increase or decrease the time the team has** before the opening of the portal: **depending on your role**, you will use them in one way or the other.

As for **the Bad Wolf**, they will have to **hinder the progress of the Good Wolves, but without getting caught**. Using **time bombs** will be a prime example of that, but since both the Bad Wolf and the Packt members can start fighting with each other whenever they want, based on suspicion or distrust, **attacking other player for suspicions or lies will be possible**. Another strategy can also be to **attack the Good Wolves when they are alone**, but it requires some luck, confidence and strategy.

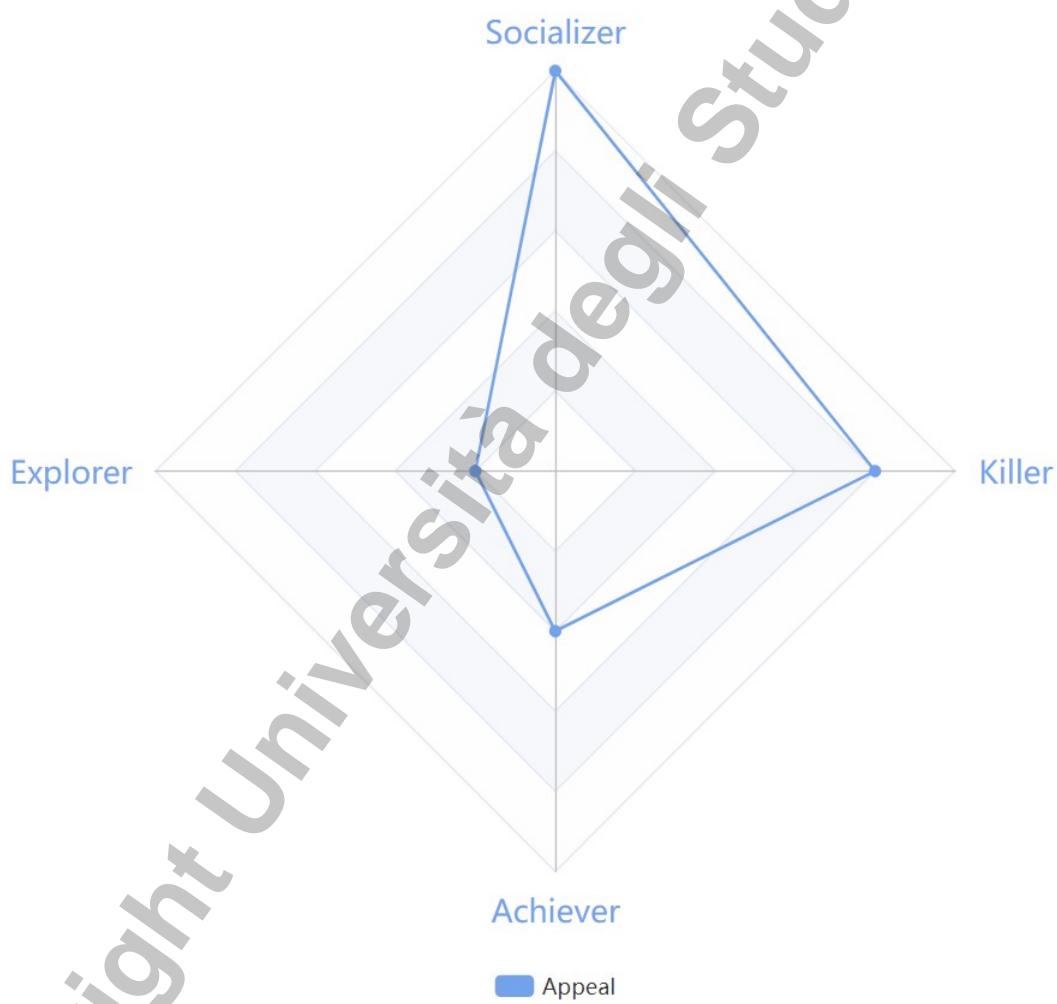
In the end, it can be **summarized** with: **find the Portal, get strong, don't get killed for the Good Wolves and diminish the time, kill everyone, don't get caught for the Bad Wolf.**

3. Audience, Platform, and Marketing

3.1 Target Audience

The game is targeted mainly to an audience of **adolescents, young adults and adults with a little spare time**, who like to **play with friends** or who like to play games heavily **focused on communication, fighting** and that make one feel **part of a group of people with a common objective**.

As for the different **Bartle's player types** this game is targeting a specific archetype, the "**Socializer**", but **can also appeal to the "Killer"** and partially to the "**Achiever**", while not being too much enticing to an "**Explorer**".



Socializer - ★★★★☆

This game is **designed around this player type**: given the **social deduction element**, the social component of **interacting with other players almost constantly** and the possibility of having **long party nights with friends** is what would make a Socializer fall in love with the game. **High replayability and great variety** would make this game the perfect **entertainment for beginner groups and veterans** who are used to spend their Friday nights playing it.

Killer - ★★★★☆

The component of **PvP** and **PvE** are really enticing for this archetype of player, but also the **strict mental competition and intrinsic “supremacy of the fittest”** is what would, in the end, make a Killer stick with the game **trying to become the best of the best**, and **dominate any lobby**.

Achiever - ★★☆☆☆

The intrinsic achievement of **mastering a clan or a class** would give the Achiever a good time to enjoy themselves **mastering the game**. After getting all the **unlockables trough the achievement system and unlocking all the skins** though, the lack of a competitive ladder will probably not be a good thing for many achievers. This is a **deliberate choice**: usually, **competitive ladders bring toxicity** in the communities, and the aim of this game is the one of a “big, chill community” with a **focus on casual matches** that could still give players the chance to reach a higher level of expertise, like **what an average “midcore gamer” would search for** in their game of choice.

Explorer - ★☆☆☆☆

Unfortunately, this game needs a solid and small map to function, giving the Explorer way less **tools to really enjoy the game**. Even if with **future releases maps could be added**, they would still be easily explorable and not too too complex: the only thing left to explore then is the **lore of the game**, which **isn't every Explorer's cup of tea**.

3.1.1 Level of Expertise

The Packt isn't really what could be defined as “entry level”, since it aims to a more invested playerbase, but it also can be picked up by casual gamers with a little bit of effort. It isn't necessarily hard for players that know at least one of the two genres between social deduction games, and action games. The biggest obstacle to learn the game is probably the skill tree, coupled with the combat system: still, again, they can both be learned by casual gamers in a few matches, but it could turn off some people who don't have the same tenacity of a midcore gamer in approaching new and more complex games than they are used to. As for hardcore gamers, this game shouldn't pose a real challenge, and it has a deeper complexity that can satisfy even the people who want more challenging strategies in their gameplays (just maybe not as much complexity as games aimed to hardcore gamers).

3.1.2 Demographics

The game is expected to attract **3 main demographics**:

- **Young teenagers** (12-18), since with the dawn of Among Us success **this demographic has been exposed to the social deduction genre**, and there are the most **avid consumers of media promoted content**; since videos and

streams on social games are an easily producible content for content creators, this would easily attract that demographic.

- **Young adults** (18-24), since dumb, funny and quick social games are always a good “**free-time sink**” that gamers from this age group use to fill up their time. Also, most of the players interested in **PvPvE games are from this age range**.
- **Adults** (24-30+), since they usually search for ways to **get together with their friends on the weekends**; bonus point, usually this kind of games **help to maintain long distance friendships**, since they **don't require to meeting** in person to talk and socialize.

3.1.3 Geographic Distribution

Themes, mythological references and overall appearances **should not be too much of a concern for the distribution** of the game: all cultures should be, in fact, able to easily pick up all the elements of the game. The only few concerns are about law in **countries with strict censorship**: one example could be the Chinese government, that **doesn't allow representation of skulls in games**, and they **should be avoided** or replaced if a publication there is intended. Also, one example of **LGBTQ+ iconography** in the flag on a character's head should be kept in mind as a possible thing that **could be censored** by foreign government: even if this could lose the game a discreet amount of consensus and market share, the **vision of the game is to be open, inclusive and bold**. It will be produced containing those references **regardless of controversies, backlash or censorship**, since the game is **set in the present time** and **should represent a modern view of the world, and not an archaic one**.

3.2 Platform

The Packt will be available on **Windows PCs and Playstation 4**. These platforms were chosen mostly for **how widely used they are**, and how friend groups have the **tendency of sharing at least one of these two**. The game **shouldn't be too demanding of computing power**, therefore most modern Desktop Computers and Laptops should suffice. The Packt will be **published on PC via Steam** as it is the main competitor and **could reach the largest amount of people on the platform**. It's being considered, **depending on the reception** and success of the game, to **implement crossplay**, as it would both **improve the perceived playerbase** at any given time and give the **chance for friends that don't own the same platform to play together**.

3.3 System requirements

Other than one of the aforementioned platforms, **this game will require an internet connection** and a **microphone** to play. The microphone is needed for communicating with other players, as that is the **focal point of the game** and a must for the experience to be as intended. Both **K&M or a Controller are equally as viable** to play the game, the choice between them is up to the preference of the player. Further details can be found in the **Technical Design Document in chapter 3**.

3.4 Top performers

3.4.1 Among Us



Among Us is an online multiplayer social deduction game developed by Innersloth studio. The game takes place in various space-themed settings, in which players can either be **Crewmates or Impostors**. The goal of the **Crewmates** is to identify the **Impostors**, eliminate them via a plurality vote, and complete tasks around the map. On the other hand the **Impostors**' goal is to covertly sabotage and kill all the **Crewmates** before they complete all of their tasks. Players suspected to be **Impostors** may be eliminated with the **voting system**, but the **Impostors** can also manipulate the discourse and facts in a way that frames and eliminates **Crewmates**. The game, after an unremarkable launch, had a **resurgence in popularity in mid-2020**. One of the main reasons for this is, definitely, the **need for social interaction during times of quarantine** caused by the COVID-19 pandemic. In the same vein, **The Packt has the possibility to fulfill the same need for social interactions in similar times**.

3.4.2 Deceit



Deceit is an action, multiplayer first-person shooter developed by Baseline studio. All players wake up at the same time and a third of the group has been infected by a virus and are tasked with taking down the other innocent players. Innocents must stay alert, traverse the three zones and escape through the safety hatch as the infected try to pick them off one by one.

When playing as an innocent, the player will progress through the map and come across items to help them survive as they advance towards the exit. However, they will need to decide which of these are most valuable to them, and whether to collaborate or fight with other players to get their hands on them. The infected, in the meantime, will be busy collecting blood and trying to cover up their sabotage attempts, whilst the innocents will be keeping an eye out for suspicious behavior and attempting to make alliances with those they think they can trust.

3.4.3 Project Winter



Project Winter is an online multiplayer survival game created by Other Ocean Interactive. It's a game based on the betrayal of 8 players focusing on social deception and survival. Communication and teamwork is essential to the survivors' ultimate goal of escape; but on the other side of things there will be traitors within the group who will be steadily gaining strength as the match progresses. The traitors' only goal is to stop the survivors by any means necessary. A remarkable feature of this game is the presence of proximity voice-chat, so that only players that are close enough can directly communicate.

3.4.4 Werewolves within



Werewolves within is a VR game available for both PS4 and PC, developed by Red Storm Entertainment. It's the only title of the same genre of **The Packt available for PS4**, so it's worth mentioning.

It's a frenetic game featuring **secret roles and social deductions**. This game, in a similar vein to the games in the previous sections, has **two different sides with different conditions**; with **Townfolks winning if they successfully “lynch” a wolf and Wolves winning if they don’t get lynched**. The **main selling point** of the game that distinguishes it from others is the **significant amount of roles** that give **different skills and objectives**.

3.5 Feature Comparison

Features / Games	The Packt	Among us	Deceit	Project Winter	Werewolves within
Social Deduction	Yes	Yes	Yes	Yes	Yes
Fighting	Yes	No	Yes	Yes	No
Survival	No	No	No	Yes	No
Classes	Yes	No	No	Yes	Yes
In-game leveling system	Yes	No	No	No	No
Graphic style	Dark-Cartoon	Cartoon	Realistic 3D	Low-Poly	Cartoon 3D

As the table above makes clear, **The Packt** can find its own niche among social deduction games, as it **mixes and matches some parts of similar games while adding its own distinctive features** that aren't explored yet.

Most social deduction games have a **strong foundation for the deduction system** but **don't really provide further mechanic gameplay for Midcore players and above** to enjoy.

Something else worth mentioning is that **The Packt out of all its competitors is the only one which offers RPG elements**, and therefore can be **appealing to a new category of players that strictly enjoys RPGs**.

The game intentionally avoids having survival elements like Project Winter to **keep more focus on a quick paced experience**, this way the players can be more engaged and have less frequent and shorter stretches of slow paced gameplay.

3.6 Business Plan

The game **will not be free-to-play**, but the price is yet to be decided. To **make the game become known, to allow players to send feedback about bugs, and to balance it better** thanks to a bigger amount of players, the game will be released as **a closed beta in the first period**. It will be followed by an open beta when the game reaches more stability, to follow the **same goals but on a larger scale**. After full release the game will receive monthly content updates and balancing patches: in each update, new skins will be added to be able to sustain the game long term, but **new character, abilities, objects or mechanics will probably be added as well**. In regards to seasonal event, they will be planned around the time of the festivity of interest (**Christmas, Halloween, Easter...**), and the **quantity will be decided by the enjoyment of the players** and how lucrative they are in keeping the community interested in the game.

4. Legal Analysis

4.1 Name

The name “The Packt – Treacherous Bloodline” it's free from copyright.

4.2 Assets and Localization

All the **sprites, GUI, soundtrack, and sounds will be commissioned to professionals in the field, so they will also be free from copyright** since they will be produced for the **only intent and purpose to be used for this game**.

The game will be entirely in English, at least for the first period: since there isn't any dialogue and only a few descriptions of abilities and characters, **the translation efforts toward the release will be minimal** or even non-existent given that the team is capable of communicating at least in a C1/B2 level. **The plan is also to expand the localization to for the game to the top 10 languages by speaking population** according to Ethnologue (2021, 24th edition): English, Mandarin-Chinese, Hindi, Spanish, Arabic, Bengali, French, Russian, Portuguese, Urdu.

It may be necessary to translate it in more, less, or different languages based on the success of the game in the first period, and a localization to Italian will be easily introduced given the native language of the team members.

4.3 PEGI Classification

The game will probably have a **PEGI rating of 12**, that is described as: “Video games that **show violence of a slightly more graphic nature towards fantasy characters or non-realistic violence towards human-like characters** would fall in this age category. Sexual innuendo or sexual posturing can be present, while any bad language in this category must be mild. Gambling as it is normally carried out in real life in casinos or gambling halls can also be present (e.g. card games that in real life would be played for money)”. **Since one of the main demographic the game is aiming for is an adolescent audience, this goes in the game favor popularity-wise: in the worst case, even if the rating would be PEGI 16, it wouldn't be too far off of the main target audience.**

5. Gameplay

5.1 Overview

5.1.1 Core Gameplay for Good Wolves

Good Wolves must to find the Portal in the map and close it before the time limit expires. To do so, they also have to get strong doing quests around the map to gain experience (to be used in the skill tree), also avoiding getting killed by the Bad Wolf and, possibly, find out who they are and killing him first.

5.1.2 Core Gameplay for the Bad Wolf

The Bad Wolf has as their primary objective to diminish the time for the Good Wolves while not getting caught. Killing everyone can also be a good way to achieve their victory condition. They can also stir up the pot, causing confusion, using lies and deception or just attacking random players to make them waste time healing.

5.2 Gameplay description

Before exploring in details the various parts of the game, one thing that should be highlighted is that every ability, item and mechanic has been built by keeping in mind a simple design principle: Good Wolves and Bad Wolves should have access to the same things and, coherently, those things shouldn't be biased toward neither one of them. Both factions should find any ability useful in the same way, even if they may use it in diametrical opposite strategies.

5.2.1 Clan Selection

The differences between each of the six clans will be explained in better detail in the following chapters. At the moment, let's assume the player that is interfacing with the game already knows the differences between the various clans.

To start a game, players have to chose one of the six clans in the main menu to select for the next game. The choice will be remembered by the system for future matches as well, so there will be no need to select again the clan every time, but it will still be possible to change the clan that the player want to play as in between matches. It's important to remember that, if possible, everyone will have their clan of choice, but due to a possible small playerbase in the first period, the matchmaking queue could suffer of a lack of diversity: to solve this problem, sometimes some player could experience what is called "autofilling". Autofilling is when the game selects a random available clan for you if you get added to a lobby and your clan of choice is already taken due to a lack of diversity in the queue.

5.2.2 Classes

5.2.2.1 Class Selection

When the game starts, each player will discover their secret role (Good Wolf or Bad Wolf, core gameplay description in chapter 5.1). After that, the players will have 30 second to select one of the three classes that will appear on their screen: this happens now to allow the players to make informed and strategic decisions, also

based on their secret role. If the player doesn't pick a class in the available 30 seconds, the game will make a random pick for them.

5.2.2.2 Class Abilities

Class abilities, or also “character specific passives” are **unique abilities obtainable only by selecting a specific character**. They are all **passives or statistical increases**, and aim to be **useful in both the Good Wolf and Bad Wolf scenarios**. Each clan has a simpler “**stat stick character**” (highlighted in light blue), useful to **learn the clan** without having to think much about their unique passive, and two more “**advanced characters**” (highlighted in pink) with **fully fledged passive abilities**.

Clan	Class	Character specific passive	Name
Fele	Soldier	+15% dmg	Martial training
	Doctor	Regenerate 1 hp each second if nobody is near	Stitches
	Firefighter	You become immune to every effect/damage for 2 seconds when you reach 40% life	Unfased
Moonsighters	Chemist	+10% dmg & +10% hp	Pungent fumes
	Researcher	Time bombs are +50% effective	Time expert
	Meteorologist	Sees on the map people near them	Signals in the sky
Herin	Guide	+15% speed	Fast walker
	Anchor	When you get downed, you appear on everyone's map. +5% proximity chat range	Broadcast
	Translator	Other people appear on your map when downed	Deep understanding
Naturia	Herbalist	+15% hp	Strong brew
	Geologist	Heal to full health using fountains. You don't trigger fountains cooldowns	Pure spring
	Biologist	+80% dmg vs demons	Master the unknown
Ceuin	Politician	+10% speed & +10% hp	Down to business
	Lawyer	Up to +30% dmg the lower your hp are	Never cornered
	Policeman	Start with the item: [Tracker]. You can't be tracked if you're full health.	Investigation
Ayatana	Dancer	+10% dmg & +10% speed	Stretch & warm up
	Writer	At the start, the cost of 2 random cells of the skill tree becomes zero	Snake eyes
	Architect	At the start, 6 random challenges get revealed to you.	I've built this

5.2.3 The Player

5.2.3.1 Player Statistics

Each player has **3 statistic that should try to augment via the skill tree** according to their needs: **health** (or hp), **damages** (or dmg) and **speed** (or spd). All the statistical **increases are additive**: let's say the player has three +20% damage buffs, the following calculation will be applied like this → $[1 * (1 + .2 + .2 + .2) = 1.6]$ and never like this → $[1 * (1+.2) * (1+.2) * (1+.2) = 1.728]$. Three +20% damage buffs will always equal to a +60% damage increase.

Clan	Stat 3	Stat 2	Stat 1
Fele	dmg	hp	spd
Moonsighters	spd	dmg	hp
Herin	spd	hp	dmg
Naturia	hp	dmg	spd
Ceuin	dmg	spd	hp
Ayatana	hp	spd	dmg

It's important to know that **every player will start a match with the same base stats** (100 hp, +0% dmg and 10 spd), but each clan has a different biological

background and the **rate at which they augment will be different**. Every clan **categorizes the three statistic in “Stat 3”, “Stat 2” and “Stat 1”**: the number that appear in the word stands for **how many times** a statistical increase for that specific stat **will appear in the skill tree**. Notice that, for every clan, Stat 1/2/3 **will always appear in the same spot**: to know exactly where, refer to chapter “**5.2.6 Skill Tree**”.

5.2.3.2 Player Resources

5.2.3.2.1 Health

In this game, players will find themselves to have to **manage their health to not die** and, consequently, being eliminated from the match.

5.2.3.2.1.1 Fountains

Exception made for some abilities and the object “Syringe”, **fountains are the only way to consistently get healing in the game**: they spawn in predetermined locations of the map (they can be found in chapter “**5.2.7.1 Map Structure**”), but **only 4 of them each match**. If the player **interacts with a fountain** (it doesn’t matter if they are or not injured), it cures the player for **50% of their max hp and then it is not usable anymore for 1 minute**. A Bad Wolf strategy could be to **camp a fountain and wait for an unsuspecting victim with low hp to show up**: then, the Bad Wolf can **consume the fountain and kill them**.

5.2.3.2.1.2 Downed State

A player is considered “**Downed**” if their health reaches 0: **they can still move around really slowly** dragging themselves on the floor, their **voice chat will be muted** and they have to find someone to pick them up, or else they will die.

This **can happen both because of injuries produced by fights with Demons** and because of **damages inflicted by other players**: in both cases, a **player can be straight up killed by anyone if found in the Downed state** by clicking the **interact button** (it will trigger a **long animation that will prevent quick kills** and will **augment the risk of getting caught** giving the finishing blow as the Bad Wolf). When a player is downed, a **howling will resonate through the map, alerting everyone** of the fact that someone has just been fatally injured. After the howling sound is triggered, a **“Bleedout timer” will appear**: if in **30 second nobody is able to pick up the downed player, they will die by blood loss**.

5.2.3.2.1.3 Picking up a player

If a player finds someone else in the downed state, **they can pick them up with a interruptible long animation** that leaves them **fragile and exposed** (so they should make sure to not get ambushed if they decide to do it). The animation gets interrupted by letting go the interact key or by **suffering any sort of damage**. A player picked up this way **will have 1 hp** and will be, of course, really susceptible of getting downed again, so **they should search for a fountain and be careful of their surroundings**.

5.2.3.2.2 Experience

One point of experience can be gained every time a quest that gives experience as a reward is completed. It can be spent to acquire new abilities or statistical increases in the skill tree.

5.2.3.2.3 Time and Time Bombs

The game **most important resource is time**: in fact, **the game will end as soon the timer hits zero**, and both sides have to use and **manipulate time at their advantage** to win. The **timer starts at 6 minutes**, but there is a tool that can increment or decrement it: **Time Bombs**. **Time Bombs** are special kind of item that will be obtained through quests but don't belong in the "objects" pool of rewards, and they are essentially a **number of seconds that is in between 45 and 90** that can be added or subtracted to the timer.

They are considered as a **unique stack**: every time a Time Bomb is collected, its value is added to the sum of the values of the previous unused Time Bombs.

To use a Time Bomb the player has to press the corresponding key, and then **select with the mouse one of the two options on screen**. If a player, for example, gains a Time Bomb whose value is 45 second, then another one of 60 seconds, and then they press the key to use the Time bomb, on screen **two buttons will appear**: "+105 sec" and "-105 sec".

The decision for the possibility for both the Good and the Bad Wolf to do both action is simple: **for the Bad Wolf it could be a deception tool**, for the **Good wolf adds a possibility of distraction error that could be used**, again, as a decoy from the Bad Wolves to cover up their deception.

5.2.3.2.4 Objects

Objects are one-time usable consumables that are **obtainable by completing quests**: after a quest which with an object as a reward is completed, **one of the items in the objects item pool will be collectible by interacting with the Quest pillar**.

They offer **advantages in and out of combat**, and can be subdivided in **three categories**: red items are focused on **augmenting one's stats**, yellow items are centered around **fighting abilities** and the blue ones are mostly **out of battle advantages**.

Object	Effect
Syringe	Activates an aura on the player that heals them for 10% of their max heal every 2 seconds for 15 seconds, up to a maximum of 70% of their max health. If the aura is active and the player health is >= than 70%, it grants a +25% dmg bonus
Snack	The player gets +15% spd and +1 dash for 30 seconds
Grenade	A grenade that can be thrown and deals damage in a big area to every entity present, even to the player who has thrown it if they are too close
Tear Gas	Tear gas that will reduce the damage and fov of all the enemies near the area of the impact by 30%
Tracker	Can be placed on a player. Their position will be shown to you throw the minimap.
Ancient Talisman	The player becomes invisible for 15 seconds or until they suffer or inflict damage

The **original view** was much more wide and **comprehended a larger number of items** in a true RPG fashion, but it was reduced to a **limited number** to better reflect the **interests of the main target audience, midcore gamers**: too many items, in conjunction with the high number of information that they already have to assimilate, **could alienate them and push the game in more of a hardcore direction**. Even if the game tries to be **inclusive of all three demographics**, giving different inputs for different kind of players to find something that fits their lever of investment in gaming, **giving too many information to remember and too many options to low-skill level players** would just **not make them able to grasp subtle nuances** if not by **investing time that they are not willing or not able to invest**. Lowering the quantity of elements while giving a **concise and precise structure to the category of consumables can**, in a certain sense, **benefit all three demographics**: even if high-skill players would love a lot of items with flashy effects to use and remember, the fact that **knowing what you can expect from an enemy based on a small pool of possibilities can be considered a net positive**, since it opens up a **level of strategy that high randomness doesn't allow**. It's **very likely**, though, that **new items will be released once the playerbase adapts** to the items already present in the game.

5.2.3.3 Player Skillset

5.2.3.3.1 Base Kit

Inside the game, players can do **multiple actions**:

- **move** from left to right;
- **jump**;
 - the players **will not be able to jump if they find themselves standing over an enemy or another player**, but they have quite a lot of mobility while in the air and can perform most of the other actions.
- **crouch**;
 - it could be **useful to move in small areas** or to **activate some abilities**.
- **dash** in a straight line;
 - it **gives a lot of mobility in and out of fights** and it's a useful **dodging tool**. It has a **1 second cooldown**, but it can be concatenated to other dashes if the player has the ability to perform more than 1 dash consecutively.
- **transform between the human and wolf state**;
 - it allows to use a **new skillset paying the price of being louder** and with a **bigger hitbox**, or allows to revert the process for **strategic purposes**.

