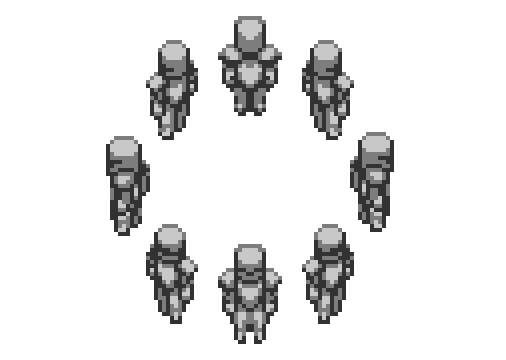
# [Such Life]

**IMPORTANT:** This document is the first iteration of the game. Subsequent documents will most likely be slightly different from this document. Only use this for reference for later documents related to the game.

* Potential name: Unknown Horizon,
* Genre: Adventure, “open-world”, Single-player, Life simulator, Colony Sim
* Scavenge, Build, Expand
* Description: An open world adventure RPG that allows you to become anything that you want
* Character:
  + Stats (main stats):
    - Health
      * Hit 0 = ded
    - Defense
      * Damage reduction
    - Agility
      * Dictates the chance for you to dodge attack
    - Attack
      * Dictates how hard you hit your opponent
    - Magic
      * Dictates how often you can cast spell
  + Secondary Stats:
    - Dexterity
      * Dictates how fast you research technology
    - Charm
      * Dictates how successful you are in bargaining and persuading people
    - Accuracy
      * Dictates how accurate you shot your weapon
  + General Skill Tree
    - Logging
    - Fishing
      * Higher level will unlock Fisherman
    - Farming
      * Higher level will unlock Farmer
    - Mining
    - Fighting
      * Higher level will unlock Mercenary and Adventurer specialized skill tree
    - Bargaining
      * Higher level will unlock Merchant
    - Trickery
      * Higher level will unlock Thief/Bandit
* Setting
  + Medieval world with magic.
* Plot:
  + You died in a car accident and you have become a stray soul, wandering in the void. One day, you meet an “elevated one” and he claims to have the ability to turn you back into a human. He asks you to pick your stats and after that, you ask him to send you back to earth but he says SIKE and he sends you to another world. Armed with the previous world’s knowledge of modern tech. Choose your path, build your colony, and survive in a world full of magic and monsters. [one idea]
  + Your were born in a family [have a chance to be noble], you pick your own stats and at the age of 16, you can either:
    - Defy your family’s job and get a new profession
    - Follow your family’s legacy
* Gameplay
  + Starting out
    - You are on a supply ship with 3 other randomized-stats NPC
      * supply ships carry an axe, pick axe, and a hoe (all iron)
    - You arrive at a patch of land
  + Terrain
    - A set piece of land with randomly generated trees, caves, and animals
    - Titlemaps
      * <https://www.youtube.com/watch?v=ryISV_nH8qw>
      * <https://www.youtube.com/watch?v=DTp5zi8_u1U>
  + Gathering resources
    - Wood
      * You can only chop wood with axe
    - Stone
      * You can only mine Stone with pickaxe
      * You can gather stone on surface or in the cave
    - Bronze
      * You can only mine Stone with pickaxe
      * you can only gather bronze in a cave
    - Iron
      * You can only mine Stone with pickaxe
      * you can only gather Iron in the cave
  + Reputation
    - You build reputation by interact with the citizen
    - Recruit citizen
      * You can recruit through building a tavern and a communication center
  + Building
    - You have to build a builder’s hut first, and then you can build other building
    - Unlock research center later on to research tools, building, and tech
    - You can place down construction building freely.
* Story
  + Expedition voyage? Re-incarnate?
* Movement
  + 8-directional movement



* Combat
  + Combat-style
    - Melee
      * Right-click on the direction that you want to attack
      * <https://www.youtube.com/watch?v=nJbzBSVy1u0>
      * <https://www.youtube.com/watch?v=sPiVz1k-fEs>
    - Ranged
      * Hold left-click to charge the bow and release the key to shoot
  + Weapon
    - material strength (affect stats)
      * wood => stone => iron => (later on)
* Gameplay Loop
  + Gather resource => Build town => Upgrade Gear => Fight harder boss => Gather resource (and repeats)
* Story
  + We are an adventurer, setting out to explore un-charted territory

More ideas to consider:

Early game may not just be farming. What type of family you get born into may be chosen, ie Beggars, Farmers, Citizens, Nobility, Royalty, etc. You may then be prompted questions that will determine your base stats, your free stats, personality, etc. Examples may include “What will you do in this situation” or “You take an exam on history, what grade did you get”. These are randomized and are different depending on what type of family you are born into.

Another type of start is Isekai start. Similar questions will be asked, but they will also include things that occur in the modern world like “What major did you take” or “What was your job”, and your strengths and weaknesses will also be set accordingly. You may request “GOD” certain things like “A well-off family that have a good personality” or “A small but happy village” and stuff. There is a limit to the number of requests, but number may vary depending on how you died. If “GOD” accidentally killed you, you may have access to better requests. This also depends on the “GOD”’s personality. If the god is really mean, you might actually just get dropped into the world into a random poor place, even if they killed you by accident. In the case you get killed by accident, you may get the option to get revenge on the god, which will greatly boost your stat gains, or if the world has multiple gods, you may request help from gods that disagree with that god. There will always be a god that will disagree if more than 1 god is present.

Anyway, worlds usually have gods, a religion, and some sort of enemy. These will be randomly generated by the start of the world. You can choose your gender. If you are isekai’d, you may request your gender to be changed. If it is a mean god, they may change your gender for fun. If your gender was changed for fun, your character can either get used to it or not, which isn’t random and can be determined through your answers to questions relating certain matters. How all of this will be implemented will be determined when the game actually starts getting worked on.

(LATER ON)

* + Specialized Skill Tree (Later)
    - Farmer
      * Grow crops, get money, build a bigger house
    - Merchant
      * Selling your nation’s goods
    - Thief/Bandit
      * Embark in a criminal circle and outlaw
      * If you do this, your reputation for colonies will go negative, which will start attracting other thiefs and mafia and create a criminal colonies, which will decrease the reputation of your nation.
    - Adventurer
      * Mercenary [Later on]
        + Naval [Later on]

Build and command your own ships

Research ship parts

Hulls

Engine type

Weaponry

Radar

Missile

Planes

Combine your parts and build your own ship

* + - * + General Infantry

Fighting wars/ battles, earning money, and research better gear.

* + - * Dungeon Master
        + Fight/Hunt monster in dungeon
        + Earn $$ to craft gear and research better gear technology
        + Level up your main Stats
  + Hire Mercenary using recruitment system anf in-game resources.