**1. Title Page**

1.1. Game Name: **The Hero’s Soul**

1.2. Tag line: **Discover the mysteries of the world as you seek adventure**

1.3. Team: **Starlight Studios**

1.4. Date of last update: **1/24/2021**

**2. Game Overview**

2.1. Game Concept: **Open world RPG**

2.2. Target Audience: **Teens and up**

2.3. Genre(s): **RPG/Action/Adventure**

2.4. Game Flow Summary – How does the player move through the game? Include both the interface and the game itself.

**The player moves in a 3D world with either a first person or third person perspective. The interface is easy to navigate, with a simple inventory system, player can start a new game, load a current one, or exit the game.**

2.5. Look and Feel – What is the basic look and feel of the game? What is the visual style?

**The game has a natural and fantasy look and feel. The visual style is vibrant and natural.**

**3. Gameplay**

3.1. Objectives – What are the objectives of the game?

**The objective of the game is to explore the world, gather quests through interactions with NPCs and find your own story**

3.2. Game Progression

**The player has a experience system. You gain experience from killing monsters and completing quests.**

3.3. Play Flow – How does the game flow for the game player

**Semi-linear gameplay. There is a game storyline but the player is allowed to explore the world and interact with it. Spend time gathering materials, completing quests and a lot more.**

3.4. Mission/challenge Structure

**There are a lot of monsters and bosses that will challenge the player. Different quests will require different strategies from the player to complete them.**

3.5. Puzzle Structure

**Using resources and skills will help the player complete puzzles.**

**4. Mechanics (Key Section)**

4.1. Rules – What are the rules to the game, both implicit and explicit.

**Complete quests requirements that is written. Defeat enemies and bosses. Gained levels to make yourself stronger to defeat more powerful enemies.**

4.2. Model of the game universe. Think of it as a simulation of a world, how do all the pieces interact?

**The world is opened and explorable for the player to enjoy and find their own adventure in this brand new world. The player will be hit with obstacles to challenge the player and by using the player’s skills will they overcome them.**

4.3. Physics – How does the physical universe work?

**People and enemies are able to walk along the ground. Enemies can attack with weapons or magical abilities. There are some static objects that can be interacted with and others have different interactions that the player will find out. Travel can be by walking or with an animal.**

4.4. Economy – What is the economy of the game? How does it work?

**There is a currency for the world for the player to buy items and weapons. The currency can be used to bribe or gather information.**

4.5. Character movement in the game

**The player is able to walk around, run, jump, climb, and fall. Enemies walk around, run, fall and fly.**

4.6. Objects – how to pick them up and move them

**Some items will go straight to the player’s inventory others the player will choose to pick up items.**

4.7. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used

**With this being a single player game, the player can press a key on the keyboard/button on a controller to interact with the world and talk to all of the NPCs around the world.**

4.8. Combat – If there is combat or even conflict, how is this specifically modeled?

**Combat is modeled through melee attacks as well as ranged attacks, like bows and magic, that can be done throughout the world.**

4.9. Screen Flow -- How each screen is related to every other and a description of the purpose of each screen

**The screen will move with the player as they traverse the world and will compensate for any needed shots such as panning up or down to give a hint of where to go.**

4.10. Game Options - What are the options and how do they affect game play?

**The game is single player only and the player is able to save the game in certain areas or with certain objects found in certain areas in the world.**

4.11. Replaying and saving

**The game can be replayed by starting a new game.**

4.12. Cheats and Easter Eggs

**There are no cheats in the game but there can be easter eggs hidden around the world.**

**5. Story and Narrative**

5.1. Back story

**Long ago, the God of Darkness, Ranulf set the world in complete chaos. Villages were destroyed, kingdoms decimated, and people lived in fear. One day, the hero of legend rose from this chaos and challenged Ranulf. Their battle was intense but in the end Ranulf was defeated. The world was returned to peace once again. The hero disappeared, never to be seen again. Hundreds of years later, the Ranulf has returned, but his power is limited. Only the descendant of the legendary hero can stop him for good.**

5.2. Plot elements

**You must form a group to take down the dark lord and restore peace to the world.**

5.3. Game story progression

**The game progresses as the player explores the world and completes quests, most importantly the main storyline.**

5.4. Cut scenes -- descriptions include the actors, the setting, and the storyboard or script.

**Cutscenes will include the player and an introduction of what is happening. Other actors will be include in some.**

**6. Game World**

6.1. General look and feel of world

**The world is magic, fantasy, and somewhat war torn because there is war going on at some points in the world.**

6.2. Areas

**The player starts in a village that is being attacked and then quickly moves to a kingdom where the player is able to explore.**

6.2.1. General description and physical characteristics

**Overgrown forest, multiple villages and kingdoms, war torn lands where recent battles have been fought.**

6.2.2. How relate to the rest of the world

**The whole world is a fantasy world.**

6.2.2.1. What levels use it

**Every part of the world is explorable and open.**

6.2.2.2. Connections to other areas

**All of the areas are connected.**

**7. Characters**

7.1. For each character

7.1.1. Back story

**The hero is player that they control and is the one to defeat the God of Darkness. They home was attack by the God of Darkness’ army and is now on a adventure to avenge their home.**

7.1.2. Personality

**They are learning how to live in this world, but they are very kind and confident in their ability.**

7.1.3. Appearance

**If the player plays the boy, they have a default look. If it’s a girl, they have a default look.**

7.1.4. Abilities

**The player has many abilities they can use in battle and exploration.**

7.1.5. Relevance to the story

**This is the main protagonist of the game.**

7.1.6. Relationship to other characters

**The hero gathers allies to help them along their journey.**

7.2. Artificial Intelligence Use in Opponent and Enemy

**Enemies either attack the player close up, attack from a distance, or attack villages or NPCs.**

7.3. Non-combat and Friendly Characters

**These include traders, merchants, guest givers and characters important for dialogue and quests.**

**8. Levels**

8.1. Training Level

**The training level will teach the player how to move, interact with objects, and simple combat.**

8.2. For each level

8.2.1. Synopsis

**The level begins with the player chopping a tree and speaking to another character. After awhile, they learn about the movement and basic combat with fighting enemies that attacked their home.**

8.2.2. Required introductory material and how it is provided

**The basics is taught within the introductory level and then additional tutorials is added further into the game.**

8.2.3. Objectives

**Escape from the chaos by going into the forest to escape.**

8.2.4. Details of what happens in the level

8.2.4.1. Map

**There is no map at first until you talk to a NPC later in the level who will give you a map and a mini map will show up on the UI.**

8.2.4.2. Critical path that the player needs to take

**There is a location that the player needs to go to escape the chaos. There will be objective markers for the player to follow.**

8.2.4.3. Important and incidental encounters

**The player will have their first encounter of combat and first dialogue choices.**

**9. Interface**

9.1. Visual System

9.1.1. HUD

**The player can see their health, their mana, a mini map, and their allies health**

9.1.2. Menus

**There are several menus. Options menu, inventory menu, pause menu, and main menu.**

9.1.3. Camera model

**The camera follows the player throughout the game.**

9.2. Control System – How does the game player control the game? What are the specific commands?

**The player uses natural movement with either a stick on a controller or WASD on a PC. Controls are easy to use as it pops up with a prompt on screen during the tutorial.**

9.3. Audio, music, sound effects

**Audio will probably be made in house and will be applied to their specific place. Music and sound effects will be from assets provided by Unity or Unreal.**

9.4. Game Art – intended style

**The art style will be fantasy and natural to complement the world.**

9.5. Help System

**Within the pause menu, their will be a tutorial section for where the player can go to read tutorials if they forget anything.**