The player can also **switch between the standard attack mode** (in which they can **shoot and use objects in human form** and **use basic or special attacks in wolf form**) and the **interact mode**, in which they can:

- **interact with the environment**;
 - this can be used to **activate fountains, quests or pick up rewards**.
- **inspect player and objects**;
 - it will make appear on the screen a **little description of the item, ally or enemy** that the player is inspecting.

5.2.3.3.2 Human and wolf kits

When in **human form**, the player can, in **addition to the base kit**:

- **shoot with a pistol;**
 - it deals **low ranged damage**, and it's the only form of damage (exception made for the Grenade) that the human form possesses.
- **use time bombs;**
 - chapter “**5.2.3.2.3 Time and Time Bombs**”.
- **use objects;**
 - chapter “**5.2.3.2.4 Objects**”.

When in **wolf form**, they can:

- **use a basic attack;**
 - it is a **melee attack with the frontal paws**, it's quick but it has **low range**.
- **use a special attack;**
- **use active abilities;**
- **use their ultimate active;**

5.2.3.3.3 Special Attacks

Special attacks are **mildly powerful projectile attacks that have a high cooldown of 30 seconds**. They aim to **counterbalance the melee-focused fighting style** of the game with a **projectile-based component**.

Clan	Special Attacks	Name
Fele	Charge up a slow and short range projectile that deals 50% of the opponent max hp	Fury
Moonsighters	Charge up a laser that hits in a straight line until it hits a wall, piercing through units and becoming increasingly stronger with each unit hit	Laser
Herin	Throws a bomb that explodes on impact and that pushes away the entities in the area of the impact. If they hit something while getting pushed away, they suffer moderate damages	Distortion
Naturia	A vine pierces through the terrain with an upward motion, damaging anything on its path	Vines
Ceuin	Perform a super fast dash towards the cursor, passing through entities and damaging them	Slash
Ayatana	Create a drop of ink that instantly starts to fall towards the floor. If it hits someone, their fov is reduced to zero for 6 seconds	Ink

5.2.3.3.4 Active Abilities

Each active ability is shared by two clans, usually justified by something they both have in common by lore canons. They all have **30 seconds cooldowns**.

Clan	Weak Active	Medium Active	Active Attack modifier
Fele	Moon jump for 20 seconds	You can pick yourself up once	Your next 3 basic attacks have augmented range
Moonsighters	Reactivate an inactive challenge	You become immune to every effect/damage for 2 seconds	Your next 2 basic attacks shoot a projectile in a straight line
Herin	Reactivate an inactive challenge	The next use of your special ability doesn't trigger its cooldown	Your next 3 basic attacks have augmented range
Naturia	Change reward of a won challenge	You can pick yourself up once	Your next 2 basic attacks shoot a projectile in a straight line
Ceuin	Moon jump for 25 seconds	You become immune to every effect/damage for 2 seconds	Your next basic attack stuns the target
Ayatana	Change reward of a won challenge	The next use of your special ability doesn't trigger its cooldown	Your next basic attack stuns the target

Active Ability	Name
Reactivate an inactive challenge	Ignite
Change reward of a won challenge	Shuffle
Moon jump for 25 seconds	Defiance
You can pick yourself up once	Unbroken
You become immune to every effect/damage for 2 seconds	Parry
The next use of your special ability doesn't trigger its cooldown	Resourcefulness
Your next 3 basic attacks have augmented range	Reach
Your next 2 basic attacks shoot a projectile in a straight line	Throw
Your next basic attack stuns the target	Bang!

5.2.3.3.5 Ultimate Actives

Ultimate actives are game changing abilities that can be used only once per match. These abilities should be the priority goal for any player, and usually they are a good indicator of power level for when to face off the Main Quest.

Clan	Ultimate Active	Name
Fele	For 20 seconds: +20% dmg, +20% spd, +20% hp, +20% field of view, +20% proximity chat range	Feral frenzy
Moonsighters	True sight and true proximity (you see all other players on the map and you hear everyone) for 30 seconds	Omniscience
Herin	All the abilities, objects and attacks of the other players are disabled for 6 seconds. For all players in range, +12% speed and disabled proximity chat for 12 seconds	Cacophony
Naturia	This ability can be activated only if you're dead. Return in game for 60 seconds with 60% life, 120% dmg and 120% speed. Your proximity chat is disabled	Ritual of Dawn
Ceuìn	Instantly send someone down, even yourself. You can't pick them up or kill them when downed this way, but others can.	Subdue
Ayatana	You become completely invisible for 30 seconds. Your proximity chat range is increased by 30% and you have +50% dmg during this period of time	Jester's finale

5.2.3.3.6 Passive Abilities

Passive abilities are divided in 3 tiers based on their impact on the game and on how easily they can be unlocked. Quick side note: as described in the beginning of the chapter “5.2 Gameplay description”, **Good Wolves and Bad Wolves should have access to the same things and, coherently, those things shouldn’t be biased toward neither one of them**. In this chapter, though, it’s possible to notice how **Bad Wolves will have access to special abilities if they are playing a character from the Naturia clan**. This choice isn’t casual: it’s an attempt to insert a bit of lore into the gameplay, since it’s **canonical that the true traitors by lore are the Naturia clan** (as described in the chapter “7.3 Side Stories”).

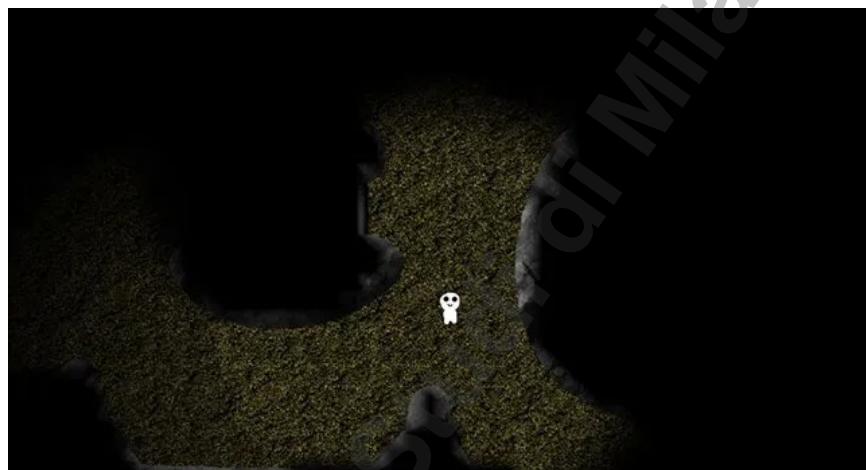
Clan	Class passive - Tier 1	Name
Fele	Unlocks the ability to double jump	Touch the moon
Moonsighters	Field of view increased by 10%	In my sight
Herin	Proximity chat range is increased by 10%	All ears
Naturia	Your bleedout timer is longer by 10% [For the Bad Wolf: Your enemies bleedout timers are shorter if you down them with your special]	Smell of death
Ceuìn	Receiving damage increases your speed by 5% for 5 seconds. Stacks	Tastes like iron
Ayatana	Using an object has a 20% chance to give you a copy of the same object for free	Masterful intuition

Clan	Class passive - Tier 2	Name
Fele	Instant transformation. +5% speed in human form, +10% if you aren't injured	Quick
Moonsighters	+50% experience gained	Field experience
Herin	+6% dmg for every player near you, yourself included	Social animal
Naturia	You can pick up other player instantly. They are healed 10% of their life [For the Bad Wolf: players don't howl if you down them with your special]	Back up
Ceuìn	Inspecting a unit gives you more information, like which abilities a player has unlocked and which object they have	Keen eye
Ayatana	All the challenges and fountains are revealed on your map	Eidetic memory

Clan	Class passive - Tier 3	Name
Fele	Cannot be stunned or tracked. Heal 1% of max hp every time you hit a unit with a basic attack	Unshackled
Moonsighters	On the map the portal location is revealed to you. +60% dmg in the portal room	Astral Conjunction
Herin	Inspecting a unit gives it -6% dmg for every player near itself, itself included if it is a player	Pressure
Naturia	Inspecting a body reveals who or what killed the player [For the Bad Wolf: You can interact with a body to cover it up, preventing it from being found]	Kiss of death
Ceuìn	Your dash is longer, has a lower cooldown and deals damage on impact	Cutting edge
Ayatana	You're camouflaged when crouched. Crouch attacks deal +50% dmg but end the camouflage	Camouflage

5.2.4 Field of view

Players will have their **vision limited by a sort of “fog of war”**. Their field of view, that represents what they can see, **can be increased by some passive abilities**, and it allows payer to **spy on others without getting caught**, to prepare **ambushes or to prevent them**. It is composed by a **zone of full view, a black zone in which is impossible to see** and, in between them, an **alpha gradient that allows the player to see through** but not in a perfect way.



5.2.5 Player Communication

Player communication in game will be available through proximity chat: player close to each other will be able to speak and player distant from each other will not be able to. Also, the **voice chat will be directional**: if someone is talking to the player from their left, they will hear it in their left ear, and **if someone is talking to them from too far away, they'll appear quieter and quieter the more distance is present**. The range is also sometimes modified by some passive abilities.

No text chat will be implemented because it would disrupt the fast flow of the game, and it paramount that the **focus of the player should be on actively talking while doing other stuff and not standing in place while typing**.

As will be treated later in the chapter “5.7 Accessibility”, a system of on screen “pings” that will help player with auditory difficulties or with bad microphones/headsets will be implemented, and it will include ways to ask quick questions, propose actions to do together and make accusations.

5.2.6 Skill Tree

The skill three is what really makes this game unique in the genre, and it gives replayability to the title due to the variety of choices it allows. The skill tree structure is the same for every clan and class, but each clan has different abilities inside it, with a different character specific passive for each class. To unlock a block of the skill tree, the player must posses at least 1 experience point, and a previous block in the tree has to be already acquired.

For an easier understanding and an easier navigation, refer to the following chapters to gather the information about all the blocks of the skill tree:

- Character Specific Passive: “**5.2.2.2 Class abilities**”
- Stat 1/Stat 2/Stat 3: “**5.2.3.1 Player Statistics**”
- Class passive tier 1/2/3: “**5.2.3.3.6 Passive Abilities**”

- Weak Active/Medium Active/Active attack modifier: “**5.2.3.3.4 Active Abilities**”
- Ultimate active: “**5.2.3.3.5 Ultimate Actives**”



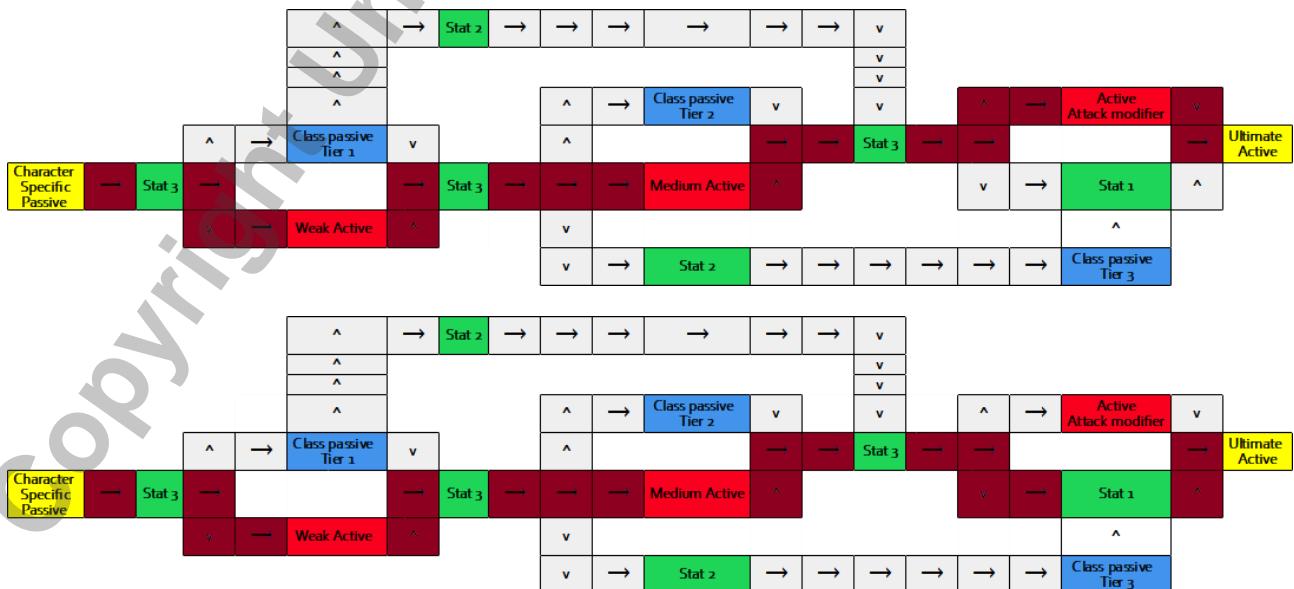
5.2.6.1 Skill Tree Navigation

In this section the **possible styles of navigation** of the skill tree a player could chose will be discussed, with their pro and cons. They are all **based around the assumption that a player will try to reach their ultimate ability as soon as possible**, since deviating from a path to gather other abilities or statistical increases will result in a loss of overall power (taking in consideration that the ultimate ability is a player strongest asset). **Player can still deviate from the following paths**, since unlocking a block of the skill tree will **open up the possibility of unlocking any other block linked after it**.

5.2.6.1.1 Aggressive Routes

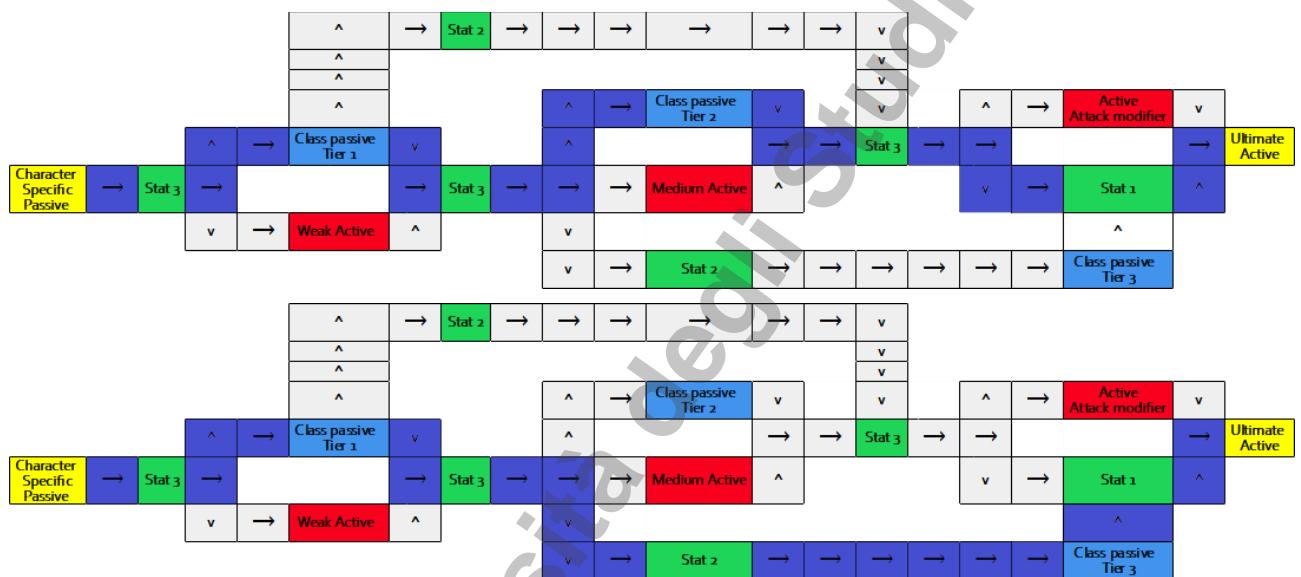
Aggressive routes are the best pick for games in which a player can predict a lot of fighting or, based on playstyle, they are suggested for players that prefer to actively have more things to do instead of having “the game play itself”, as they would say.

Cons: few powerful late game effects. They focus on unlocking active skills and stat increases, and they reach the ultimate ability in **7 purchases**.



5.2.6.1.2 Passive Routes

Passive routes are the best pick for games in which a player can detect a higher level of skill/knowledge of the game in their opponents or, based on playstyle, they are suggested for players that prefer to think more about strategy and how to gather more value in their experience points than their enemies, sacrificing fighting power for better tools out of combat. **Cons:** few ways to powerfully impact combat. They focus on unlocking passive skills and stat increases, and they reach the ultimate ability in **7 purchases**. Important to notice: it's impossible to collect all passives if a player tries to reach the ultimate active without deviations.



5.2.6.1.3 Fast Routes

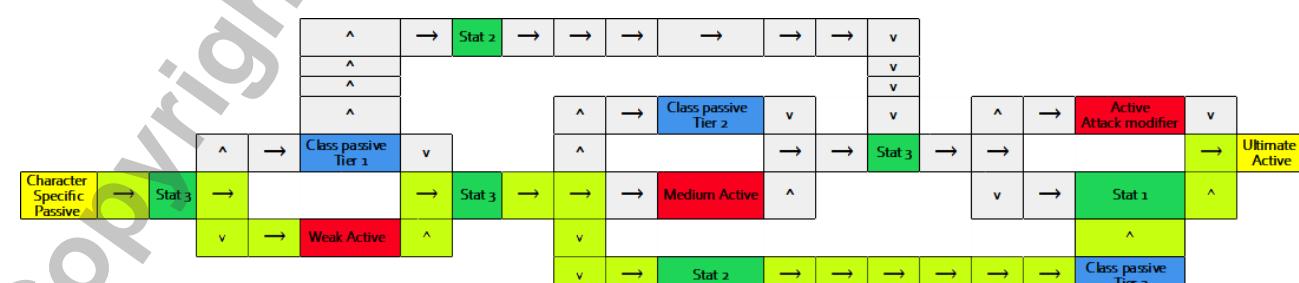
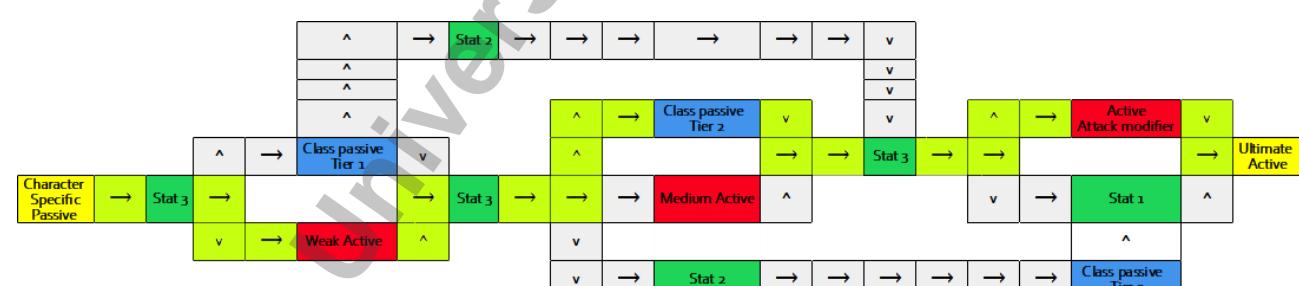
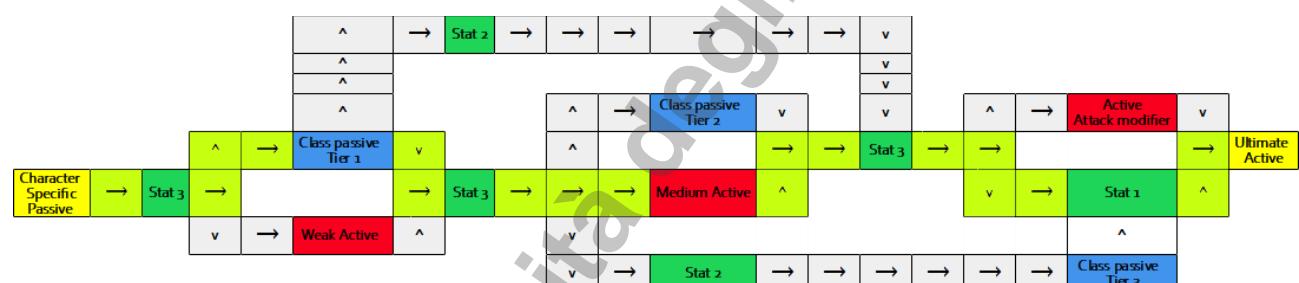
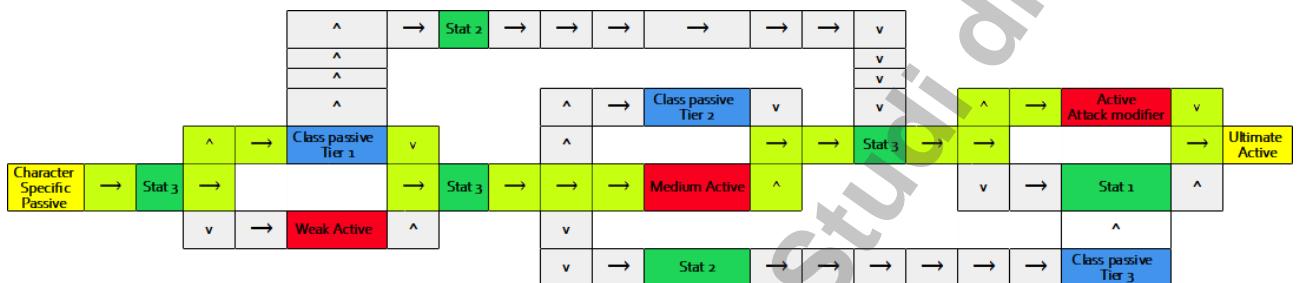
Fast routes are the best pick for games in which a player feel that the game will conclude quickly or, based on playstyle, they are suggested for players that prefer to reach their power-spike faster or really enjoy Ultimate Actives. **Cons:** fewer abilities than other players. They focus on unlocking ultimate abilities, and they reach the ultimate ability in **6 purchases**.



5.2.6.1.4 Balanced Routes

Balanced routes are a pick that can be **good for many types of matches** since they are **less specialized** and **more geared towards being well rounded**, but not excelling in anything in particular. They will probably be the **most prominent between inexperienced players**, since people tend to balanced setups more when **inexperienced**, and to specialize more when **experienced**.

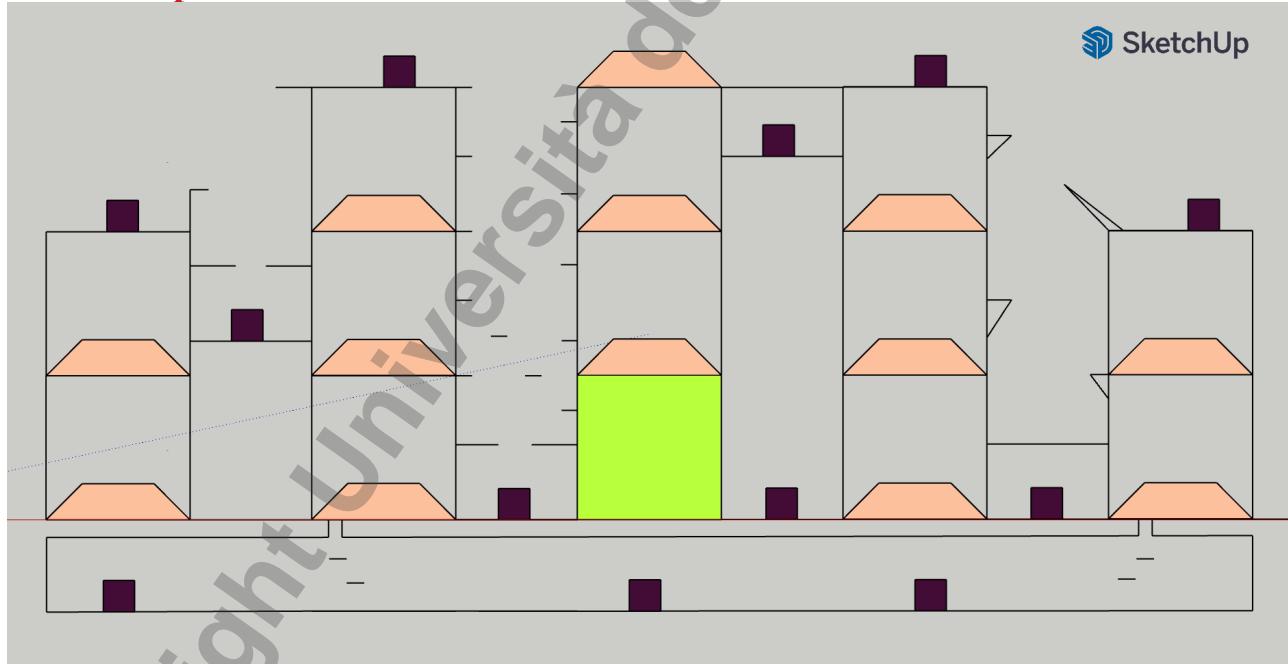
They reach the ultimate ability in **7 purchases**.





5.2.7 Map

5.2.7.1 Map Structure



- **Green room:** starting location;
- **Pink elements:** rooms in which there can be a **quest**;
- **Purple squares:** twelve of the possible spawning points for **fountains**.

