

The Adventurous Game

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Preface

Hi Everybody. This is preface to our Documentation script of our concept Game. Our motto is basically to achieve a new kind of Gaming experience from the composition of current gameplay elements. Our motto for this game is to develop an RPG cum RTS game with the RPG and RTS ratio depending on mode of Gameplay you pick with overall game design to resemble a continuous time variant of a turn based local game known as Mafia¹ in our locality. We devote this preface part to why RPG cum RTS and information about the so called Mafia game in our locality.

¹Mafia that we are referencing here is highly unlike the Computer Game entitled Mafia viz. based on Underworld

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Chapter 1

Introduction

This is a action and strategy with often small adventures based game which can be played in single player as well as multi player mode. The single player modes is more of a Role Playing in which you will also computer assisted player whom you can command too along with you on your journey to greatness. Multitplayer mode is however more strategy based, the game is a great enjoyment if in multi player there are around 15-20 players. In multiplayer also there is option of computer assisted players. In the single player mode, the game is AI assisted. The player can take up three basic roles :-

- Terrorist :- The terrorist is a person who will have his companions who will aim at winning over the treasuries of the city along with various minor targets like(dethroning the ruling party or looting a bank, etc.). They will roam within the city as normal citizens and they will know only the people of their own contingent. Every terrorist will have some missions which they need to clear to win the treasury.
- Army-man :- This person has been entitled by the city to protect it from the terrorists. He has the right to kill any person within the city but if he kills any of the innocent person, his powers would decrease and after a certain limit he would jailed/fined/deputed to some new place. They will only know the people of their own contingent.
- Citizen :- The citizen is a broad category in which the person could be in any profession. He has to manage his profession along with the job of suspecting a person. He will have to report a terrorist to the police everyday and if he is correct, he will also get some magical powers but if he is wrong, his powers will be reduced/ he will be fined.

To make the game exciting, there are some special features like the witcher lady who could foresee the future of any person of the city and if anyone comes across her, would be facing the magical consequences. Not only this there would be some corrupt officials of the city who would support the terrorists for some

benefits. Even the citizens who would be married, would be linked with their spouse. If anyone of the married pairs die, the other one would have die too. There would be healers roaming all around who could cure a person if offered money.

Chapter 2

Gameplay

2.1 Gameplay Modes

Below is a list of Gameplay modes for our Game

- The Walking Legend
- In Company of Heroes
- Scars of Fate

2.1.1 The Walking Legend

This is basically going to be a Campaign Mode. In this mode one will have to select from either Citizen or Terrorist or Counter-Terrorist. In campaign mode our main focus will be on RPG¹. This mode will have a storyline for corresponding character selected with some interlink between stories of other characters. So we will have a whole storyline Graph with three different starting points over which one can proceed forward in time. So far so familiar so what's the difference. The concept of storyline graph is used in many games such as Mass Effect, Dragon Age etc. But lets us know introduce something new consider the real time situation is the two games stated above. If we had real situation then it would be more like enemies would have been also growing better as we are progressing through the game. In the two stated Games there is very little race against time. In these games they intelligence of opponents grows with your levelling up not the time and also they do level up but do not create exclusion. Here the exclusion we are talking of isn't permanent but more like in RTS² games. As in RTS consider a situation based on territories. Now assume you are in your territory and so is your opponent. Now there are two unclaimed territories between you and your opponent. So now as you proceed with capturing one these simultaneously will your opponent for other. Battle

¹RPG - Role Playing Game

²RTS - Real Time Strategy

for Wesnoth³ a.k.a BOW which is a turn based strategy game shows it clearly. So what we are trying to do is to make this kind of exclusion pretty close to timeline graph of game to create a all new gameplay experience. This whole new experience is the reason why we call our game a concept game which we are developing both to learn game development in depth and to test out our idea. The Walking Legend mode is estimated go on around 7-8 hours of play time. The timeline graph & Storyline Plots will be provided in separate chapter

2.1.2 In Companies of Heroes

This mode is intended for Multiplayer gaming or against bots⁴. There would be very little of RPG flavor to it and it would be mostly an RTS version of our game. Each game would consist of a small terrain and every game would have almost same basic objectives independent of terrain. How to achieve them will be highly influenced by terrain. Also objectives would be different for different classes that user picks.

2.1.3 Scars of Fate

This mode is for providing more story links to main storyline time graph. Its kind of extension and for DLC⁵. The levels/campaigns in this mode would be small but would be covering interesting stuff regarding storyline and of course there would be always a surprise element awaiting you to explore it. So its highly suggested to play these levels/campaigns only when you have finished The Walking Legend campaign of corresponding class and also to not miss playing these short stories.

³Battle for Wesnoth is a free and open source game one can easily find it on ubuntu marketplace

⁴bots are term for AI controlled players throughout this document and also AI in this whole document stands for Artificial Intelligence

⁵DLC :- Downloadable Content