This map aims to be on the **smaller side** to promote interactions and avoid dispersion of the players. There will be **13 quests room** of which **one is the Main Quest and the others are two copies of each of the other remaining quest**. As it is possible to notice, various **platforming elements** will be present in the map to

promote mobility skills and reward a good knowledge of the map. The **bottom part of the map are the sewers**, a place that can be **used to hide**, heal with the fountains or **travel the map quickly** without the usual map elements that could block player movements between rooms. Important detail: **rooms will be placed randomly in the predisposed blocks**, so they **should be built accordingly following dimensions and restrictions imposed by room structures** (like the openings, doors, and eventual internal platforms).

5.2.7.2 Minimap

The **minimap is a tool that player can use to orient themselves during the playthrough**. Depending on which abilities a character has, **some information** like nearby or downed players, active quests and the position of the Main Quest **can be depicted on it using small recognizable tokens**:

- **Nearby players**: human or wolf head, color tied to the clan;
- **Downed players**: human or wolf head with “X” on the eyes, gray color;
- **Active quest**: an exclamation point with a different color based on the reward: green for experience, yellow for time bombs and red for objects;
- **Main Quest**: three exclamation points.

5.2.8 Quest System

The game is also **focused around completing quests to obtain one of three kinds of rewards: experience, object or time bombs**. There are **6 types of quests** that get performed in specific rooms of the map, and one special quest that is called “**Main Quest**”: **when that quest is completed, the game is considered over and the Good Wolves win**. Even if each quest is **doable only in a specific room**, and each room has its personal layout, **all the rooms have several common elements**: an **opening on the top and bottom left side** of the room, that will make rooms **connect vertically** with one another, and a **pillar that will be used to activate the quest, signal the state of the quest, and gather the rewards**. The pillar will also have an **icon inside that depicts which reward will the quest give** on completion. Any player can enter a challenge and **take part in it at any point while it is ongoing**: to **gather the reward, a player must be in the room the moment the challenge ends**. Even if they enter a completed challenge one second after it’s done, they will not be able to gather the rewards.

This could lead to “**Leeching**”, an **intended strategy** in which a player can abuse this mechanic and **enter in rooms when the challenge is almost over, gather the rewards and move on**: this could upset other players, but it’s a great way to suffer low losses and benefiting from high rewards, and is **especially suggested to Bad Wolves**, since their productivity will be minimal to help the cause and the process will hinder their rivals more than them, **leading to them getting exponentially powerful at the disadvantages of Good Wolves**.

The rewards quest can give are 1 point of experience, a Time bomb or an object. Important detail: in the rooms images, the **red blocks means the position of the**

pillar. Blocks of the same shape but **different colors mean other points of interest in the room, like the portals or the light panels.**

5.2.8.1 Quest States

5.2.8.1.1 Ready State

A Ready quest will have the pillar in the middle of the room **shining with a green light.** This pillar can be interacted with to **make the challenge start.**

5.2.8.1.2 Active State

An Active quest will have the pillar in the middle of the room **shining with a cyan light.** This pillar can be interacted with to **make the challenge stop** (it's considered failed). A strategy for the Bad Wolf could be to **enter in a room in which other players are performing a challenge and stopping it,** but it's risky and should be performed with care. **If the quest is failed the room will reset to the Ready state.** If **no player is present in the room or if all the players in the room are downed,** the challenge is considered failed and will reset to the Ready state. **If the quest is completed successfully, the room will be set to the Inactive state.**

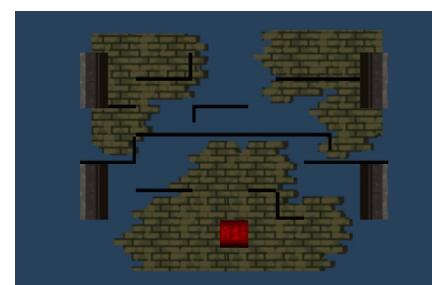
5.2.8.1.3 Inactive State

An Inactive quest will have the pillar in the middle of the room **shining with a red light.** This pillar can be interacted with to **collect the rewards of the completed challenge,** but only by **player who met the criteria of collection.** After **1.30 minutes** in this state, the challenge will **go back to the Active State.** Some abilities can change reward types or instantly reactivate inactive challenges.

5.2.8.2 Quest Types

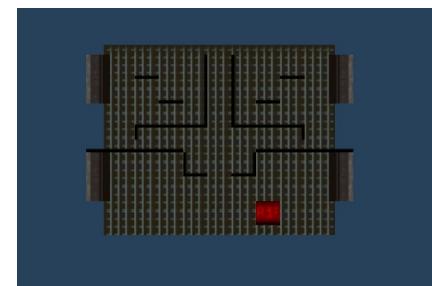
5.2.8.2.1 Annihilation

In this quest the player has to **kill all the enemies present in the room before the time limit hits zero.** Five Demons will spawn in the room as soon as the challenge starts, chosen **randomly between the five basic Demons:** the player has to **kill all of them in 30 second or fail the quest and obtain no rewards.**



5.2.8.2.2 Serial Killer

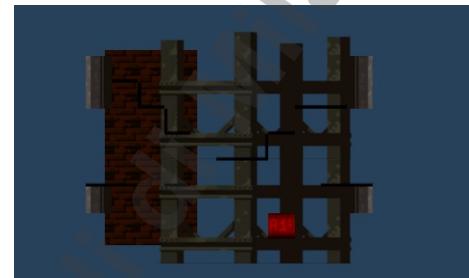
In this quest the player has to **kill all the enemies (selected randomly from the five basic Demons) following a predetermined order before the time limit hits zero and without making any mistakes.** The player will initially have **15 seconds to complete the challenge, but 10 additional seconds will be granted with each kill.** At the start of the challenge **2 enemies will spawn in the room,** one with the number “**1**” over its head and the



other with the number “2”. For the next **15 seconds**, every **5 seconds** a Demon will spawn with an incremental number that can reach the maximum of “5”. **Killing an enemy out of order will result in failing the quest.**

5.2.8.2.3 The Target

In this quest the player has to **kill the miniboss that can be found in the chapter “6.3.6 The Spire” in 45 seconds**. After completing this quest, a **time bonus equal to the amount of remaining seconds will be added to the global timer**.



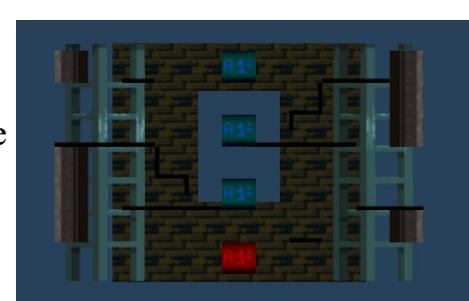
5.2.8.2.4 Gather Clues

In this quest the player will have to **pick up 8 clues around the room before the 20 seconds time limit is reached**. The spawning position are **random**.



5.2.8.2.5 Dangerous Streets

In this quest the player will have to **fix 3 light panel**: this quest **cannot be failed if not by leaving**, and will **grant on completion a 10 second Time Bomb to any player that has actively fixed a light panel** during the quest. To fix a light panel, a player has to **stand in specific spots of the room for 12 seconds**: their fov will be reduced to zero for the duration of the process and for an **additional period of 2 second after stopping performing the action**. Clicking any button will interrupt this process, and progress is not saved between different sessions of fixing.



5.2.8.2.6 Dodge & Pray

In this quest the player will have to **survive a bullet shower for 25 seconds**. The projectiles will come out from both the **lateral walls and the ceiling**, and will **deal damages** to the player if they connect. Anytime a bullet hits a player, **2 seconds will be added to the timer**, penalizing player with bad dodging skills.



5.2.8.2.7 The Main Quest

This quest **can only be activated by a Good Wolf**. When this quest is activated it **will never go back to the Ready state, even if all the players left the room or are downed inside it**. In this quest players will have to unite and face the Portal, shutting it down forever. The only **time limit for this challenge is the global timer**. In this room there will be **4 smaller portals on the sides of the room and one big central portal in the middle** that, every **10 second from the activation of the quest**, will

spawn a basic Demon up to a maximum of 15. The big Portal cannot be damaged until all of the other 4 portals are destroyed, and in order to do so a player has to hit them multiple times given the fact that they have a **high health total**. Player should be careful **not to ignore enemies in the room**, because a big amount of Demons will lead to suffering a huge amount of damage, so **it could be wise to build up a good strategy and split up, dividing the group in two: one part will deal with the portals and one will deal with the demons**.

Portals will stop spawning Demons when destroyed. When the big Portal is the last functioning portal, **it will start spawning a Demon every 3 seconds** (the Spire can also be spawned) and the **remaining time will be cut in half**. That mean that if the players destroy the 4th small portal when the timer has 1.30 minutes left, it will **automatically go down** to 45 seconds left.

Players inside the room will have +25% damage for each other wolf present in the room, so if all of the Good Wolves reach the Main Quest together after killing the Bad Wolf, they will all have a bonus of +100% damage. **This challenge is designed to be significantly harder the fewer Good Wolves there are, discouraging Good Wolves from fighting with each other and throwing the match, unless there is reasonable doubt**.



5.3 Game elements

5.3.1 Camera

The camera is in **2D**, it tracks player movements automatically and cannot be moved or modified in any way.

5.3.2 Controls

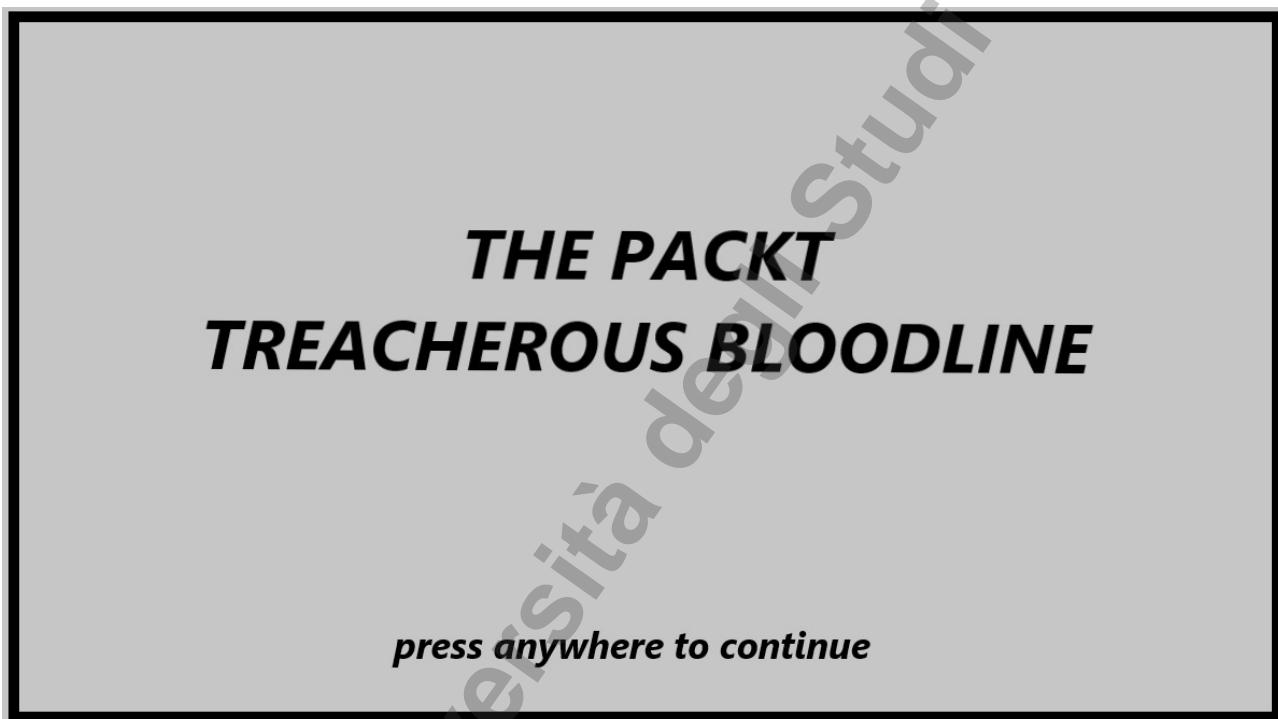
In the following table **orange** stands for base kit controls, **green** stand for human kit controls and **purple** stands for wolf kit controls.

Command	Mouse & Keyboard	Gamepad
Open Menu	ESC	Touchpad
Navigate Menu	Arrow keys	D-Pad
Move left	A	Left analog left
Move right	D	Left analog right
Jump	W	Left analog up
Crouch	S	Left analog down
Dash	Spacebar	x
Aim	Mouse	Right analog
Interact	Mouse left (if in interact mode)	R1 (if in interact mode)
Inspect	Mouse right (if in interact mode)	R2 (if in interact mode)
Transform	Q	●
Switch to attack mode	Mouse wheel up	■ (if in interact mode)
Switch to interact mode	Mouse wheel down	■ (if in attack mode)
Shoot	Mouse left (if in attack mode)	R1 (if in attack mode)
Use objects	Mouse right (if in attack mode)	R2 (if in attack mode)
Time bomb	E	▲
Basic Attack	Mouse left (if in attack mode)	R1 (if in attack mode)
Special Attack	Mouse right (if in attack mode)	R2 (if in attack mode)
Weak active	1	L1
Medium active	2	L2
Attack modifier	3	L3
Ultimate active	E	▲

5.3.3 Interfaces and flowcharts

A relevant information to disclose is that there is a common element in multiple interfaces: to avoid useless repetitions, this is the part where it's explained that **the red X that sometimes appears on the top right of some windows stands for “click this to close this window”**. Also, **when something is bright red it means it has been selected**. Flowcharts for each section will be available right after the description of the interfaces.

5.3.3.1 Title Screen

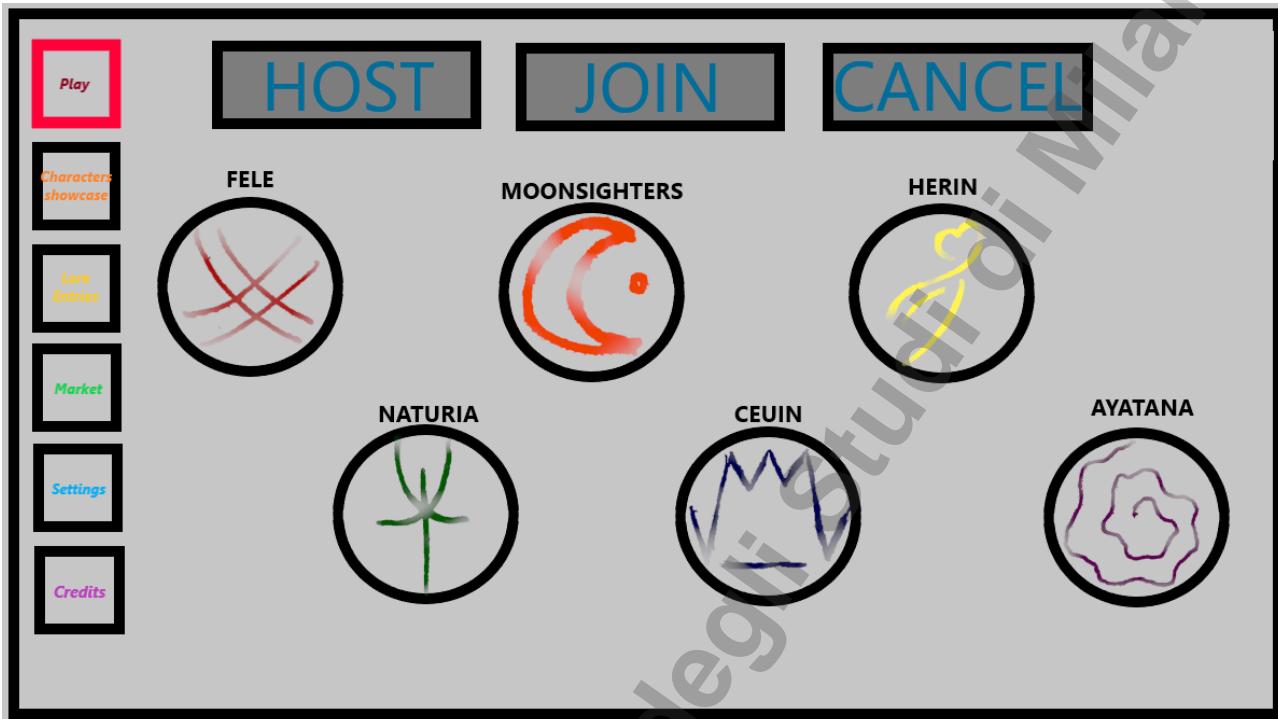


This is the first interface the player will encounter opening the game. **It will show the logo at first and then it will make start a small cinematic cutscene. It can be skipped by pressing anywhere**, as suggested on screen.

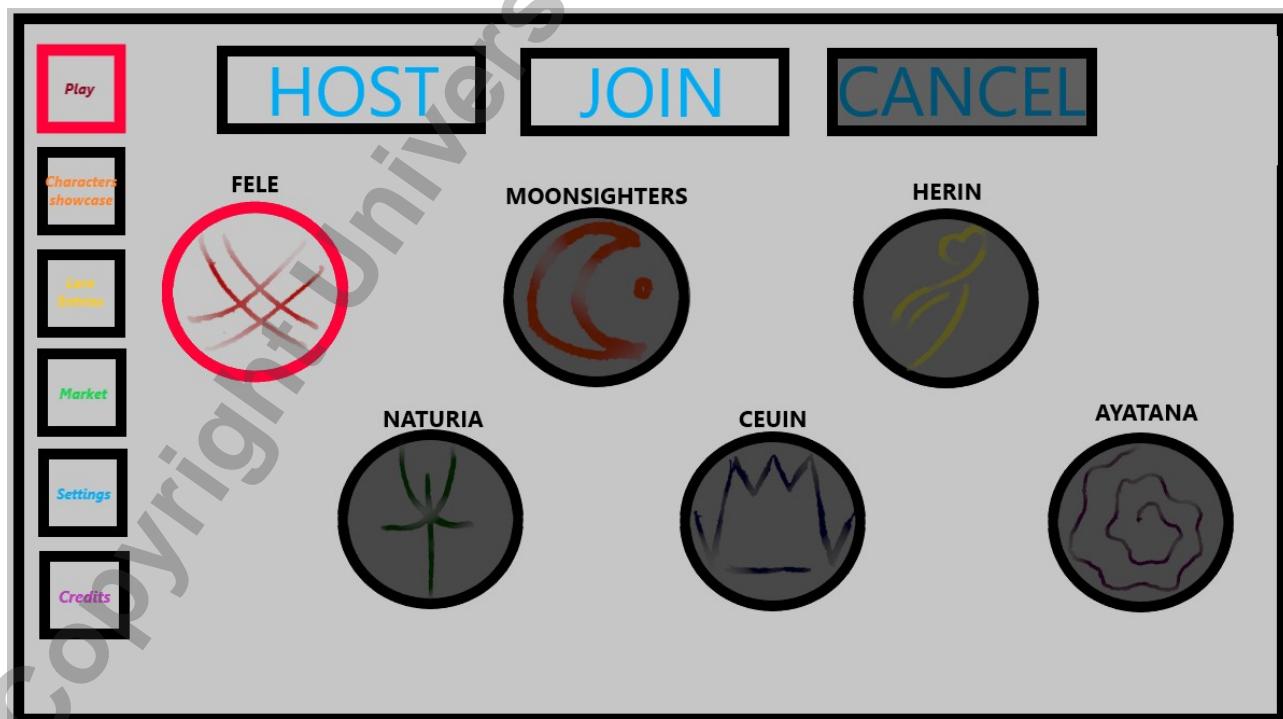


5.3.3.2 Main Menu

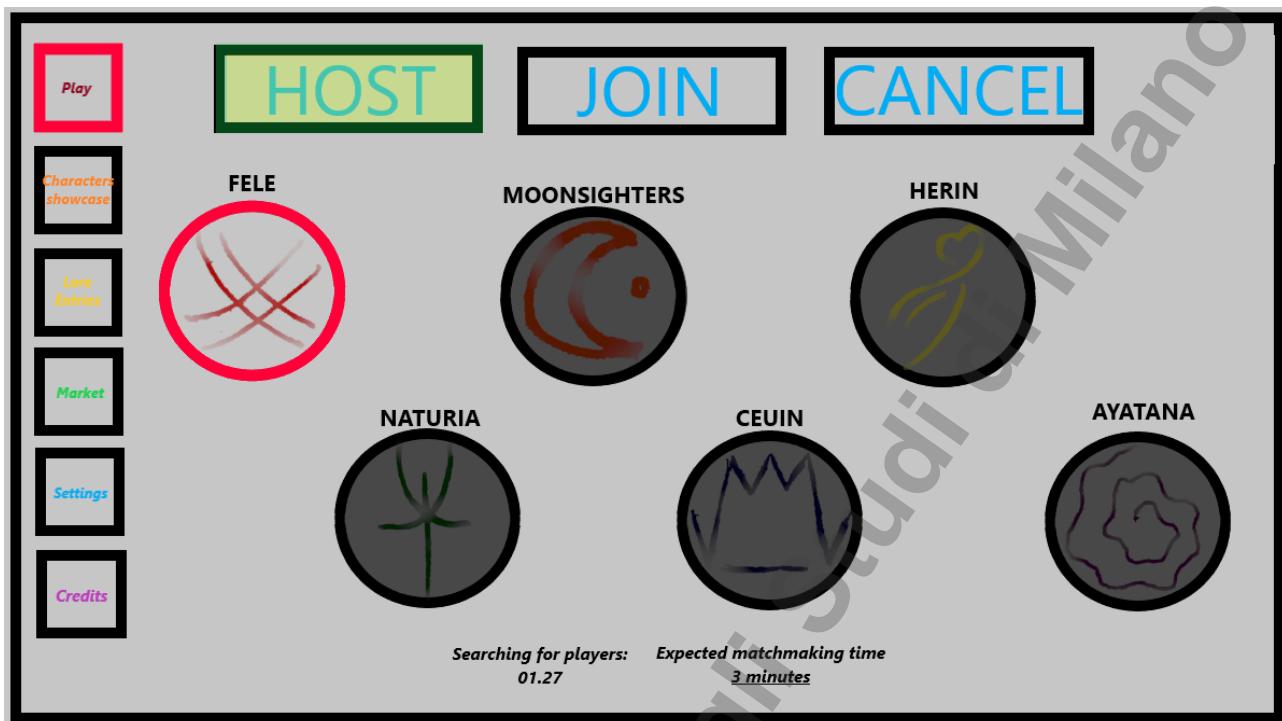
5.3.3.2.1 Play



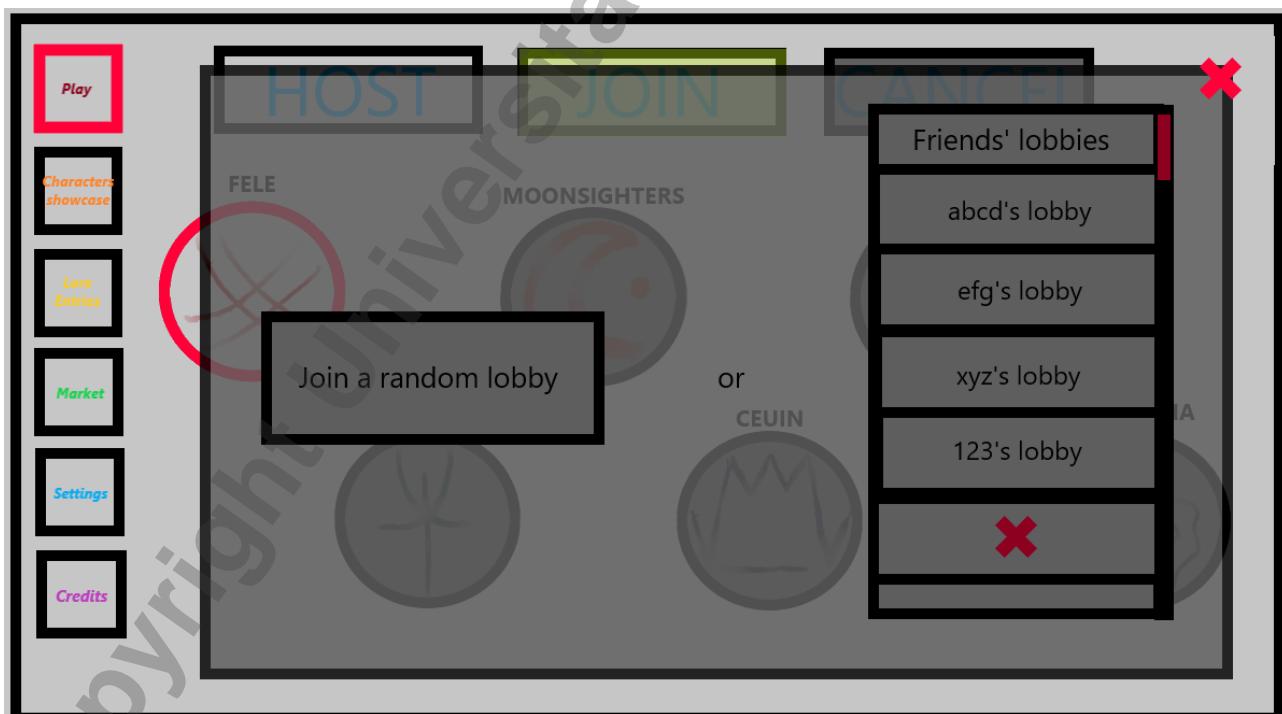
After clicking during the Title Screen animation, the player will be brought to this interface. **He will not be able to host or join a game yet, though: he will have to first select a clan that will be their preference in the upcoming game.**



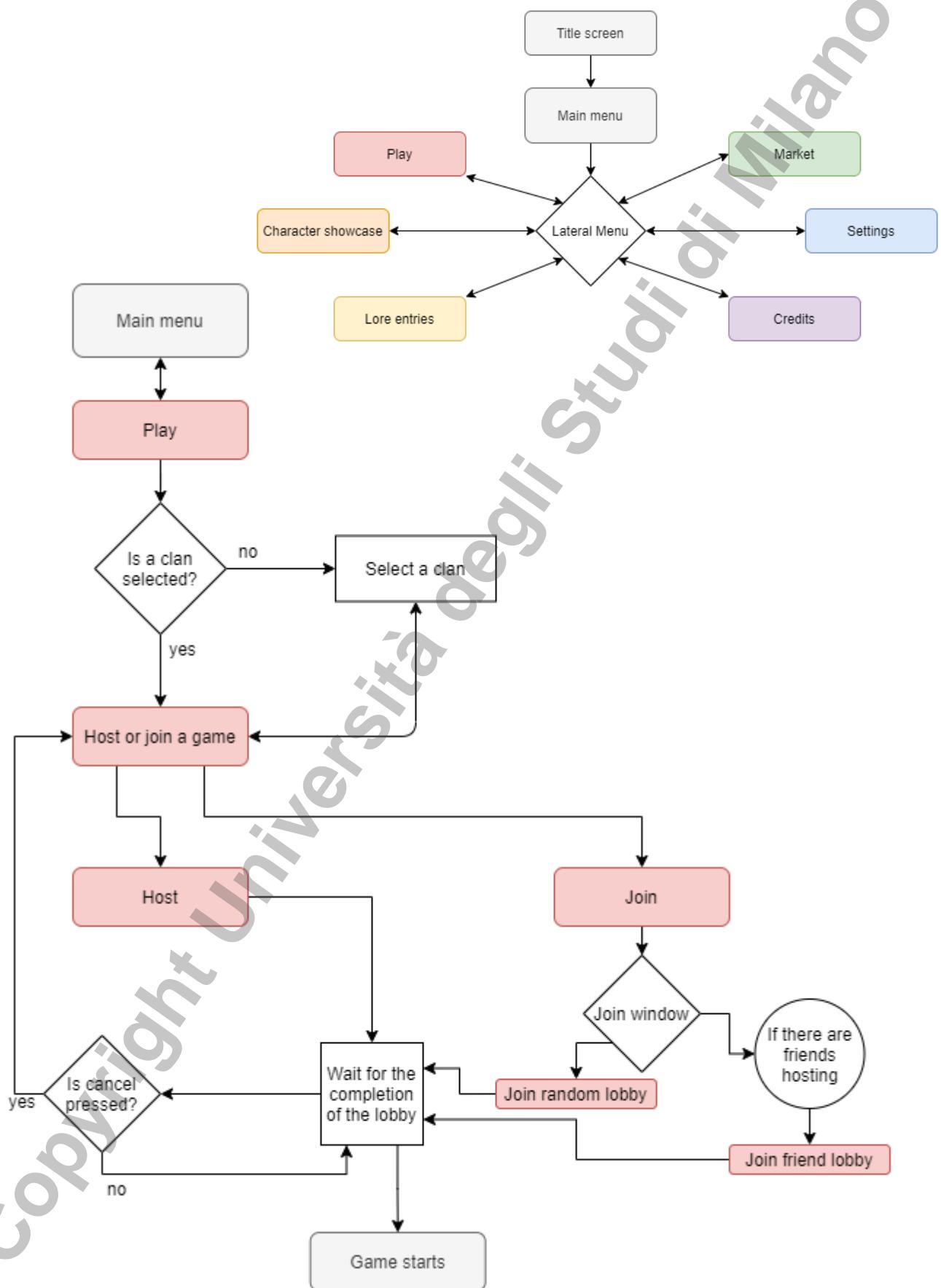
When a clan is selected the ability to host or join will become available.



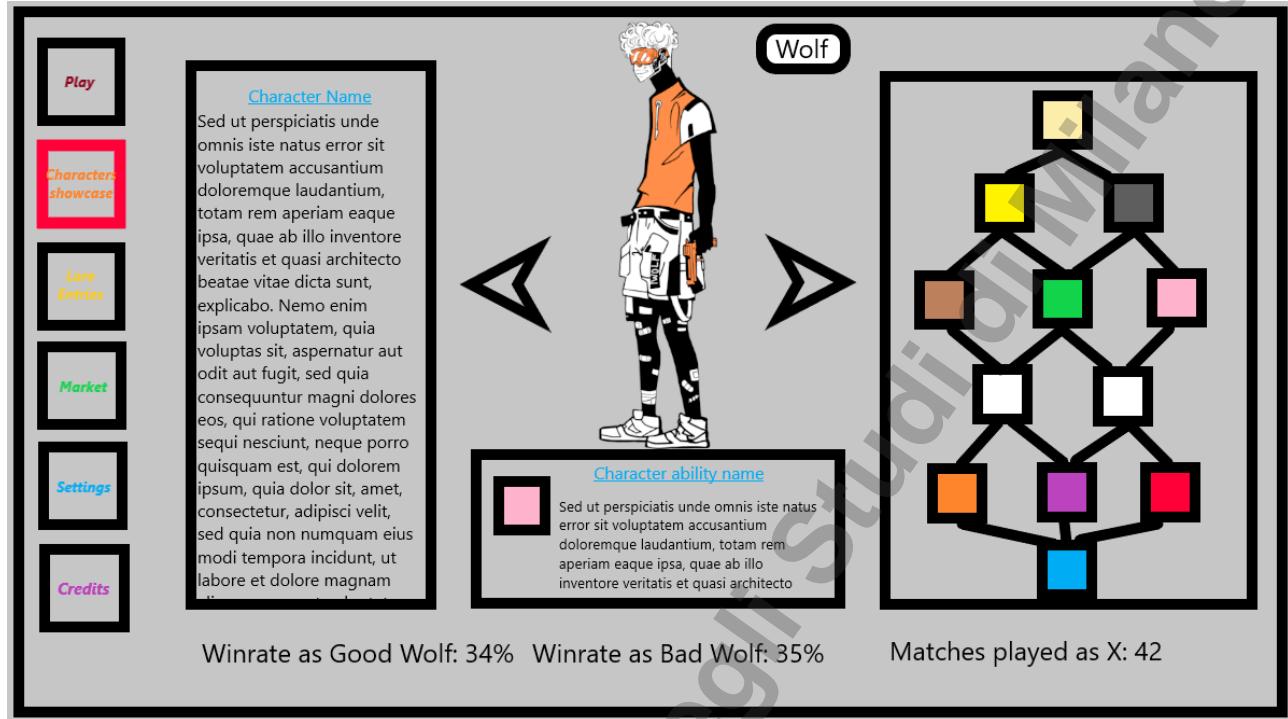
When one of the two is selected **the ability to cancel the action will be available** and on the bottom of the screen **the time passed in the queue and an estimation of matchmaking time will appear**.



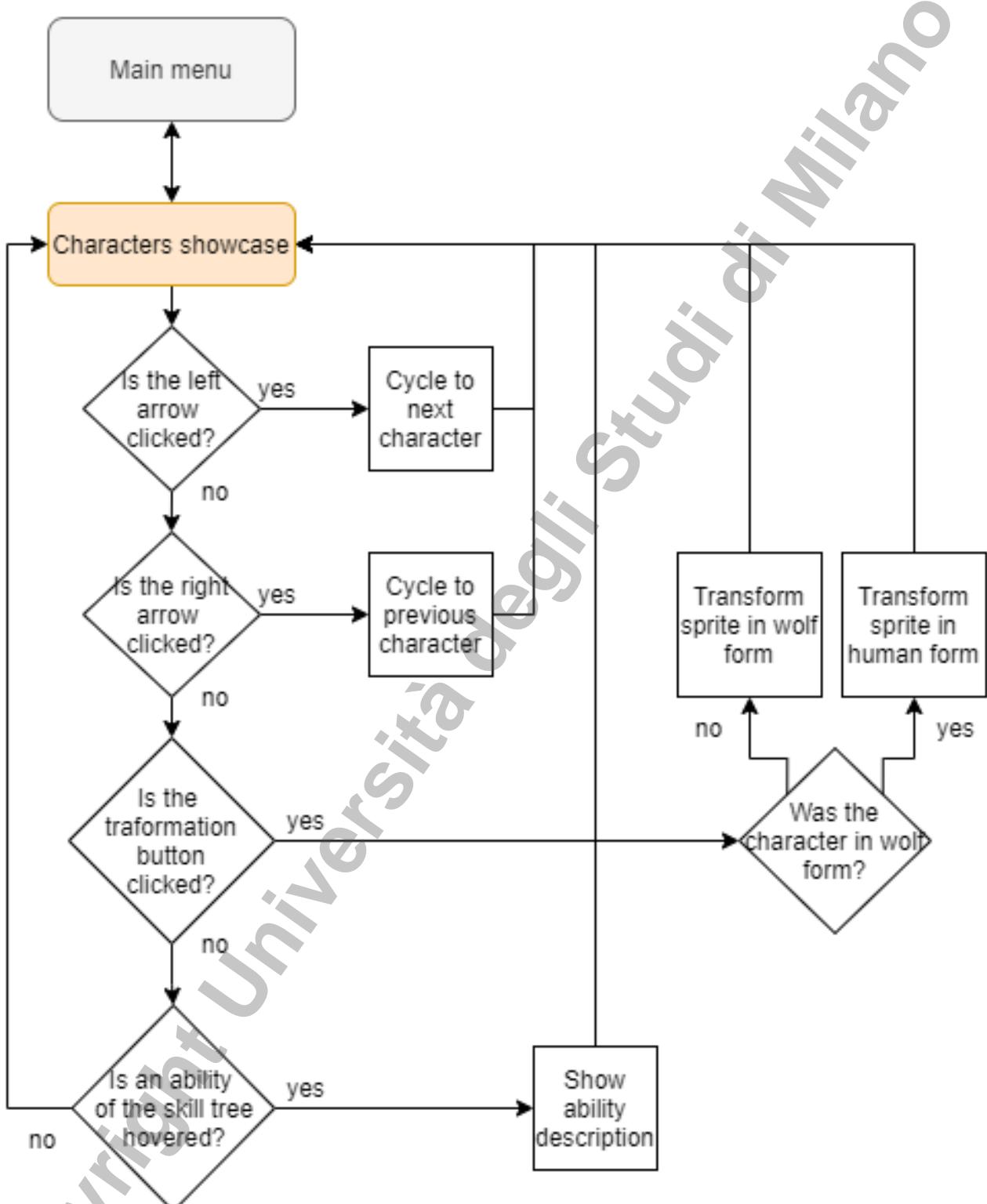
If the join button is selected, **a new window will pop up and will make the player chose if they wants to join the lobby of a friend** (they have to be friends on Steam or PSN fro this to work) or if they prefer to **join in a random lobby**.



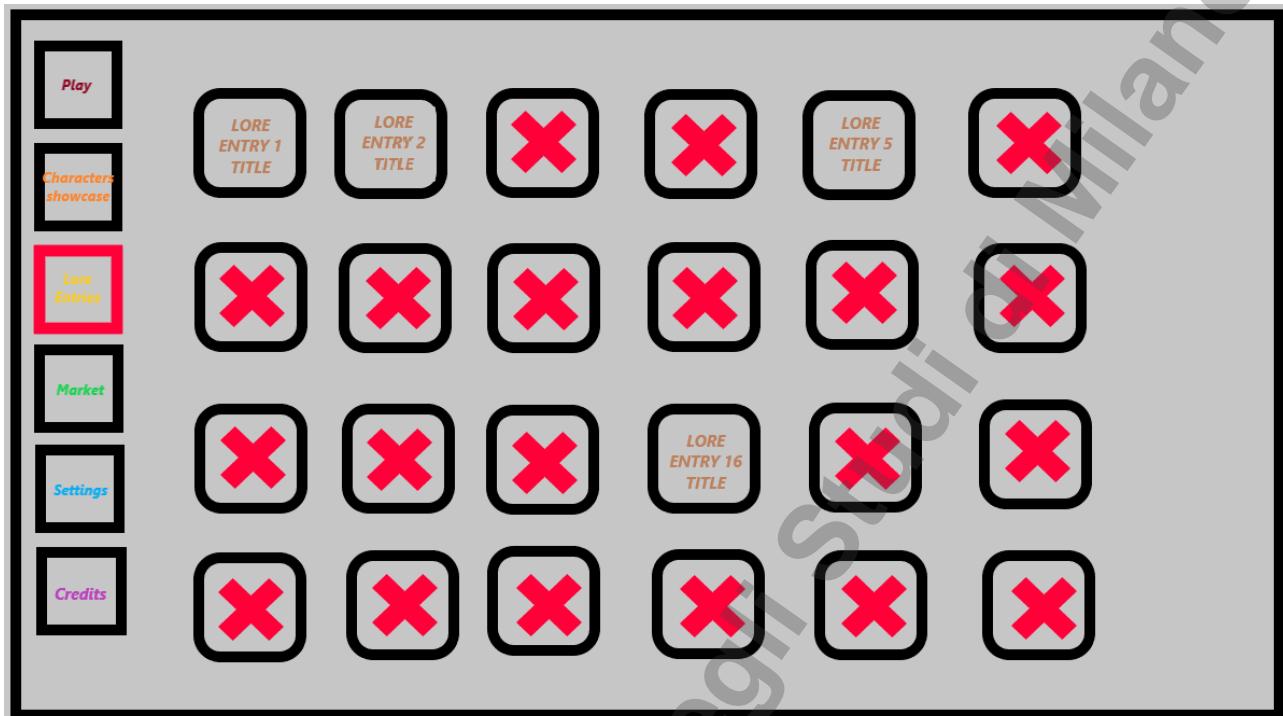
5.3.3.2.2 Characters Showcase



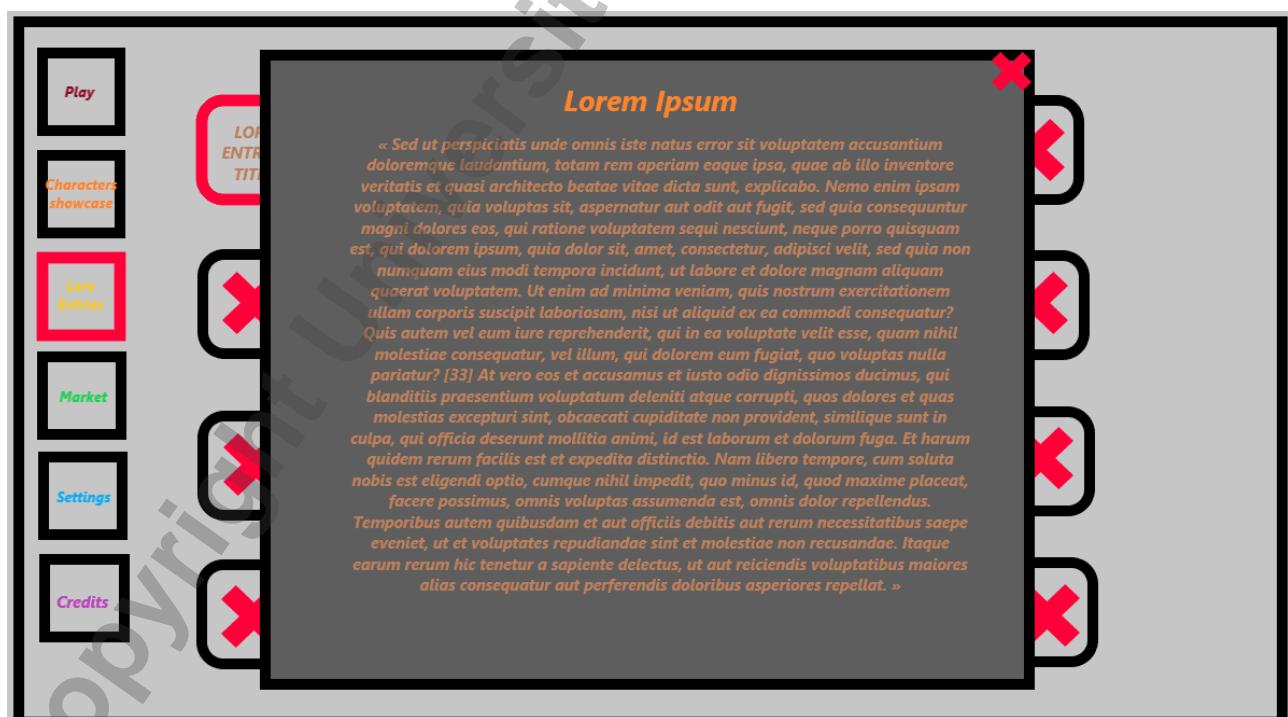
In this area player will be able to know more about the characters and **study the characters' lore, abilities and skill trees while waiting for a game**. To scroll through the characters the player has to **press on the arrows near the character model**, and by passing the mouse over the skill tree blocks the player will be able to see their **description**. There is also a **button that transform the character in their wolf form**. In the bottom part of this section the player will be able to see their **winrate with this character and some other minor stats**: for more stats there will be a section **on the game website that the player can consult by logging in**.

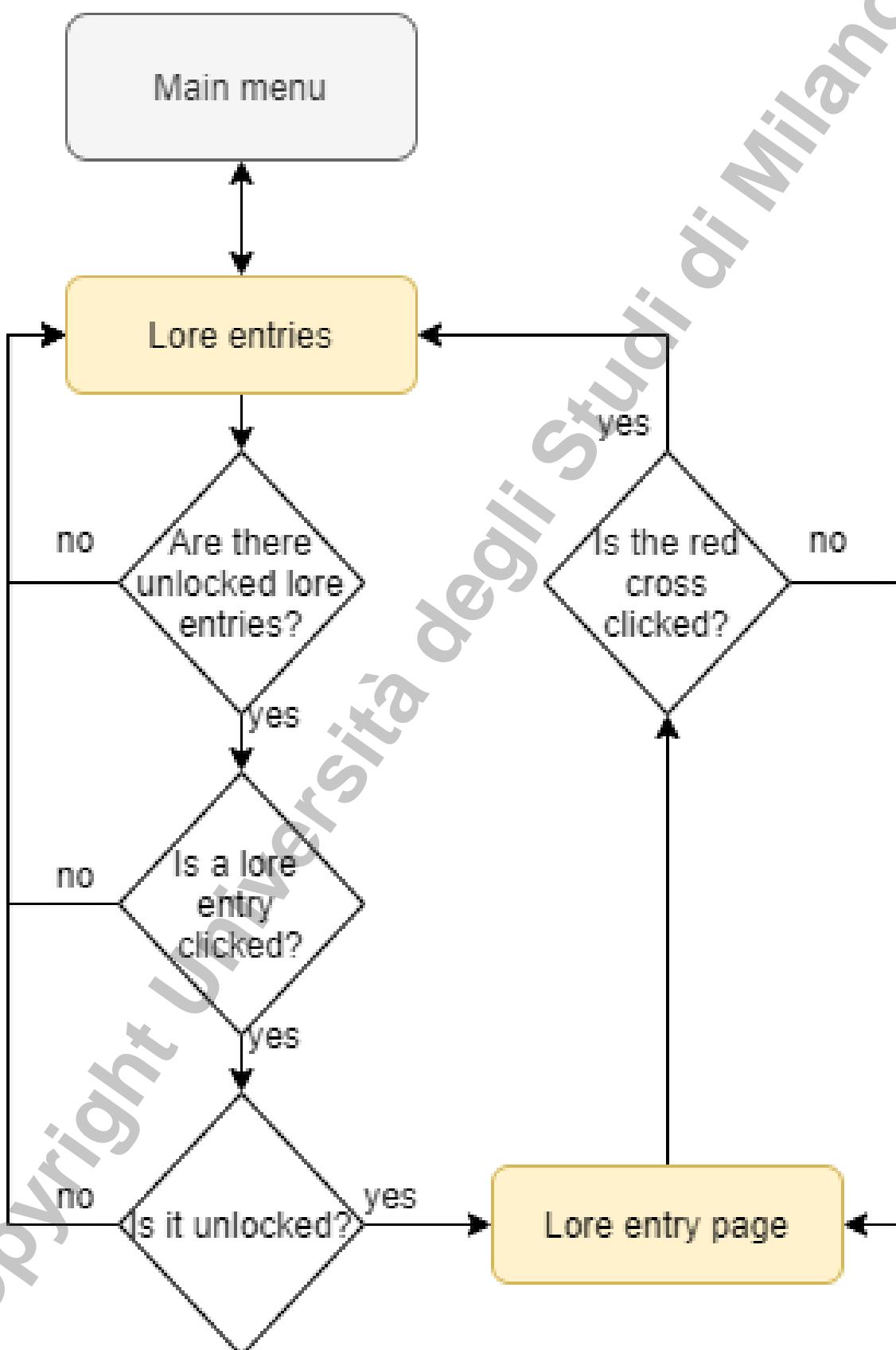


5.3.3.2.3 Lore Entries



In this area there are **showcased all the Lore Entries** that the player has collected in their games. Clicking on one of them will open a window in which the player can **read the Lore Entry**.





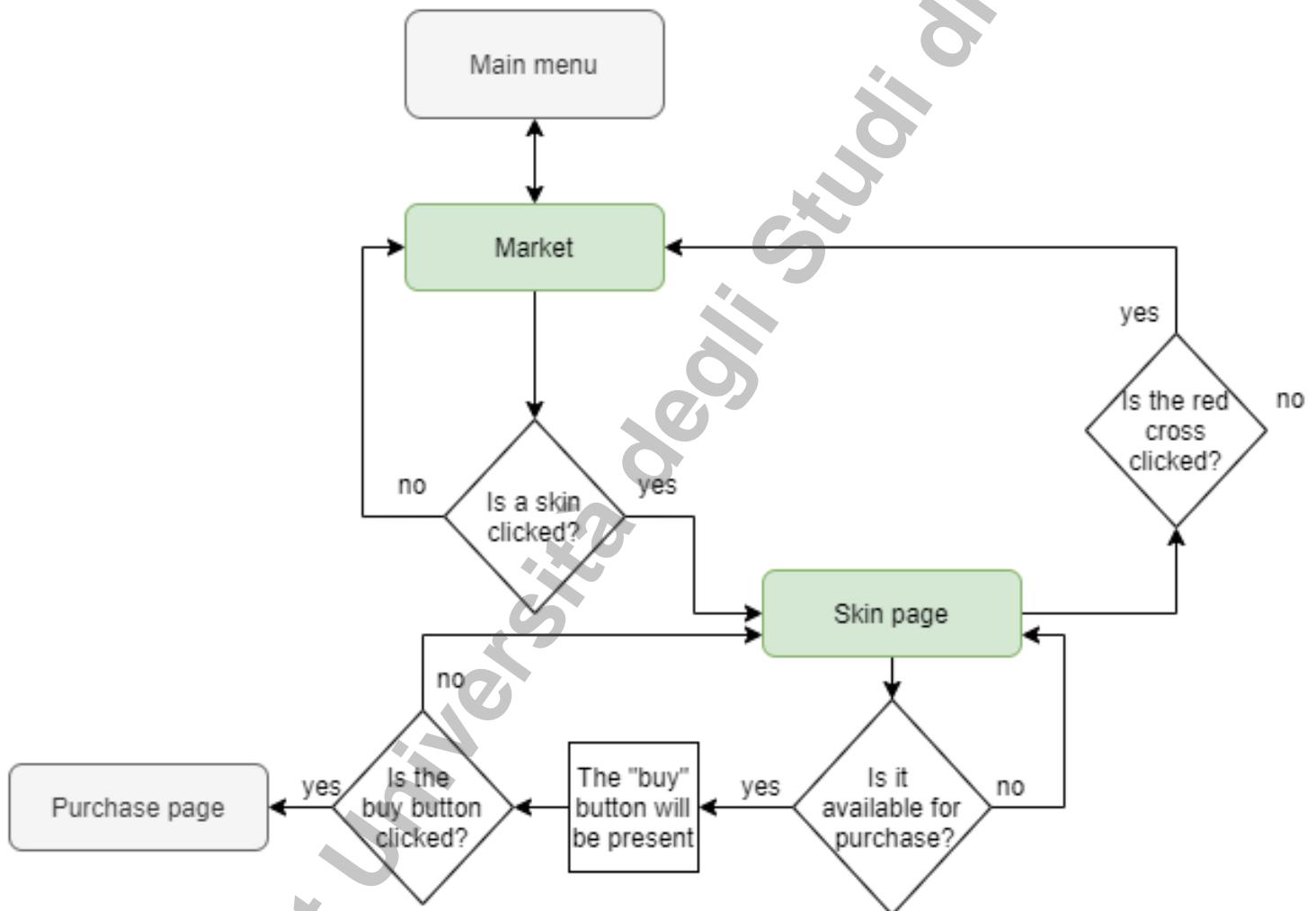
5.3.3.2.4 Market



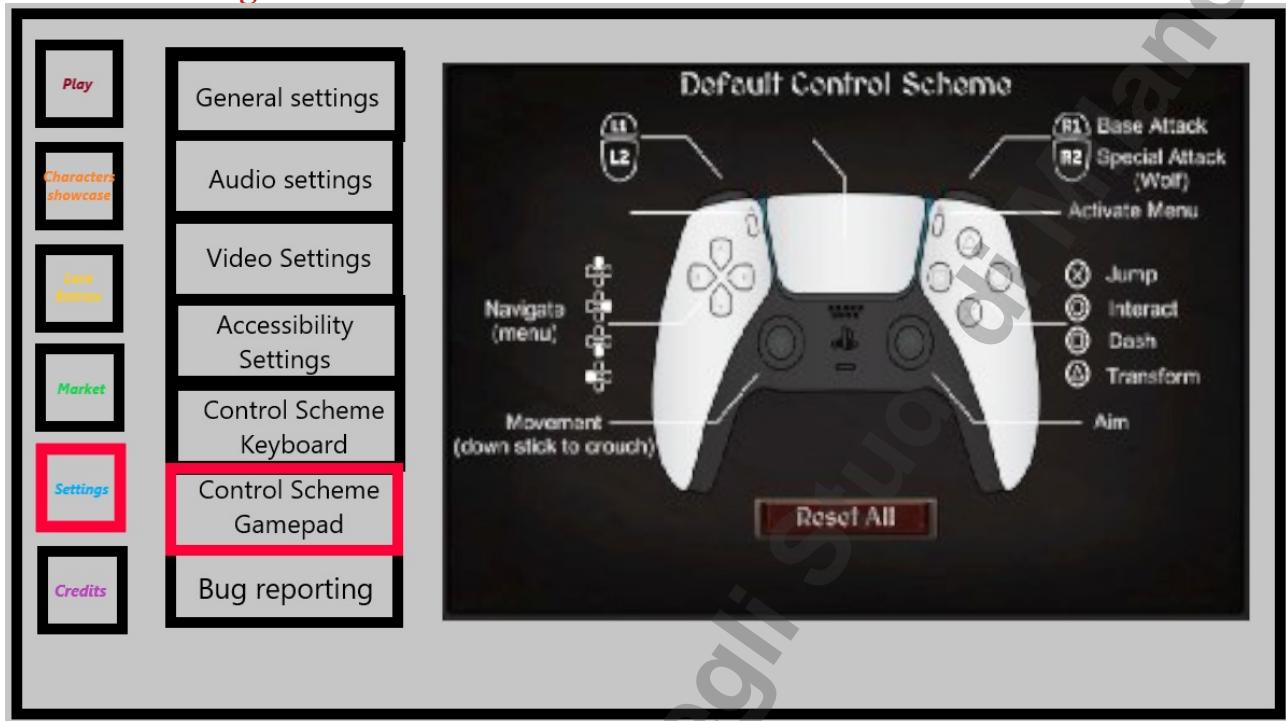
In this area, player will be able to **browse and buy skins for their characters**. The bar on the right will allow the player to **scroll down to see more available skins**. If a **skin is already owned**, it will have a bright overlay and a check mark; if it is not owned it will just display the price on the bottom.



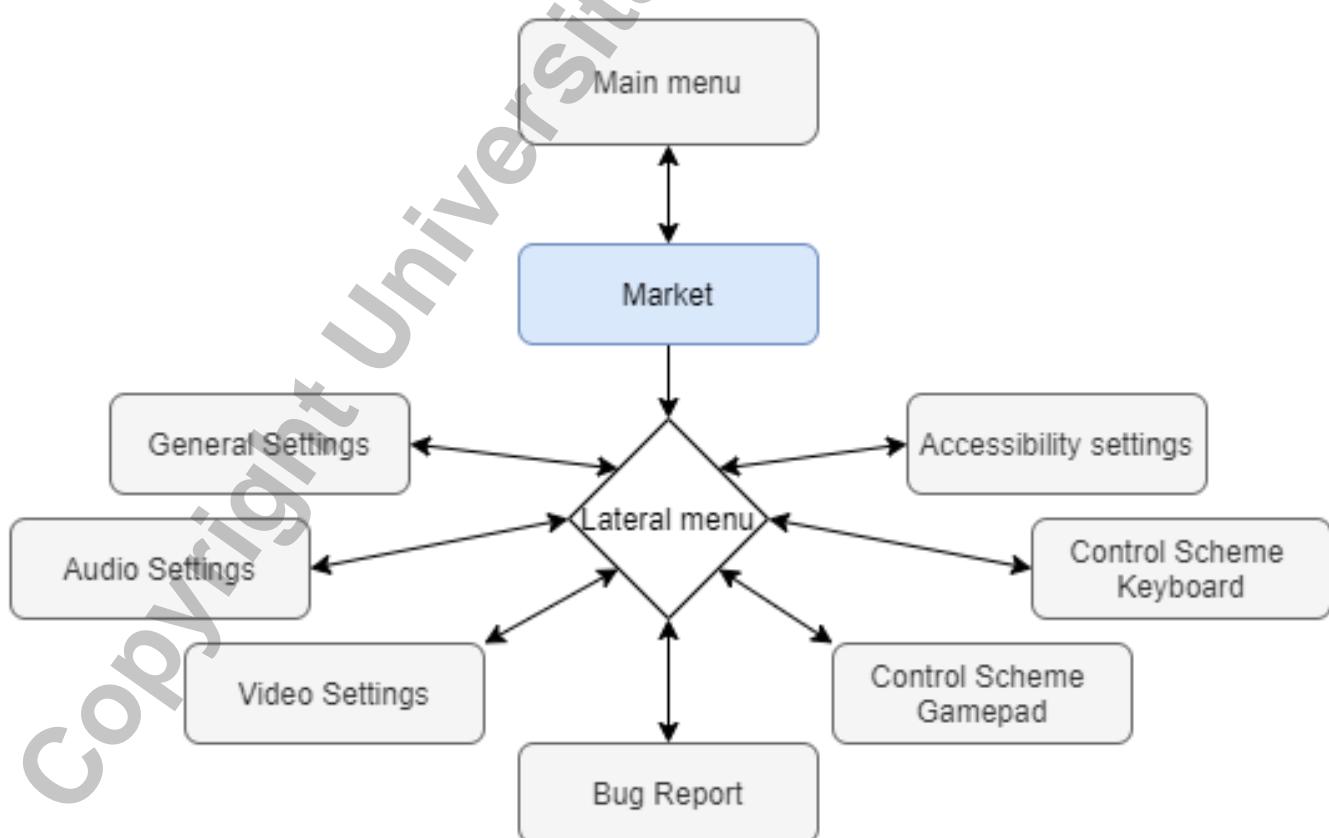
When a **skin is selected**, a **window will open** and the player will be able to see it in more detail and read a little description. **To buy it, the player will have to click on the green button in the center** next to the price.



5.3.3.2.5 Settings



In the setting area there will be **customization options** (audio, video, keybinds etc) and a **special section in which player can send bug reports to the dev team**, in order for them to prevent those problems from arising again.



5.3.3.2.6 Credits

Written by: ABCD
Programmed by: ABCD
Designed by: ABCD
Tested by: ABCD
Reviewed by: ABCD
Produced by: ABCD

Under copyright law XYZ, all rights reserved to JKL

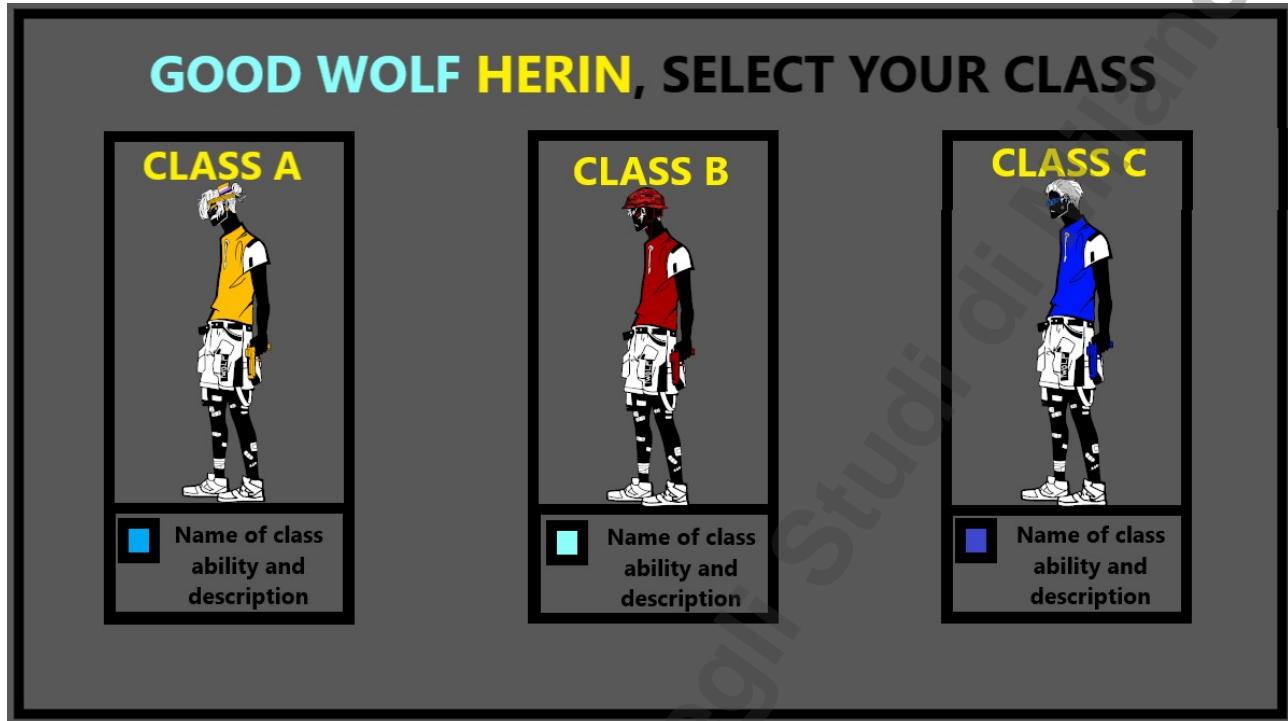
This area contains just the **credits and legal terms about the game**.

5.3.3.3 Pre-Game Interfaces

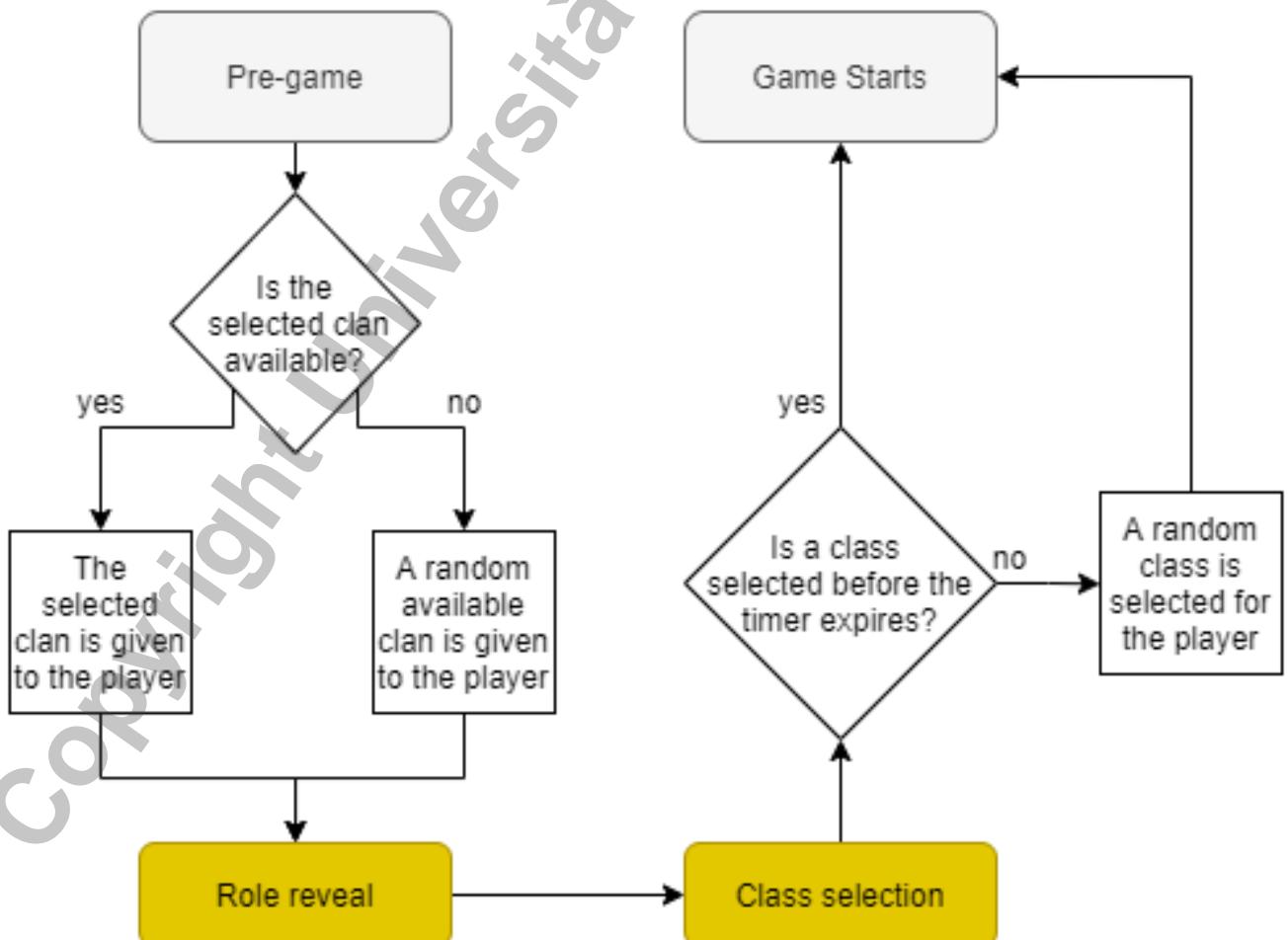
5.3.3.3.1 Role and Clan Reveal

This is the **first interface the player will see after the lobby is created**. It will show which **role and which clan** will the player be during this match.

5.3.3.3.2 Class Selection

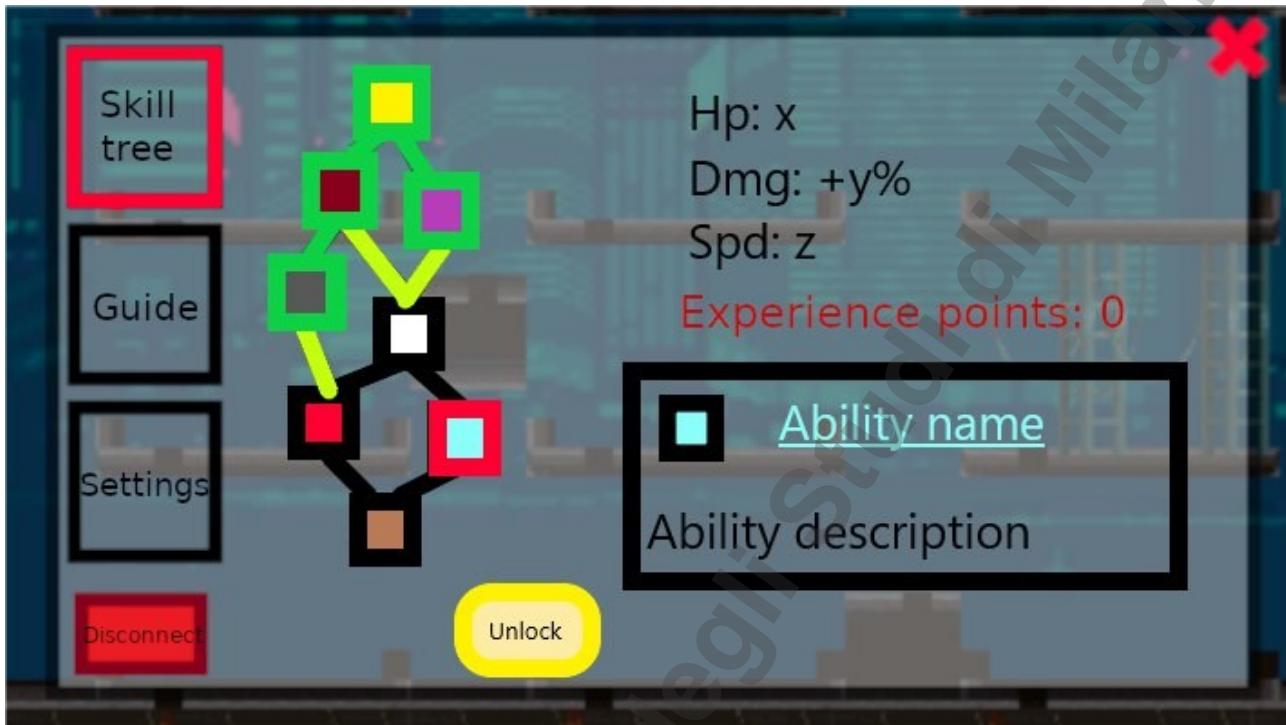


Here, the player will have **30 seconds** to chose one of the three classes. If the players doesn't decide in time, **one of the three at random will be chosen**.

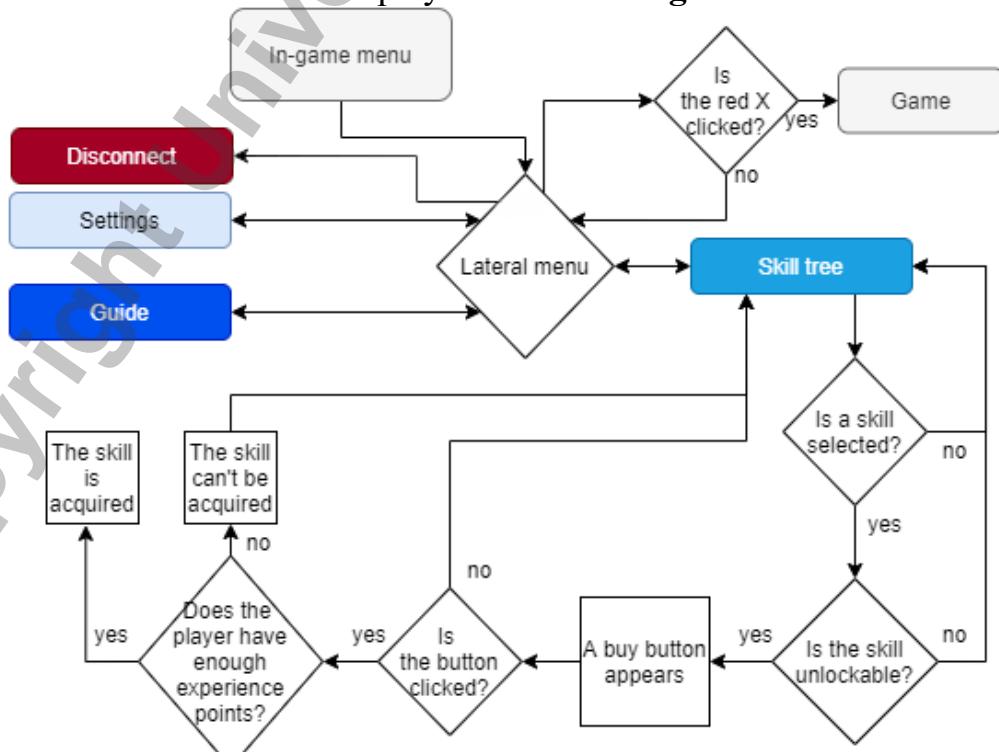


5.3.3.4 In-Game Interfaces

5.3.3.4.1 Menu



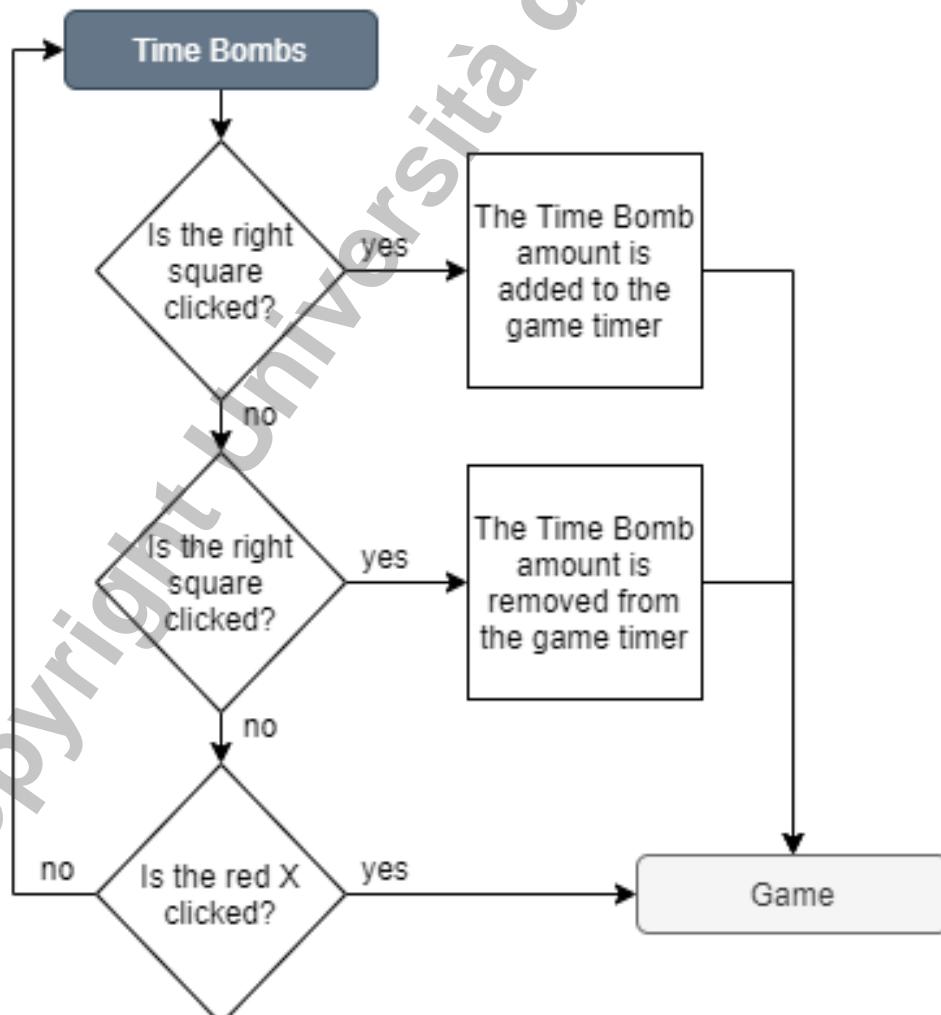
In the **in-game menu**, players will be able to traverse the **skill tree** and **buy abilities** and stat increases if they have enough experience points. In the box on the right, the **description of the selected ability** will be shown. Players can also **check their statistics** in the same tab and how many experience points they have. The **Guide tab** will have a section that explains in details the rule of the game, and the **Setting tab** is the same as in the Main Menu (“5.3.1.2.5 Settings”). The **Disconnect button** will allow the player to leave the game.



5.3.3.4.2 Using Time Bombs



This interface is what appears on screen during the interaction described in chapter “5.2.3.2.3 Time and Time Bombs” when using a Time Bomb.



5.3.4 Rules

Each player will have one and only **one clan and role each**. Each player will have a **different clan**. No rule prevents players from killing each other: the endgame will just be **exponentially harder depending on the amount of missing players**.
The game goes on until the Portal is sealed or the time is up. A player can be removed from the game early if they get **killed after getting downed**.

5.3.5 Disconnection

This game, like almost every PvP online game there is, is of course going to be **impacted by leavers or random disconnections**, but this issue **will not disrupt the regular gameplay** as much as in other games, since if one of the players of one of the two factions leaves the match, **the others can simply go on with their game** (even if, as we can notice by observing experiences in other games, it would not be a pleasant experience as much as in the case where nobody left). It's important to notice, though, how **the game can still function even if a player leaves**, because **even the “elimination” of the Bad Wolf through this method will not make the game stop and ruin the fun for everyone** for a technical difficulty.

5.3.6 Winning conditions

5.3.6.1 Winning as the Good Wolf

The Main Quest is concluded successfully before the time limit is reached.

5.3.6.2 Winning as the Bad Wolf

The time available to conclude the Main Quest for the good wolves is expired.

5.3.7 Trophies

The game has a system of achievements that **will unlock skins for various character** when completed. The **name of the trophy is the same as the name of the class which skin is going to be unlocked** by completion. These achievements will **only be visible through the player Steam or PSN profile**.

Challenge	Unlocks skin for
Win as a Bad Wolf 12 times	Soldier
Heal yourself for 5000 hp between multiple matches	Doctor
Win as a Bad Wolf 3 times in a row	Firefighter
Use your Ultimate Active and win the game	Chemist
Collect all the "Lore Entries"	Researcher
Win a game with 6 minutes left on the timer	Meteorologist
Win as a Good Wolf 20 times	Guide
Win a game in which the only player that got downed was the Bad Wolf	Anchor
Win as a Good Wolf 5 times in a row	Translator
Complete every challenge successfully at least once	Herbalist
Use all the fountains in the map in 30 different games	Geologist
Kill each kind of Demon 60 times	Biologist
Play one game with each playable character	Politician
Get back up from getting downed by the Bad Wolf, get the Bad wolf killed and win in the same game	Lawyer
Win a game in which you downed every other player at least once	Policeman
Win a game without ever getting downed	Dancer
Win a game while unlocking every block of the skill tree	Writer
Win a game without spending experience points in the skill tree	Architect

5.4 Modes and other features

The game can **only be played as a multiplayer PvPvE game, and no other game modes are intended for the initial release**. This doesn't exclude possible **seasonal modes or events** during the lifespan of the game, **depending on its success**.

5.5 Accessibility

The survey conducted by PopCap in 2008 has shown that **one in five players of casual videogames have an impairment related to physical, mental or developmental disability**. In other words, twenty percent of the casual videogames playerbase is comprised by disabled gamers. Despite this relatively high percentage of gamers with impairments, **many videogames are not accessible for them**. An additional survey conducted by Bei Yuan, Eelke Folmer, and Frederick C. Harris. have revealed that **nine percent of the population in the United States suffer from a less than optimal gaming experience because of their impairments**. Two percent of the population in the States is even **entirely unable to play some games** because of their impairments.

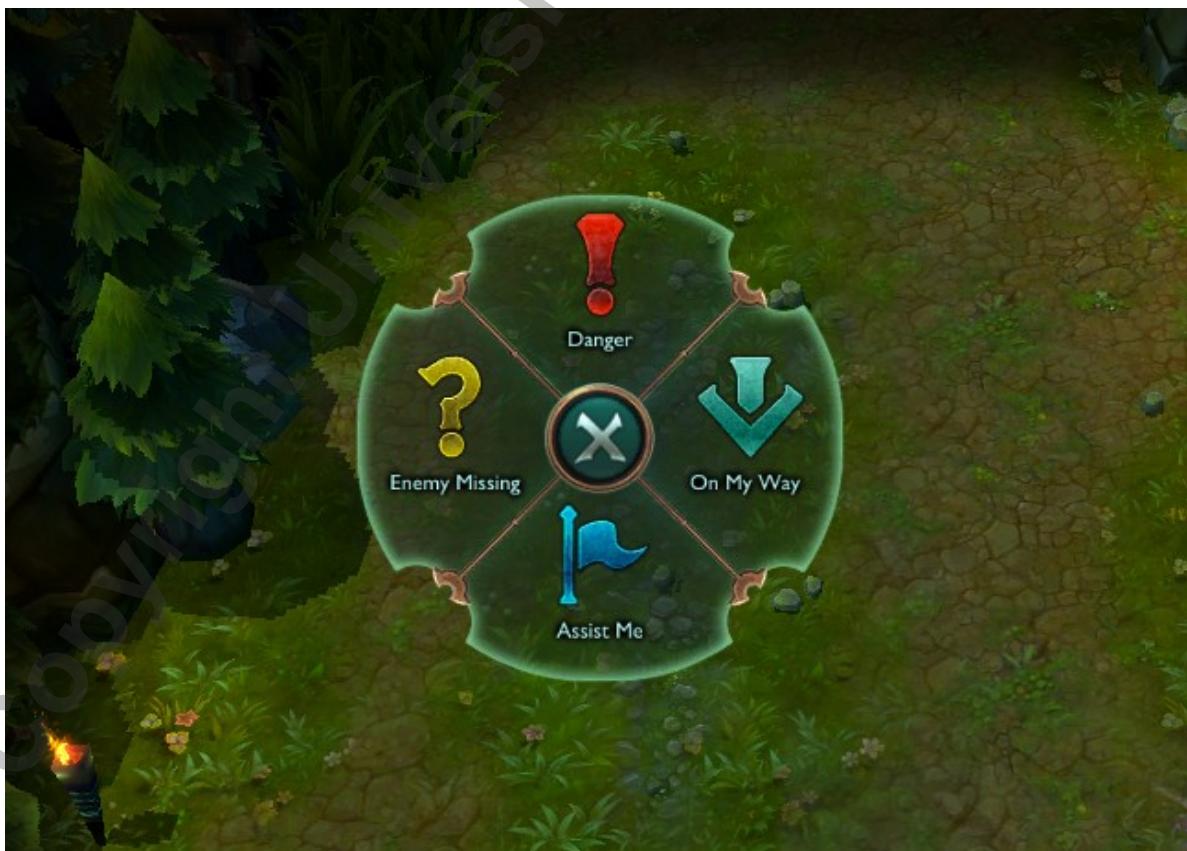
Accessibility settings are becoming exponentially more important in recent times and it's noticeable how they are getting **more and more traction each year**. Last year a great example was **The Last Of Us Part II**, which did an amazing job including copious amounts of accessibility features **for all type of needs**.

There were features to help out people with **visual, auditory and motor impairments**. The options ranged from **simple tweaks such as resizing the UI to dedicated features made specifically for people with disabilities**. For instance, the game has a **high contrast mode and touchpad based magnification for low-vision players**. This will prevent them from sitting too close to the television while playing the game which can make it quite uncomfortable for them. On top of that, **the game's audio has been worked upon to ensure that players don't have to depend solely on visual elements to get information in the game**.

5.5.1 Accessibility settings in The Packt

As inclusion keeps becoming more of a priority for current times, it's important for **this game that aims to be inclusive to embrace this mission** by adding in the final version of the game aids to help the majority of people with **visual, auditory and motor impairments**. Some examples that are planned to be implemented are **alternative color pallets for people with color blindness and other visual impairments** (with customizations that help in a more personal and "ad hoc" way with a person's condition), **more evident visual cues to not make the player not solely rely on audio cues, combined with a system of on-screen "pings"** (images below as a reference) to help people with **auditory difficulties and a system for joypad vibration on being hit**.

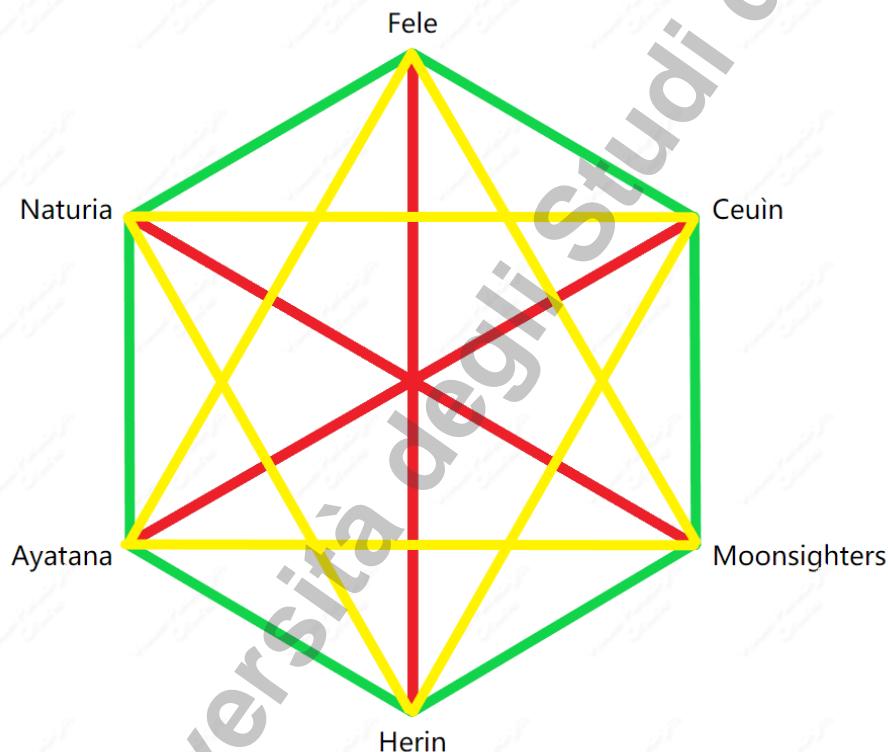
Of course, communication with the community will be vital to understand correctly what is especially useful to the people who need these features, and therefore will be followed through with attention and care. It will be also taken into account how this settings should not make the game easier for the larger playerbase, just help people with different kind of need to be able to play the game as well and as comfortably as everyone else.



6. Factions and Characters

6.1 Factions

The factions in which the wolves subdivide themselves are **6 clans** that have existed since the dawn of time: **Fele, Moonsighters, Herin, Naturia, Ceuìn, Ayatana**. The graph below shows the **relationships between the various clans**: **green** means there is a **good relationship** between the two clans, **yellow** means that **there are some positive and some negative aspects**, and **red** means **there are tensions** between the two clans.



6.1.1 Relationships between clans

6.1.1.1 Positive relationships

The following list is based on what makes the **two clans go along well**:

Ayatana – Naturia: freedom

Ayatana – Herin: individual expression

Naturia – Fele: savageness

Herin – Moonsighters: progress

Fele – Ceuìn: respect for authority

Moonsighters – Ceuìn: machiavellism

6.1.1.2 Neutral Relationships

The following list describes **both the positive and negative aspects of the relationship**:

Positive Ayatana – Fele: body obsession

Negative Ayatana – Fele: different views on femininity

Positive Ayatana – Moonsighters: experimenting

Negative Ayatana – Moonsighters: believing in the unprovable

Positive Moonsighters – Fele: racial supremacy

Negative Moonsighters – Fele: different kinds of racial supremacy

Positive Naturia – Herin: strong sense of community

Negative Naturia – Herin: rapport with humans

Positive Naturia – Ceuìn: importance of rituals and tradition

Negative Naturia – Ceuìn: keeping up with modern times

Positive Herin – Ceuìn: focus on interpersonal relationships

Negative Herin – Ceuìn: republic vs monarchy

6.1.1.3 Negative relationships

The following list explains why the **two clans don't get along**:

Ceuìn – Ayatana: juxtaposition between observation of laws and individual freedom

Herin – Fele: in interpersonal spaces, empathy vs lack of empathy

Naturia – Moonsighters: as a general rule, a desire to stay closer to tradition

opposed to a strive for progress

6.1.2 Relevance of the Packt

The Packt is a **coalition that has been formed by the wolves once they reached planet Earth in the year 430 B.C.** and it entails **full cooperation** in the matters of wolves by each clan. Themes like **relationships with humans, demons and secrecy of the pact** are all under the **supervision of competent organs**. The most prominent clan in the Packt organization is the **Ceuìn clan**, since the proposal and founding of the coalition is attributable to Lykaon, the Ceuìn who saved all the wolves during the Invasion of the Demons. The other clans all participate with **different investment**, but come together each time problems occur to face it together: often, clans offer their members to **go on expeditions** and face off against the problems the community is encountering, and **being chosen for one of those mission is seen as a big achievement** for any wolf. Usually not every clan is needed for every mission, but **for the most important ones at least one member of each clan is necessary**, so that they can **testify the correctness** of the procedures and **being useful to the cause**.



6.1.3 Fele [fele]

Ferocious and violent, the Fele clan has always been about the cult of strength over anything else. As wolves had developed throughout history, physical strength has become less critical to their daily existence, but no less important to their lives. Their strength, more than any other thing they possess, still determines the quality and the quantity of the time here, in the mortal realm, in these bodies. Whereas previously physical strength determined how much food one could eat and how warm and dry they could stay, it now merely determines how well wolves function in these new surroundings they and the humans have crafted for themselves as the culture has accumulated. But the Fele clan believes in how wolves, at their core, are still animals: as they say, physical existence is in the final analysis the only one that actually matters. A weak wolf is not as happy as that same wolf would be if they were strong, and this reality is offensive to some members of the Packt who would like the intellectual or spiritual to take precedence. This is one of the principal motives that led the clan to develop a sort of internal ideology of racial supremacy regarding humans, as they see them not so different from slightly more intelligent apes, and towards the other clans in the Packt.



As the nature of the wolves culture has changed, their relationship with physical activity has changed along with it. Previously, being physically strong was just a function of the wolves continued existence in a simple physical world, and they were adapted to that existence well, since they had no other choice. Those whose strength was adequate to the task of staying alive continued doing so. The relatively recent event of the Landing, though, changed everything: since most of the wolves now have been freed from the necessity of personally obtaining their subsistence, physical activity is regarded as optional. Fele see this as the weakening of the wolves race, and keep prioritizing strength over anything else, like they did in the past. Like it or not, wolves remain the possessors of incredibly strong muscle, bone, sinew, and nerve, and these features demand attention. They were too long in the making to just be ignored, and who does so does it at its own peril. They are the very components of a wolf existence, the quality of which now depends on conscious, directed effort at giving them the stimulus they need to stay in the condition that is normal to them. Exercise is that stimulus. That's why Fele tend to be characterized by sculptural bodies and to be very body-centric in their interests, discussions, jobs and hobbies. In

those areas, as in their general life, lack of fear or temporary lack of judgment is also very present.

Fele are the most different from other clans from the point of view of gender and sexual structure: in their society there are three main genders called alpha, beta, and omega. Only alphas and omegas can reproduce with each other and are in charge of producing offspring and further the clan existence, and usually are really in touch with the sexual aspect of their life. Alphas are usually the more dominant ones, and the omegas are more subdued. In the past, many rites of fertility were tied to the Fele clan and would be hosted by alphas and omegas, but nowadays many traditions are lost in time. Betas on the other hand are sterile, cannot reproduce and aren't usually in touch with the sexual aspect of their life, if not almost completely oblivious to it.

Other important aspects of the Fele culture are also the intrinsic machismo and the strong belief in the survival of the fittest. Often impulsive and violent, members of this clan tend to act first and think later, relying on their instincts and their short tempers. Usually belligerent, their fists hit harder than any other fist in the Packt, but their minds are usually susceptible to manipulation and tricks. They also aren't the best trackers, but if they get to a pray it usually doesn't escape. The Fele also seems to respect a lot authority, but only if instilled with force: they appear unruly and anarchic to a non attentive eye, but this is just because they only respect who's stronger than them and whoever they fear (and there aren't many people who a Fele fears). The importance of courage is also something that shouldn't be dismissed easily: showing off the lack of fear in the face of possible danger is something that a Fele is taught to admire from a young age.

Their form of internal government is a sort of military regulated dictatorship: the clan is guided by a War Leader, who gets in power by demonstrating their strength through killing the previous ruler and taking their place. After all, Fele can respect only who's the strongest among them. You don't like how the things are run? Come, fight... and change things.

Even if they seem to often lack direction, they usually value honor a lot: to overthrow a War Leader, a formal duel can be issued at any moment, and the leader is forced to oblige and fight to the death. This is not mandatory though, and one could simply start a fight or kill the War Leader while distracted and gain his role in society that way. This usually tends to make one look bad in the eyes of the clan, so it's not a common occurrence.

The one sense among the 5 senses that represents the Fele best is the sense of touch, and they pay more attention to the physical aspect of the six dimensions of wellness. The color that can be associated with them is red.

Their motto is "Down in flames".

KNOWLEDGE
is
POWER

6.1.4 Moonsighters [mun'saɪtərz]

Logical and intelligent, Moonsighters have always valued scientific progress over anything else. Progress literally means to move forward. In Moonsighters' eye, it is always a positive movement and is the one which will take society to greater heights. But for progress, society must take critical and risky decisions which may prove to be fruitful or might end in vain. This thought often results in people taking obsolete decisions out of fear. The obstacles for progress occur majorly due to fear and the comfort people experience in their current state.



When it comes to scientific progress, Moonsighters know no fear: they would risk their own life to gain insight in a topic that they deem as "not researched enough", they would try everything in their power to acquire knowledge not in public domain. They also tend to experiment every time they have a chance to discover something new: how can you know what is going to happen if you haven't tried even once? Life is nothing without risk, and it is not like it's gonna be a failure all the time! Either way, Moonsighters view failures as the stepping-stones to success: you can't progress if you don't fail, from time to time. In this highly competent world progress is the key to survival. To be on the safer side, the ones who are not driven by ambition tend to make decisions which are out of fashion and they believe that this is enough to keep them in a safe position. But, in the eyes of the Moonsighters, that ideology is not correct when there is no growth, since it's easier for others to overrun them and push them down even further, without any difficulty. That's why they tend to devote their life to science, research or to teach others the ways of logic and scientific progress.

Progress is not a one time thing, it is a repetitive process and must always be the foremost goal of any society for it to achieve the greatest peaks, and cannot be achieved alone: Moonsighters value the exchange of knowledge and information a lot, and that's why they are very keen to collaborate with other clans. They also tend to be prone to help them without any compensation required, if they think they can gain insight in some topics that caught their attention. Progress is the movement towards a refined, improved, or otherwise desired state. Moonsighters view progress as demonstrating the existence of previously unknown phenomena or relationships among phenomena, or when they discover that widely shared understandings of phenomena are wrong or incomplete; they also view progress as developing concepts, typologies, frameworks of understanding, methods, techniques, or data that make it

possible to uncover phenomena or test explanations of them. Thus, knowing where and how to look for discoveries and explanations is an important type of scientific progress. Improved theory, rigorous and replicable methods, measurement techniques, and databases all contribute to analysis. Wolves can also progress when they discover regularities in the ways phenomena change over time or find evidence that supports, rule out, or lead to qualifications of possible explanations of these regularities, or also when they link theories or explanations across different domains or levels of organization. Thus, Moonsighters feel a sense of progression when support for theories and explanations that cover broader classes of phenomena or that link understandings emerging from different fields of research or levels of analysis are produced and provided. Finally, science makes progress when it stimulates additional research in a field or discipline, including research critical of past conclusions, and when it stimulates research outside the original field, including interdisciplinary research and research on previously underresearched questions. It also develops when it attracts new people to work on an important research problem, and Moonisghters feel the most sense of community when that happens.

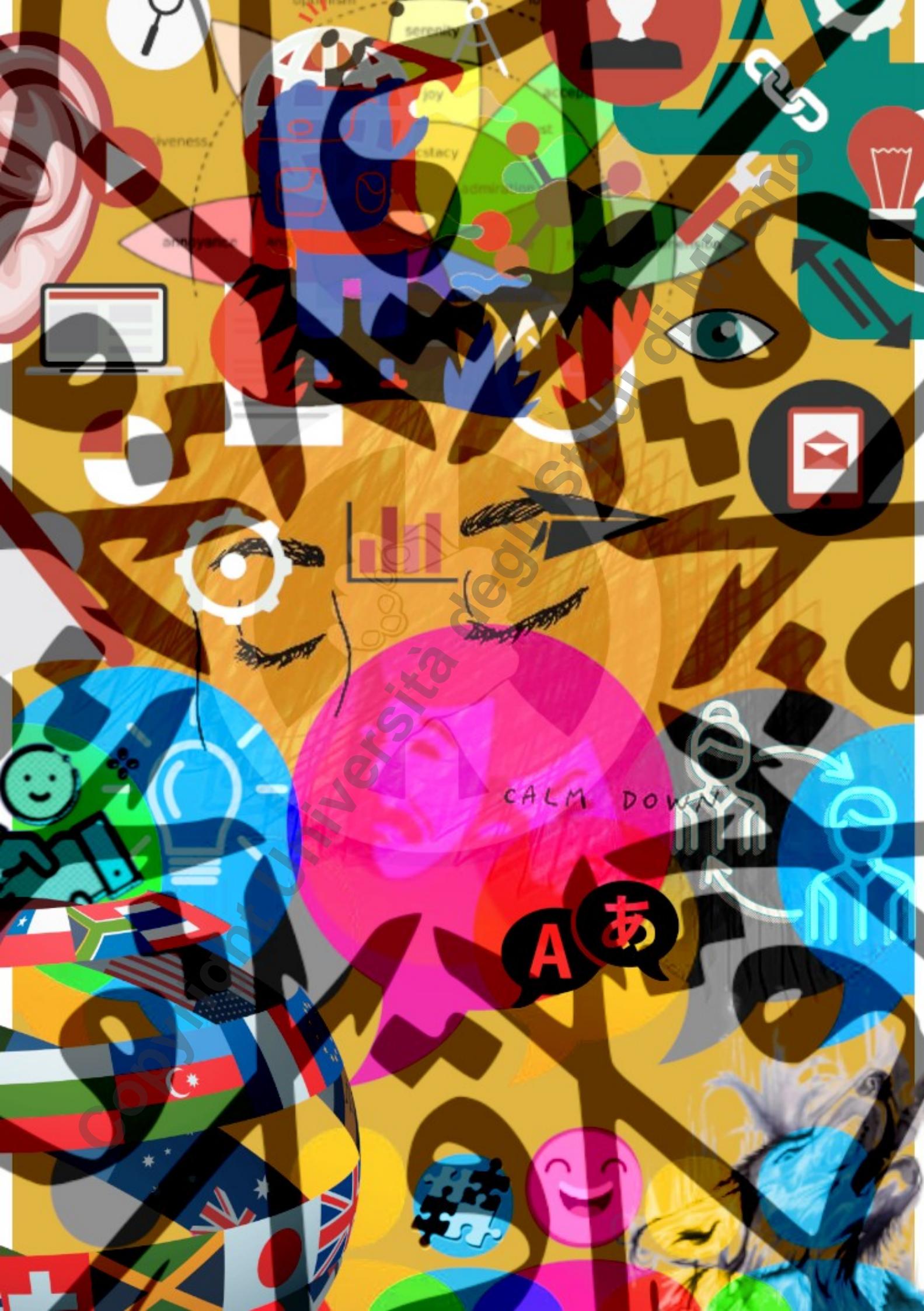
By a biology standpoint, Moonsighters appear physically weaker than all the other clans, but what they lack in muscles they gain in brainpower: having focused their evolutionary efforts in developing a better brain, they are quick thinkers, often too rational for their own good, but better than anyone else in getting the bigger picture. They often dismiss emotions as unnecessary, and see themselves as the apex of the wolves (even if they are less open and forward about this contrary to the Fele). One of the cultural aspects that is really apparent in the Moonsighters clan is the reverence toward experience: having a lot of field experience is revered way more than having studied a lot on the books. Blindingly trusting what is written or said by others is often discouraged, and experience-based knowledge, gained through a rigorous attendance to the scientific method, is encouraged.

Their internal government are the Illuminati, a council composed by the most illustrious member of the Moonsighters clan: Nobel prizes, famous scientist and prolific researchers are chosen by the members of the council and invited to rule. This illuminated oligarchy is truly what keeps the clan members striving for more knowledge: every Moonsighter would do anything to be recognized for their achievements and enter this elite.

The one sense among the 5 senses that represents the Moonsighters best is the sense of sight, and they pay more attention to the intellectual aspect of the six dimensions of wellness.

The color that can be associated with them is orange.

Their motto is “It’s a matter of experience”.



Università degli Studi di Genova

6.1.5 Herin [herin]

Emotional and well-spoken, the Herin clan values communication and group wellness over anything else. Characterized by long ears and friendlier features, they evolved towards being the most innocuous looking possible. They understand how both humans and wolves tend to make certain actions in order to experience positive emotions and minimize the probability of feeling negative emotions and believe that feelings are adaptations that allowed both humans and wolves to survive and reproduce. That's why they try not to trigger hostile or adverse reactions with their appearances.



Emotions serve an adaptive role in life, by being a motivation to act quickly and take actions that will maximize the chances of survival and success.

Even if controversial between some clans, especially the Moonsighters, Herin keep claiming that even in situations where we believe our decisions are guided purely by logic and rationality, emotions play a key role. Emotional intelligence, or the ability to understand and manage emotions, has been shown to play an important role in decision-making, and is a characteristic that is strongly cultivated by Herin clan members.

When interacting with others, Herin understand how it is important to give clues to help others understand how they are feeling and mastered this art. These clues might involve emotional expression through body language, such as various facial expressions connected with the specific emotions that are being experienced. In other cases, it might involve directly stating how they feel, giving them important information that they can then use to take action. Just as their own emotions provide valuable information to others, Herin keep always in mind how much the emotional expressions of those around them give them a wealth of social information. Social communication is an important part of a Herin daily life and relationships, and being able to interpret and react to the emotions of others is essential to their survival. It allows them to respond appropriately and build deeper, more meaningful relationships with their allies, other clan members, and loved ones. It also allows them to communicate effectively in a variety of social situations.

Herin also understand also how emotional displays play an important role in safety and survival. If one would encounter a hissing or spitting animal, it would clearly indicate that the creature was angry and defensive, leading them to back off and avoid possible danger. Understanding the emotional displays of others gives a Herin clear information about how they might need to respond in a particular situation, and

“others” isn’t confined just to wolves: human are a big factor of living on planet Earth, and that’s why the Herin clan has been studying human behavior and social interactions since the Landing.

In fact, how to communicate effectively, being it between wolves or with the human, is the most important topic of research for the Herin clan.

An evolution of their interest towards humans is also noticeable by how Herin are very invested in their lives among humans, and their activism consists of efforts to promote, impede, direct, or intervene in social, political, or economic reform with the desire to make changes in society toward their perceived greater good. Even if many clans only think about their interests, Herin see themselves and the humans as not too different from each other and, for them, stupid disputes between clans are nothing compared to the greater good of all the sentient beings living on the planet Earth. Even if through history the greater good has been an evolving concept, the most serious problem of the wolves in general is that most historical ideas about the greater good are silent on how it relates to non-wolves and other natural systems, and in some extreme cases even to other clans. Herin always used very different forms of activism that could range from petitions, contributing to political campaigns and demonstrative forms of activism like rallies, street marches, strikes or sit-ins. They usually perform activism on a day-to-day basis: however, the most highly visible and impactful activism often comes in the form of collective action, in which numerous individuals coordinate an act of protest together in order to make a bigger impact. Historically, Herin have used literature, including pamphlets, tracts, and books to disseminate or propagate their messages and attempt to persuade humans or other wolves of the rightfulness justice of their cause. Nowadays, Herin are exploring how to use social media to facilitate civic engagement and collective action combining politics with technology.

Their internal government is direct democracy: contrary to a representative democracy, in which people vote for representatives who then enact policy initiatives, in the Herin clan people decide on policy initiatives directly.

Considering that, under very specific circumstances, Herin clan members can tune in to a shared consciousness: when an important decision needs to be taken for the totality of the clan (or a subpart) they collectively tune in from wherever they are and vote on the matter: one wolf, one vote. Regarding smaller issues, every city has its own senate, elected by the citizens of the area. Most, if not all, of Herin clan members take their political duties very seriously and try to always participate to the best of their abilities.

The one sense among the 5 senses that represents the Herin best is the sense of hearing, and they pay more attention to the emotional aspect of the six dimensions of wellness.

The color that can be associated with them is yellow.

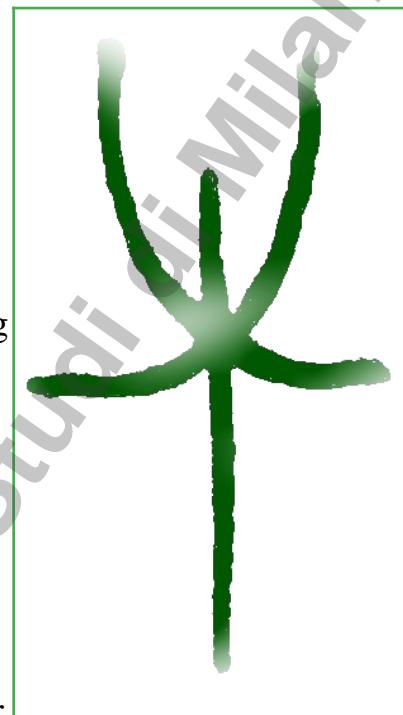
Their motto is “Make yourself be heard”.



6.1.6 Naturia [næ'turiə]

Mystical and obscure, Naturian value nature and the cycle of life and death over anything else. They appear to have long, braided furs, and tall muscular bodies. The Naturia clan, since the dawn of wolves existence, has always been in charge of the religious and supernatural aspect of life.

Since the vanishing of Vide, the First Wolf, the followers of the Videklusa religion have kept preaching about the reincarnation of her soul in rightful Recipients, as she announced there would be before vanishing through the veil. Before the Landing, only one recipient was found: his name was Mens, and he ruled the Naturia clan from the moment of his discovery to the moment of his death... and beyond. Mens was very interested in being knowledgeable about death: the one thing all mortals have in common is that dying and death will be a significant part of their lives. The simple fact is that everyone is going to die, and most of mortal beings will experience losing people they love and care for during their lifetime. Through the centuries of his divine guidance, he helped his clan to master most of the secrets behind death: they could talk with the souls of dead wolves, if they performed specific rituals, and they could reanimate corpses for a short period of time (among other things). At this point in time the Videklusa religion was worshiped by all the wolves with no doubts, but it all only lasted until the Exodus: as Mens was unable to foresee the mass attack of the Demons and died consequently, most wolves lost faith in any divine power attributed to the Recipients. Fortunately, the shamans of the tribe were able to collect his head before leaving the planet, gaining access to contacting his spirit with their powers.



Religion has three major functions among the Naturian: it provides social cohesion to help maintain social solidarity through shared rituals and beliefs, social control to enforce morals and norms to help maintain conformity and control in society, and it offers meaning and purpose to answer any existential questions. One of the questions the Videklusa religion answers is “what happens after death?”: the Cult of Vide (or the Sons of Vide, as they prefer to be called) believe that every soul travels multiple times through the universe, and this state is only temporary. They believe in reincarnation, but only after a soul completes different voyages through the universe it will be able to return on Earth to inhabit a body, thus gaining the knowledge and powers to become a shaman. Other than being the pillars of the spiritual world, they also have to be the caregivers for the planet that so kindly welcomed their soul:

another strong belief of the Sons of Vide is that every life is important, and that every wolf should protect them through all means necessary.

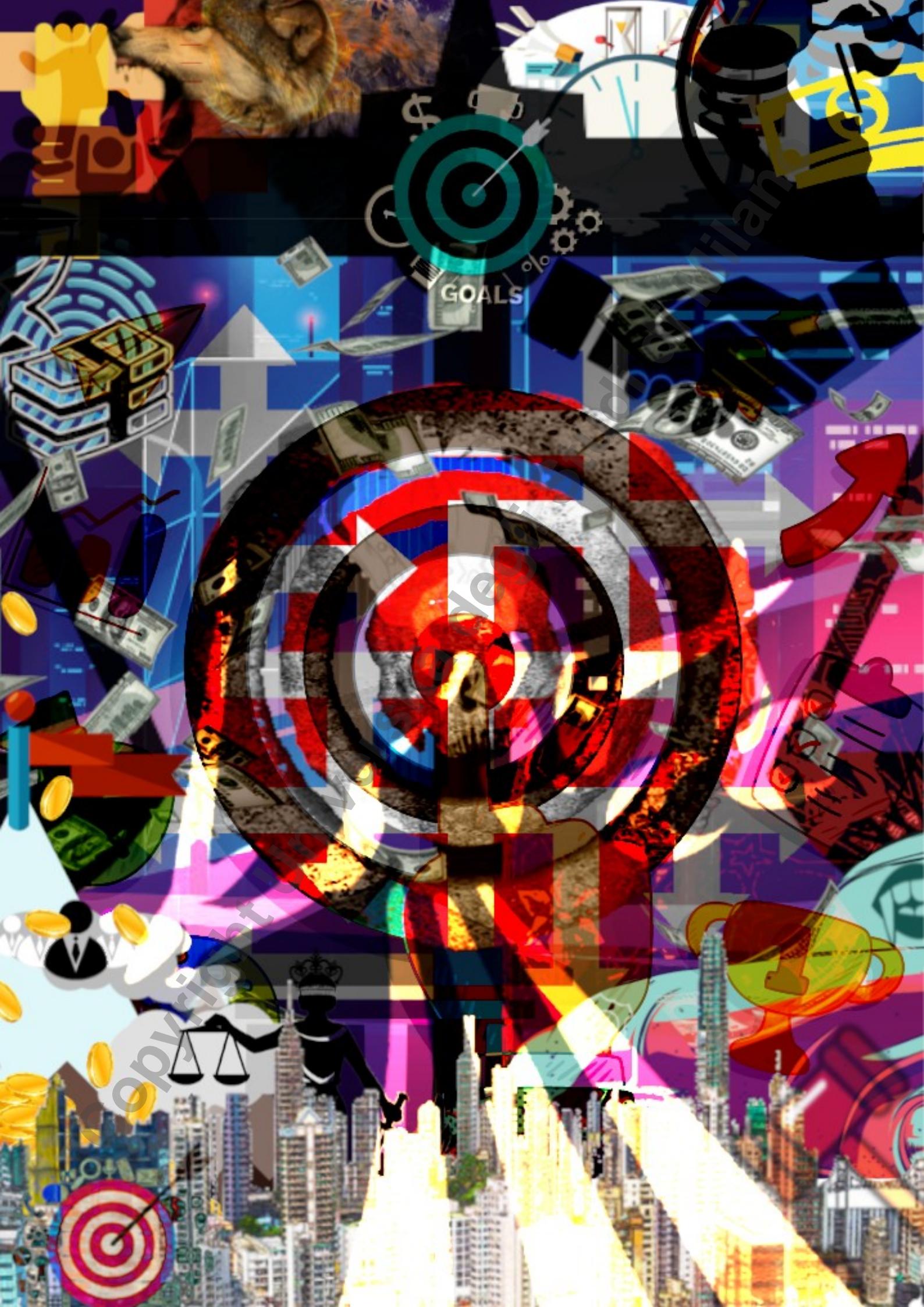
There is no question that Earth has been a generous planet to wolves, even if they weren't a native species. Everything wolves have needed to survive and thrive was provided by the natural world around them: food, water, medicine, materials for shelter, and even seasons and the climate. Yet, most wolves have disconnected themselves from the natural world, so it is easy for them to forget that nature remains as generous as ever, even as it vanishes bit by bit. The rise of technology may have superficially distanced wolves from nature, but it has not changed their reliance on the natural world: most of what they use and consume on a daily basis remains the product of multitudes of interactions within nature, and many of those interactions are imperiled. That's why the Naturia clan has an internal mission to raise awareness about environmental issues: each individual should be knowledgeable about how much every one of their choices impact the world around them, and the consistent damage to the environment, to various ecosystems and to every natural wonder in existence should not go unnoticed. Naturian could be described as environmentalists, since they developed an ideology that aims to reduce the impact of wolves and human activities on the earth and its various inhabitants (so, contrary to other clans, they care about both humans and wolves). They also put a huge effort towards explaining the effects of global climate change in order to be able to adapt to a rapidly changing Earth and finding sustainable ways to live in it.

Their internal government is a theocracy based on the Videklusa religion: their ruler is considered a reincarnation of Vide, the First Wolf. Every 60 years, the shamans of the tribe contact Mens' spirit performing a ritual on the severed head they venerate to receive guidance for the following 60 years: during the Calling, Mens' spirit speaks to the whole clan, giving advice and explaining what they should do for the next 60 years. After this first event, an Oracle is chosen by Mens' spirit to be a recipient for Vide's soul, becoming to all extents the ruler of the clan for the next 60 years, and then Mens' spirit leaves, returning to roam the unknown corners of the cosmos. If 60 years have passed and the Oracle is still alive, during the ceremony the old recipient is killed. The case in which the Oracle dies before the right time is seen as a huge sign of misfortune, and the entire clan closes inward, cutting almost all connections with other clans. The clan then ceases to have guidance, if not for the shamans that try to keep the clan together until a new Oracle is chosen by Mens' spirit.

The one sense among the 5 senses that represents the Naturia best is the sense of smell, and they pay more attention to the environmental aspect of the six dimensions of wellness.

The color that can be associated with them is green.

Their motto is "It's natural".



6.1.7 Ceuìn [sewin]

Ambitious and loyal, the Ceuìn clan values authority, respecting laws and interpersonal contracts over anything else. They have long sharp talons and teeth, useful to instill fear in opponents. Subjective well being is the evaluation of a person's happiness and satisfaction. The two aspects of subjective well being are personal happiness and life satisfaction: personal happiness consists of how happy they feel with their life as a whole, life satisfaction is how satisfied they are with their friends, families, health, home locations, and leisure time. Both of those aspects are what pushes a Ceuìn through



life: trying to ace the score, trying to have the most personal happiness combined with the most life satisfaction is what pushes them to outdo each other, always trying to be the one on top. Ruthless and competitive, they believe in the remarkably positive power of ambition, and how nothing truly great happens in this world without an ambitious person behind it. They see themselves in charge of their own destiny, and they cultivate willpower and determination from a young age. They know where they are going and what they must do to get there. They are capable of measuring up to their dreams, always watchful of the opportunities that are out there for those who are willing to see them and seize them.

Those who wish to be more, know more, do more, give more or have more, have in the Ceuìn clan a better chance than anywhere to prove themselves, to dream bigger and go further. Ambition drives any Ceuìn to advance and accomplish their goals. Well-aimed and supported by those values, Ceuìn clan members are equipped with a huge amount of self-esteem and higher power of abstraction and visualization of the future. They can be spotted in a crowd: they have a gleam in their eyes as they approach their goals, they vibrate at a higher level and have a contagious enthusiasm about accomplishing things. They inspire and motivate others. It should be noted that being a Ceuìn does not inherently imply a lack of values or ethics, nor a lack of control or a tendency to being manipulative, but more often than not the two groups of characteristics overlap.

Ceuìn have since long noticed how other wolves do not value ambition as much. They almost fear it, and mistrust it, as if every ambitious person was inherently capable and willing to harm others. Of course, there are many out there with unbridled ambition capable of doing anything and running over anyone to get whatever they want, but this does not mean that Ceuìn couldn't be considered the

perfect leaders if the appropriate circumstances were in place: they can be compassionate, they can be caring... if it suits their goal. On the other hand, people without ambition ask very little from life and that is what they get, little or nothing. They have no dreams, no vision, no direction or clear intent and, therefore, they get nowhere. A Ceuìn sees others as unable to imagine their future and, therefore, to create it for themselves. Who is without ambition isn't truly honest with himself, in Ceuìn's eyes: they don't have the courage to take the risks required to be successful, they don't build themselves up in order to live up to their potential. That's why the leadership roles are almost built for the Ceuìn: other clans often don't care about them, so easily a Ceuìn can come in and take it with their innate charisma and social skills, if they please.

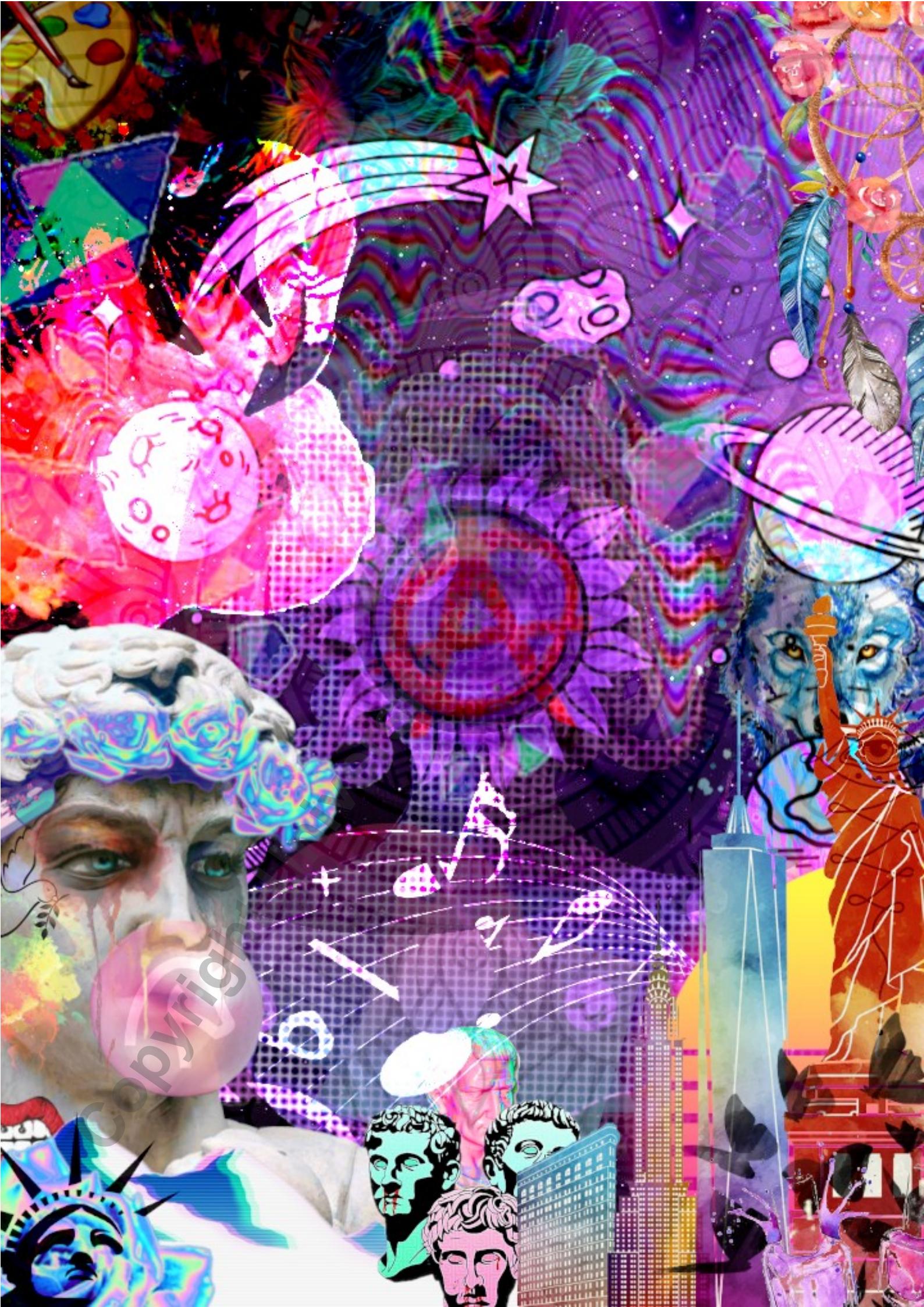
Charisma is one of the most essential traits of a Ceuìn: it isn't something that can be taught, one either has it or doesn't. Apparently, Ceuìn have been blessed by that gift. Ceuìn are usually individuals who are both verbally eloquent and can communicate with followers on a deep, emotional level: they are able to articulate a compelling or captivating vision and are able to arouse strong emotions in their followers. They bring light to a room just by entering it; they make others feel a way that nobody else can.

Ceuìn are successful because they are sharper than anyone else, they are the alpha personality that can still connect and empathize with everyone and make them feel just as important as anyone else. Many might be able to see, but they do not have vision. A Ceuìn clan member sees everything, and watches everything. It is almost impossible to get something past them or over them because they are so obsessed with the details of everything. Before they do something or act on something, they study it by watching it. This allows them to prepare themselves for any situation that may arise, always ready to enjoy the sweet taste of victory in their mouth.

Their internal government is a hereditary monarchy, a form of government and succession of power in which the throne passes from one member of a ruling family to another member of the same family. The one family in charge of the Ceuìn clan is the Arcadia dynasty. When the monarch dies or abdicates, the crown passes to the next generation. If no qualified child exists, the crown passes to a brother, nephew, cousin or other relative, in accordance with a predefined order of succession. Such a process establishes who will be the next monarch beforehand and avoids disputes among members of the royal family. Power only gets passed through male descendants, even if exceptions are present throughout history.

The one sense among the 5 senses that represents the Ceuìn best is the sense of taste, and they pay more attention to the social aspect of the six dimensions of wellness. The color that can be associated with them is blue.

Their motto is "We always win".

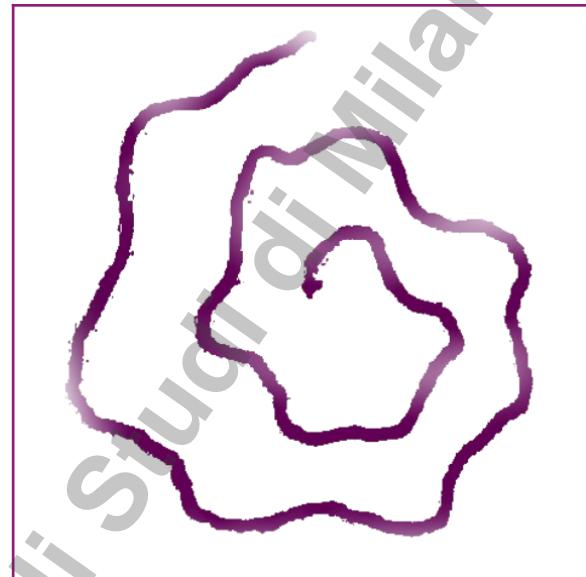


6.1.8 Ayatana [aiətana]

Spiritual and creative, the Ayatana clan values art and freedom over anything else. Very obsessed with body modification, they appear usually as full of piercings, tattoos and dyed furs and hair. Self-expression comes in many forms in the Ayatana clan: the terminology ‘body modification’ encompasses any form of body art, including tattoos and piercings.

Getting inked or pierced has always been an extremely popular practice in Ayatana’s society, and reasons for getting body art may include a mark of identity or belonging to a determinate cultural scene, a stylistic choice, honor for another person, event or masterpiece,

as well as many other reasons. Regardless of the motive, tattooing and piercing are considered art in themselves, implying bodies are just canvases in the eyes of the Ayatana: since tattoos usually represent a very important aspect of oneself, they are almost seen as the supreme art form. Some Ayatana, while considering getting ink, feel that the tattoo should have a meaning, whether it’s a quote, date or symbol, others are more on the route of art for the sake of itself, and chose not to have a meaning behind their pieces. Whatever an Ayatana decides to do to their body is ultimately a reflection of their character and their approach to art in general. Another aspect of the appeal of both getting a tattoo or a piercing for an Ayatana includes the fact of how much, especially in the past, the majority of the tattooed global demographic were seen as the rebellious types.



Freedom is a core pillar of Ayatana’s culture: in their eyes, freedom is an innate right that everyone has since birth. Different clans have different opinions, definitions and thoughts about the idea of freedom. Some speak of freedom in the political sense, others speak of social freedom and others of personal independence. But the fact that everyone wants to be free is true in each case, and the Ayatana know how this is everyone’s deepest wish.

Freedom is the choice to live life doing what one wants and to learn what the heart desires most. For the Ayatana, it is about ensuring respect and not living free: they know that all clans define freedom in their own respect, and that different clans see freedom in their own light, and as a result, wolves living in different clans enjoy freedom in a way that they deem appropriate.

So, in the end, Ayatana really feel compelled to the idea that everyone is free of having their view on freedom. But, especially to them, to enjoy freedom it does not mean to ignore the rights of others and live the way each individual feels: everyone must consider the rights and feelings of others around them when they live their

freedom, in Ayatana's eyes. On the other hand, a free wolf does not have to fear expressing his opinion by ensuring that others are not hurt. In fact, the Ayatana clan promotes freedom of opinion, thought, belief, expression and choice because they believe that this environment is the one where creative minds flourish. And where creative minds flourish, art proliferates.

In the Ayatana clan, art is everywhere all at once: in the literature they produce, in the music they play, in the dances and songs they perform, in the architecture they construct, in the statues they sculpt. It transcends language, political, social and cultural boundaries, and that's why Ayatana were so in love with humans since the first moment they saw them. They didn't know much about them, but they started to study their art and got to know them first than any other clan on a deep, spiritual level. Through history, art was useful to bring wolves and humans together, almost as members of the same race... instead of dividing. Art, as the Ayatana clan sees it, exists as a pathway to a greater understanding of the world, enriching the soul with passion in the process. Art had a monumental impact on culture and society around the world, and not only for humans. Even for wolves, in fact, art has been an imperative tool in recording history. Even before language and written words were developed, wolves shared their lives and stories through art, and the Ayatana clan has long sustained the role of storytellers of the Packt: leaving behind cultural artifacts, poems and constructions, Ayatana understood how it is through art that the wolves could gain a deeper insight into their own history. And that's because regardless of the barrier of time, art speaks its own language whether its a painting, a sculpture, a dance routine or a song. Art is able to say things that words sometimes can't. For them, it is an international language that anyone from anywhere can understand and be inspired by, and thanks to its old tales can still live on.

Their internal government is based around the concept of freedom: whoever feels inclined to help ruling the clan can join a House, a council in an area in which everyone has the same power and the right to come and go freely. The power of a House isn't absolute, and is only considered a sort of guidance for the people in the area. Also, as a sort of general direction for the clan, sometimes an influential woman of the Ayatana clan is chosen to write a pamphlet that the Ayatana call Constitution. Until a more influential woman arises in the scene and is elected to write a new one, a Constitution is considered a word of wisdom and revered by the clan, but not followed strictly. This tradition is rooted in the matriarchal history of the Ayatana clan.

The Ayatana don't have one sense among the 5 senses that represents them best. Their sense is the sixth sense, and they pay more attention to the spiritual aspect of the six dimensions of wellness.

The color that can be associated with them is purple.
Their motto is "Periodt".

6.2 Playable Characters

The game will have **18 playable characters**, **3 for each clan**. Each one of them will have a **personal ability** that is derived by their **background and story**. The names of the six (one for each clan) that are present in the prototype will be **highlighted** below.

Clan	Class	Identifiers
	<i>Soldier</i>	soldier helmet, scars
Fele	<i>Doctor</i>	syringe held by her teeth
	<i>Firefighter</i>	firefighter helmet, soot on their face
	<i>Chemist</i>	a dangling earring in the shape on a beaker
Moonsighters	<i>Researcher</i>	big lab goggles, facemask
	<i>Meteorologist</i>	a sun hat
	<i>Guide</i>	tiny flag tied to the head with a band or lace
Herin	<i>Anchor</i>	big 80's hair
	<i>Translator</i>	a hijab around her head
	<i>Herbalist</i>	multiple flowers through the hair
Naturia	<i>Geologist</i>	a maang tikka
	<i>Biologist</i>	a pair of hearings in the shape of a butterfly
	<i>Politician</i>	a pair of reading glasses with a rectangular shape
Ceuìn	<i>Lawyer</i>	a cigar
	<i>Policeman</i>	a blue policeman hat
	<i>Dancer</i>	an old quill sustained by the hear and piercings
Ayatana	<i>Writer</i>	a sponge headband
	<i>Architect</i>	a triangle ruler around her ear

6.2.1 Fele characters

Zarks, the Soldier

Identifiers: soldier helmet, scars
 Zarks joined the military when he was young, following the same career path of his parents. Skilled with many different types of weapons, he's very observant and always on edge. He loves taking naps whenever possible, because he never knows when he'll get a chance to rest again. He always keep his equipment in pristine conditions, and often makes a show



about being very organized and level headed, even if the Fele blood runs deep in him, the abundant courage mixed with his lack of fear more often than not clearly shows.

Naxara, the Doctor

Identifiers: syringe held by her teeth

Kindness alone won't help you survive in this crazy world. Not all patients receive proper care and not all doctors possess a benevolent heart. Naxara is definitely not one of that kind-hearted doctors: she started medical school to find a way to improve her physical form even further, having nothing to do with helping people or curing sicknesses. As a dietitian she spends most of her days hating every overweight patient under her care, regretting her choice of choosing medical school over becoming an athlete or a personal trainer.

Aaron, the Firefighter

Identifiers: firefighter helmet, soot on their face

Aaron is, at any moment, fully equipped to fight fires... and create their own if needed. As both an arsonist and a firefighter, Aaron fully lives a double life every day of their existence, and balancing this dynamic really stresses them out. Aaron took up arson in their youth as a hobby: it wasn't really a political move, nor a rebellious phase, but it soon turned to an obsession; Aaron started to believe they can see visions in the flames they create: that's why they stop the ones created by others in their everyday job.

6.2.2 Moonsighters characters

Kyren, the Researcher

Identifiers: big lab goggles, facemask

Time always fascinated Kyren: since he was little, this Moonsighter studied theories about how time could be controlled, molded, manipulated. In his eyes, people waste a lot of time to then wish for more, want more hours in their days, more days in their years, more years in their lives.

As if they had all that extra time, they could fix any mistake. Here's the thing about time: for Kyren, if you can't make the most out of any given moment, then you don't deserve a single extra second.



Helion, the Chemist

Identifiers: a dangling earring in the shape of a beaker

Helion is a brilliant scientist that earned a doctorate in chemistry extremely young, and used her knowledge to help others up to her twenties: being in close contact with

dangerous and obscure chemicals on daily basis, though, made her no longer think clearly, and she has become hateful and spiteful. Despite this, she is still able to express appreciation, being willing to congratulate those who have impressed her, especially in the chemical field. Her research has lead her to learn many secrets on how the world works, at the cost of unconventional and likely unethical experiments.

Izaya, the Meteorologist

Identifiers: a sun hat

A clouded sky or a sunny day could equally be appreciated under the right circumstances: since childhood, Izaya loved to look at the sky and appreciate it in each and every one of its forms; a heavy rain would make him energized, a snowy day would cleanse his soul, and a rainbow would immediately make him happy. Growing up, he started picking up little subtleties in how the sky changed its colors, and decided to pursue the meteorological career to make his gift available to everyone.

6.2.3 Herin characters

Antares, the Guide

Identifiers: tiny flag tied to the head with a band or lace
 Antares has always been a people person. He loves to chit-chat about many different topics, but especially about the landscapes of his hometown. As a guide, his job is to help tourists to deeply experience a new culture foreign to them: that's why, even in his free time, Antares spends every minute researching new pieces of history lost in time about this building or that tree, tries to explore every little spot, every little business, searching for any new information that could give his clients a new insight on the city he so deeply loves and cherishes.



Aerith, the Anchor

Identifiers: big 80's hair

Former field journalist, Aerith traversed the world to film every war, comment each and every conflict, and to show the world what was really happening where the media weren't usually allowed. After getting shot in the chest during one of her missions, and surviving (not without complications), she unfortunately had to take a less

“adventurous” job, and settled to being the anchor of one of the most influential news programs that there are. Even if she can’t be the one in the eye of the storm, she sure will spread the news to everyone else.

Irenea, the Translator

Identifiers: a hijab around her head

Daughter of a famous social activist, Irenea had to spend her whole childhood traveling the world: this didn’t help her forming long lasting relationships, but it helped her entering in contact with various cultures of the world. Being a sweet and kind soul, she always liked helping people: she decided to study various languages to become a translator, so she could go around the world helping the less fortunate to communicate their needs.

6.2.4 Naturia characters

Devon, the Herbalist

Identifiers: multiple flowers through the hair

Devon is a timid and reserved herbalist: he spends his free time creating tinctures and brews, trying to see if any of them could have any beneficial property for the body. Even if he’s just out of high school, he has a prominent role in the Naturia society as an adept shaman: apparently he’s the reincarnation of an old



Oracle, so everyone has high expectations for him. But, in his eyes, this is just a tiresome charade: he would much rather be a nobody and spend his time alone with his plants, free and happy.

Atlantis, the Geologist

Identifiers: a maang tikka (a piece of jewelry typically worn by Indian women on the forehead)

Rocks are magical: they have an energy inside them that is invisible to the eye, but effective to the body and mind. Atlantis loves to play around with them in her free time, trying to decipher how they influence the energy of things around them. She also studies them professionally, and hopes one day to publish definitive proof of the magical properties of minerals and stones.

Yara, the Biologist

Identifiers: a pair of hearings in the shape of a butterfly

Yara always loved animals since she was little: her cute little smile would especially show up when interacting with insects, her favorite type of animals. During adulthood she found a newborn interest in studying creatures that aren't well known, the Demons: she roams alone, at night, searching for new specimens to study. Will it be her demise?

6.2.5 Ceuìn characters

Cain, the Lawyer

Identifiers: a pair of reading glasses with a rectangular shape

Never cornered. Cain knows how to bargain a deal, cut to the point, be the best at his job. No one has the upper hand on him, he's always five steps ahead. Incredibly smart and ambitious, he made a name for himself very quickly in his field, impressing even veterans

with his quick deductions and his fiery tongue. Dashing, hot and young, this young wolf knows how this world works, and nobody will stop his pursuit of success, power, and fame.



Bonnie, the Politician

Identifiers: a cigar

One day Bonnie asked her mother what power was, and in response she got "It's when the people listen to you". That's why she decided to become an influential person: ruthless and deceptively kind, she would and has done anything in her power to reach a level of prestige that could lend her a job in politics. She doesn't really know what she wants from this job, but she wants it now. Maybe it's just the power.

Sebastian, the Policemen

Identifiers: a blue policeman hat

Sebastian believes in law and order above anything else: to him, peace in the streets should always prevail over disorder. He lives his life rightfully, always on edge as if he were always on duty. A strong believer in restorative justice, he tries to never take a life if he can: in his free time he also volunteers to help his community, which he strongly desires to see grow and flourish.

6.2.6 Ayatana characters

Yubel, the Writer

Identifiers: an old quill sustained by the ear and piercings

Yubel is a wild card: no one knows his true identity, not even his closer friends. He's a writer, a poet and a rapper, famous in the urban scene. One can usually find him dressed as a medieval jester, playing dices with some homeless guy on the side of the streets. He always says that his

passion for storytelling comes from those who are less fortunate: Yubel loves the stories that get narrated in the streets, and usually incorporate those urban legends in his own works.



Sys, the Dancer

Identifiers: a sponge headband

Sys day begins with her waking up, attending her classes at community college, then she proceeds with her afternoon classes at dance school and concludes with her job at the night club, where she pole dances for tips. Even if she struggles a lot doing everything all the stuff she has to do, she always puts up a smile on her face and performs on the stage of life like she would in a theater.

Eve, the Architect

Identifiers: a triangle ruler around her ear

Eve has a keen eye: precise, calculative... a true perfectionist. She is really famous, having created many masterpieces in her long lifespan: people know her name and speak of her fondly, being one of the most influential people of the century. Eve doesn't like the spotlight too much, though. She would much rather be in her element, creating beautiful pockets of art in the world, instead of being constantly pursued by the media and the fans. That's why she usually goes out undercover, managing to live her world at her own pace.

6.3 The Demons

The Demons are a **heterogeneous group of entities that seem to want to destroy everything and everyone on their path**. They cannot usually communicate, even if historically some exception of minimal communication was present, but **never verbal**. As in the canonical side story extends on (chapter “**7.3.4 Naturia**”), Demons are a **product of the imagination of the humans**: as something forms in the social imaginary, the universe adapt the energy produced by the humans’ mind and release it in a physical form. This is not a piece of information that the wolves know, but it explains the **heterogeneity of the Demons**. Especially in the latest century, the mass production of cultural elements that get assimilated by the masses has augmented the **quantity and variety of demon types**, and this could work well for **collaborations with other games, tv series, books or other types of medias, and could be used to market the game**. At the moment this is just an option and not yet explored, because **legal fees and copyright expenses are high and would not be in line with the budget of the game**. In the game there will be at first a **small selection of enemies to not make it too hard for a midcore gamer to grasp the different move-set of each one of them**, but it could be expanded easily again exploiting the concept that was discussed in the paragraph above. The **aesthetic element of those demons is quite reminiscent of a steampunk aesthetic**, with a strong focus on **clocks and metal**. As a reference, look at the **collection of free sprites** that could be found at: <https://aekashics.itch.io/aekashics-librarium-librarium-static-batch-megapack>

6.3.1 Clockmaiden

This Demon is a **sharp and methodical enemy**. It should feel as if it believes that it is **superior to the player in the movements and animations**. As for the moveset, it **throws the shield in front of itself in a straight line**, dealing huge damage, and then it comes back **bringing any hit player with it toward the Clockmaiden**.

If this happens, the Clockmaiden will try to **hit the player instantly** but not before **charging up the attack for 0.5 seconds**. If the player can’t dodge in this timeframe, he will suffer conspicuous damages.

For the movement, **it moves slowly and then**, from times to times, **teleports around**.



6.3.2 Headbouncer

This Demon isn’t the most profound or intelligent of them all, and **just exists through life to create troubles for whomever is near**. Its **moveset is very limited**: it just **radiates energy around itself, floating around the screen bouncing off the walls**. If hit by the energy that this demon emanates, **the player is slowed by 50% for 2 seconds**, making it hard for him to reach it in close combat. As for the movement, **the Headbouncer just bounces around the room at high speed**, acting as a distraction from more dangerous enemies.



6.3.3 Hand of Time

This Demon is **slim, small, and fast**. It hits with the blade in front of himself in different ways: it has a **slash that teleports it beyond the target**, it has a move that **pushes the target away** and its last attack **knocks the target in the air**, it reaches the target with a jump and then drops them to the ground. As far as the movement goes, it **runs very quickly** all around the room and can climb-jump walls.



6.3.4 Pendulum

This Demon is a **sort of tank**: it **blocks attacks with the pendulum-part of its arm**, using it as a shield, but it can also be used as a **swinging weapon** that can hit from left to right. This demon has also has a **lot of health** but this is counter balanced by the movement aspect: starting from the **speed of its attacks**, they are pretty slow and far apart; for the movement, it moves **very slowly** around the field, floating around **searching for other demons to protect**.



6.3.5 Cancer

This Demon is **quite large, but also really short**: this makes it really **difficult to hit**, and it uses this fact at its advance combined to its **augmented resistances**. It moves frantically, **almost randomly** on the floor, hitting **in front of itself** for moderate damage and **hitting upwards** with high damage: it is to discourage jumping over it or trying to dodge in the air in his range. It also creates bubbles that deal damage on contact and can trap the player inside for a few seconds.



6.3.6 The Spire

This Demon is a **miniboss** with peculiar movement and moveset. It is **more complex** compared to the other demons, and has a **special room in which it appears**. It **hits with the tail**, slashing all around itself, whenever enemies surround it. It **shoots time energy from his mouth** that slows by **99% for 1 second** any entity it encounters, and it affect a pretty **large range**. It also pushes its enemies away with a **scream**, and if they hit a wall they suffer **high damages**. It can also use its **tail as a stinger**, draining life essence from the target and healing itself. Whenever it reaches **25% of its health**, it will **spawn an “Headbouncer”** and will try to use the **stinger more often**. As for the movement, it **flies around the room ignoring walls**.



7. Story

7.1 Synopsis

The story of The Packt – Treacherous Bloodline starts as a group of 6 members of the Packt, the coalition built by the wolves when they reached planet Earth, goes on a mission to close a dangerous portal that has been found in the middle of a city. It has been discovered just a few hours prior, and the outlook isn't good: it seems like it could be a portal between this universe and the Demons' one. Nobody knows who built it, but one thing is for sure... it has to be a wolf. Humans do not possess that kind of knowledge, and Demons are more known for their strength than their intelligence. There isn't, as of now, any recorded history of demons building something like that. The word spread quickly, so the Packt had to send one of its squads to deal with the problem before the inevitable could happen: they are supposedly the best in the city and they can deal with it in no time.

Or so they think. Unbeknownst to them, one of the members of the group is part of the clan that built the Portal and orchestrated this whole scheme: they weren't able to hide it until the completion, but they made it far enough. Now, if only this wolf can distract the group for long enough...

7.2 Complete story

The wolves are a humanoid species that nowadays lives on Earth, but comes from the far planet of Kerkeci. There, at the dawn of times, Vide, the First Wolf, found herself alive, and alone. As the tales narrate, she then proceeded to give birth to her first child: she loved him very much, but he got lost in the forest, and she suffered greatly. She contemplated life for a while, and then again she decided to have six twins, so they would never be alone again, and would never get lost. As time passed and the children's bloodlines prospered, she grew more and more impatient: she felt she needed to proceed to a higher level of existence, so she vanished through the veil, never to be seen again. After her vanishing, clans went on trying to be friendly with each other, but without their mother's guidance their relationship started to crumble: the differences between the various clans were too much to handle for this early civilization, even through the many attempts of many members of this society. All this culminated in a period of separation, in which each clan member stood with their own and communicated only for commerce, trades or... fights. At this time fights between clans were frequent, but never too big: usually they were expansionistic by nature, based around territorial disputes or conflicts about food sources. This period lasted a few centuries, but it organically stopped with the arrival of the Demons: those strange and heterogeneous creatures seemed to come from nowhere in particular, they just... popped into existence. At first, clans like the Herin tried to communicate with them, and attempts for a peaceful coexistence were made, but it was clear to every wolf that demons were a menace to their livelihood.

A period of various fights started, in which the clans fought together against a common enemy and rebuilt part of those lost relationships. It concluded in a big mass hunt of the Demons paved by the divine guidance of the Naturia: they seemed really

good at finding out where to find them, how to beat them, and how to prevent them coming back; that made the Demons disappear for almost a century, and the Naturia took the leadership in regards of religious topics. This period of prosperity didn't last long: one day a big demonic invasion, larger than any wolf had ever seen in their entire history, hit their civilization causing fear, death, and destruction all over. This could have been prevented in two ways: if the Naturia could have predicted anything that would happen, as they said they could, or if someone would have listened to Lykaon, a young Ceuin who noticed will grow to be one of the most influential wolves ever existed. The former method would have been preferable, since almost every wolf believed in the divine power of the Naturia, but apparently they weren't somehow able to foresee this massive event that would have been a huge deal for the entirety of the specie; the latter involved a very young Ceuin, Lykaon, who was really interested in myths, legends and prophecies, and noticed early on the signs of the imminent invasion of the Demons. He tried to confront the leaders of every clan, but nobody listened to him, labeling him as just an ignorant and paranoid child. He didn't give up, and started confronting the youth... and some listened. Together they started to prepare for the imminent battle and, when the time came, they fought in the first lines. After the first gruesome impact, a war between the two factions ensued for many years. The wolves, clearly underprepared, were losing on every front, and their home planet was slowly being consumed by the corruption and disruption the Demons brought with them. But Lykaon wasn't giving up and had for a long time worked with the members of his group to construct a portal that was able to connect them to another dimension: they weren't sure if it would have worked with 100% accuracy and it wasn't even finished, but that was their best bet... they were clearly losing the war. Again, for the second time, he went and pleaded to all the leader to listen to him, that he had a plan to go somewhere else, a safer place, a light in the dark to survive. Reluctantly, one after the other the rulers agreed to the plan, and that's how the Exodus began: it wasn't a quick process, and it took longer than it needed, but through sheer perseverance and charisma Lykaon was capable of uniting all the wolves again for their own benefit. As soon as the leaders decided to cooperate, the various clans took roles in the upcoming defensive maneuver: Naturia, Fele and Ceuin were the wall between the Demons and the other wolves, while Herin and Ayatana tried to help the Moonsighters complete the portal. It was a rush against the clock, and many courageous wolves died in the process. When all hopes seemed to be lost, the portal opened, and all of the wolves rushed into it. One wolf then stayed behind to set up a bomb to make it blow up, hopefully sealing it forever. During the Landing, the wolves found themselves on a new planet, Earth: they had to quickly adapt to a new life, since they found out this new planet was inhabited by another sentient specie, humans.

The landing happened in the year 430 B.C. in Greece: they had to quickly learn to disguise themselves, because the first interaction with the humans revealed their tendencies of fear in regards of the unknown. This suddenly became a big problem for both the newly arrived wolves and the humans, because it escalated in skirmishes

that killed members from both races. That's when Lykaon, now famous among all of the wolves that survived as their savior, proposed the idea of the Packt: instead of being disjointed in a manner that almost risked the entire specie's life, they should coalize and have an internal government that could ensure communication between the clans and protect them from external threats, would they be humans or Demons, if they ever saw them again. And the Demons didn't take long to show up again: it took some centuries where, in the meantime, wolves took the time to fully integrate (secretly) with the human race, but when the Demons finally showed up, wolves noticed how badly it impacted humans: they weren't bad beings most of the time, so assist to the unprecedented slaughter of their host was a really hard thing to witness. That's when The Packt decided to act, both for themselves and for the humans: strict rules of hunting down and killing any Demon on sight were instituted, and to this day these rules still apply almost 2 millennia later. The history of the wolves in the human territory is long and complex, and would take many books to describe at the fullest extent: most of the prominent figures of history were secretly wolves, and many historical events where centered around them: the Spanish inquisition, for example, wasn't just a hunting for witches and heretics, but an excuse to exterminate the wolves, discovered by the church, hiding their true intention behind a good, christian facade. If it didn't go public, it was only because telling people that demonic beasts were literally among them wouldn't benefit anyone.

Nowadays, wolves and humans live in strict contact, and the challenges of preserving ones lineage are more and more harsh every day. Technology is a hard beast to beat, and wolves have to come up every day with new ingenious methods to survive without being discovered and generating chaos in the streets. Other than this reason, though, the life of the wolves seemed to proceed smoothly in these last few years, and only the opening of another Portal, as the one who saved them, could ruin all the hard work they put in preserving their specie, the humans, and the planet itself.

7.3 Backstories

As the backstories for the characters and clan can be found in the apposite sections, the only backstory that isn't present is the one of the Portal. Here, six scenarios will be presented: each one explains the motive of the clan responsible of betraying the others. Beware that they only apply in the universe in which that clan member is the Bad Wolf! As for which one is the canonical one, this information will not be given to the player, but it could be important to know that it is the Naturia's one.

7.3.1 Fele

Power is shown through strength. Only a powerful fist can rule the pack, and the Fele know it. For too long they watched the other wolves whimper and cry over useless topics, moan about this problem and that thing, without ever resolving anything. That's when the Fele had enough: a small group of them, called the Phoenix, found a way to convert the vital energy of demons into an elaborated portal that could send them to another dimension. While testing it, though, they started a reaction that

reverted the internal flux and opened a portal from that dimension to the planet Earth. They quickly contacted the War Leader, who took the opportunity to strike against the other clans: they just had to implement a bit of the art of war and wait. After that, the other clans would be too preoccupied with the demons to notice them, and they could wipe them off the face of the Earth... and rule supreme.

7.3.2 Moonsighters

Ignorance is a sickness, an illness that plagued wolves since the dawn of times. Only the Moonsighters search for the cure, and they are sick to be the doctors for this hopeless world. Advanced and smart, they invented an engine that could bring them back to their homeland, but they didn't share the secret with the other clans: the plan was just to leave and never come back. When they tried, unfortunately, they realized that the planet was full of Demons, so they advanced a new plan: opening a portal big enough on the other side that could suck all of the demons off the planet and push them on the Earth. The plan is simple: defend the portal until the moment it opens, and then use the personal portal that has been given to every Moonsighter to escape.

7.3.3 Herin

Working together is at the core of a healthy coalition. For far too much time it seems like the other clans forgot this notion... That's when the Herin's plan comes in place: creating a situation in which everyone is forced to work together to face a common threat. They just need to gain enough time to open the portal, and then they can go back working all together like it used to be! What can go wrong, right? Surely the big giant portal they opened to the realm of the Demons cannot possibly backfire, right? It's all being monitored closely, so they are confident: the Herin clan wouldn't do something so reckless without taking the right precautions beforehand.

7.3.4 Naturia

When the spirit of Mens came to Earth in the year 1970 during the Calling, the atmosphere was different, almost more solemn. Instead of the usual cheerful and uplifting discourse, the tone was bleaker and more serious: the topic of discussion was quickly centered around a discovery that Mens made during his travels through the cosmos. The discovery was that both wolves and demons are a product of the imagination of the humans: as something forms in the collective imaginary, the universe adapt the energy produced by the human's mind and release it in a physical form... and that's how Vide was created in the dawn of times. This was received with shock, disbelief and fear: apparently wolves thought they were the center of their universe, but they were just a product of some other specie's imagination. Mens kept going and suggested a plan: since the demon kept coming again and again in different shapes and forms, and apparently it was impossible to discovered and know for certain how to fight them all and exterminate them since they kept changing and varying, what if the wolves took fate in their own hands and killed directly the source, avoiding the creation of other abomination that could harm the wolves? The

only question was how to do it: Mens said that he had a vision that the Demons themselves would eradicate the humans if only they had an easier way to reach planet Earth. That's when the Naturia decided to build the Portal, hoping to exterminate both the humans and the Demons once they weakened each other and the time was right.

7.3.5 Ceuìn

The Packt was once useful, respected and revered: those time are long gone. Given the lack of foresight and the idealistic predispositions of Lykaon, the Packt was just merely a way to keep communication flowing after an era in which the clans were so divided that they almost faced extinction on their home planet. The current ruler of the Ceuìn, Meliamne, sees himself as the spiritual successor of Lykaon, in the sense that he can, should and must restore the order between the wolves, since many of them don't feel themselves aligned with the Packt anymore, but this time not with a flimsy "coalition": only a strict and regulated monarchy can bring real order in this unruly world. His plan is simple: catch some Demons, build an army through the procedures to subdue a demon to a wolf will, that the Ceuìn perfected in the past years, and rule on the other clans through fear and raw power. They just need a way to find some Demons quickly, and here lies the Portal part of the plan.

7.3.6 Ayatana

There is a whole world that's unavailable to the eyes: Ayatana experience tiny bits of it, especially through art, but it's not enough to them... they want more. They know there is something behind the endless and always different stream of Demons that they face on daily basis, almost like a puppeteer that moves the strings of their aimless brigade of warriors. Almost naturally, more and more Ayatana searched for a way to find this entity, looking out for any signal that could reach them. And one day, it did: they felt it in the air, almost like a voice that guided them and asked them to build a portal for his final coming. Almost hypnotized and obsessed, Ayatana, quickly built what was asked to them: will they really show up if they tried hard enough? They just had to make the portal open, no matter the consequences, they needed to know. They needed to find this heartless creator with the talent of a God, the perfect artist.

7.4 Narrative devices

Part of the story will be acquirable trough **in-game descriptions of abilities or characters**. The biggest part of the story will instead be gathered by **collecting "Lore Entries"**, items that can be **found in the map**, well hidden, and that will give bigger **insights on the lore of the world**. Only **2 of them** will spawn each match, and once they are collected by a player **they will disappear**. Players that will collect all of them will unlock an **achievement and a skin for the Researcher**.

8. Media List

Since skeletal animations will be used in The Packt, animations will not be considered as an asset to be produced, as they are strictly on the engine side of things and don't require any additional asset.

8.1 Interface Assets

8.1.1 Menus

- Main menu background
- Main menu buttons
- Main menu icons
- Skill tree icons
- Pause Menu buttons
- Pause Menu icons

8.1.2 UI

- Health Bar
- Skill cooldown indicators
- Timer
- Minimap
- Minimap tokens
- Interfaces elements

8.2 Characters

8.2.1 Humans

The sprites for the humans should be subdivided into: head, body, upper and bottom part of the arm, upper and bottom part of the leg, hands, feet.

- 3 different sprites for the Fele clan (Soldier, Doctor, Firefighter)
- 3 different sprites for the Moonsighters clan (Chemist, Researcher, Firefighter)
- 3 different sprites for the Herin clan (Guide, Anchor, Translator)
- 3 different sprites for the Naturia clan (Herbalist, Geologist, Biologist)
- 3 different sprites for the Ceuìn clan (Politician, Lawyer, Policeman)
- 3 different sprites for the Ayatana clan (Dancer, Writer, Architect)

8.2.2 Wolves

The sprites for the wolves should be subdivided into: head, body, upper and bottom part of the arm, upper and bottom part of the leg, paws, feet, tail.

- 1 different sprite for each clan, with different heads for every different class of every clan.

8.3 Enemies

The Demons should also be subdivided in multiple parts according to their anatomy and their needs for a smooth skeletal animation (use chapter 6.3 as a reference).

Additional sprites tied to their abilities and movesets have to be produced.

8.4 Environment

- Background of far city buildings and skyscrapers
- Background for the sewers
- Tileset for the map
 - Ground
 - Walls
 - Platforms
 - Doors
- Urban elements to add as a background around the city
 - Road signs
 - Lampposts
 - Trash cans
 - Benches
- Urban elements to add as a background in rooms
 - Boxes
 - Broken walls
 - Columns
 - Scaffolding
 - Ropes
 - Windows
- Fountains
- Important element for the rooms:
 - Pillars (green, yellow, red)
 - Light panels
 - Clues
 - Small Portals
 - Big Portal

8.5 Objects

Sprites for the Time Bombs and for every item:

- Snack
- Ancient Talisman
- Tracker
- Syringe
- Grenade
- Tear Gas

8.6 VFX

- Attacks
- Projectiles
- Special attacks
- Ultimate abilities
- Demon's attacks
- Transformation

8.7 Music & SFX

8.7.1 Background music

As the game needs voice communication for the correct functioning of all the stages of gameplay, the choice of music is limited only to the main menu.

During gameplay, the only background sounds will be ambient urban noises as in distant cars, buzzing of the lights, and light rain to fit the aesthetic of the game without being intrusive during the matches and disrupting good communication between players.

A good example is: [\(546\) City Soundscape | Urban Ambience - YouTube](#)

For the main menu, a **lo-fi urban music** will play in the background similar to the tracks of this mix: [\(546\) City Escape \[jazzy beats / lofi hip hop mix\] - YouTube](#)

8.7.2 Sound Effects

- Clicking buttons in the menu
- Changing page in the menu
- Selecting an element
- Walking as human
- Walking as wolf
- Hitting as human
- Hitting as wolf
- Being hit as human
- Being hit as wolf
- Death sound
- Howl
- Picking up a downed wolf/getting picked up
- Healing with a fountain
- Activating a quest
- Failing a quest
- Buying in the skill tree
- Failing to perform an action
- Using an object
- Gun shot
- Attack as a wolf
- Special attack as wolf
- SFX for each active ability
- SFX for each ultimate ability
- SFX for interacting
- Demons walking
- Demons attacking
- Demons being hit
- Low time alert

9. Prototype

This prototype wants to **showcase how appealing this game can be for a friend group of Socializers** and how approachable it can be from **all levels of skills**. It aims to **test if the core gameplay loop can be fun and engaging** even when flashy components are not present. It also aims to **test if the Bad Wolf role is on the same level of the Good Wolf**, since it has to do more work with nobody to count on if not themselves. If the role results too imbalanced, **possible buffs could be implemented to give the Bad Wolf an edge**. In the prototype there will be **only a part of the many features this game has, both due to the scale of the project and the purpose of the prototype**:

- Human and Wolf assets are present + all animations
- All of the actions present in the basic kit are available
- Some Passives Abilities (some replaced with passive abilities of other clans)
- Special Attacks are replaced with simpler versions
- Fountains
- Proximity voice chat
- Most Quest rooms
- Some of the base Demons with simplified AI and move-sets
- Base settings (accessibility and other kind of settings are not yet available)
- A good portion of VFX and SFX

Not present:

- Ultimate Abilities
- Active Abilities
- Objects
- Some menu tabs, like the Market and Lore Entries
- Game history statistics