D&D program

Goal: Create a program that simulates a d20 system with scenarios and different situations that can be dealt with by other means than combat. Eventually once the system is made and refined I will create a story using the system.

D20: Battling, casting spells and a lot of other things will come down to the D20 system. The D20 system will be simulating what a 20 sided die would do when rolled. Stats such as strength, agility or intelligence will improve what the outcome is no matter what is rolled.

How it plays: Unlike D&D I am not going to make a movement system, instead I will be using buttons and pictures to show what options are available and images to represents what’s going on. I have not decided yet if there will be multiple party members or if it will be only a single person the player would control.

Story: The story will take place in the beginnings of a war between two kingdoms. The protagonist will be a young boy in a small farming village. During the first moments the player will be spending time with his older brother fishing and helping out in the farm. Eventually his older brother will be enlisted by one of the kingdoms to go fight. Depending on what the player chooses he could react poorly to seeing his brother go or he could be giving him support and encouragement. In a few years near the end of the war the player will be a teen still helping in the farm until strange green creatures arrive from the nearby forest and attack. The player has a choice to either defend the village from the attack or help as many people escape. No matter what the player chooses the village will be destroyed and what the player did will either mean he goes into the forest to find whoever attacked the village or with whoever escaped they will seek refuge from a nearby town. The story will continue from where the player is by then.

Diffrences from baldurs gate (infinity engine): The main difference of this game to baldurs gate or other games using the infinity engine will be the main use of choices to proceed in the game world. The infinity engine uses a over top view of a background with the party in the background to move around and control. I want to make an experience more akin to an actual game of dungeons and dragons. There is less of an emphasis on combat and more on story and dialogue. Aswell there wont be any stupid pathfinding problems either.

Process of making this game: The stats and d20 rolling system is completed. Classes are being made right now but things such as class archetypes are not being made because of complications and too many damn Booleans. Weapons and attacking have process made into them but weapons will be filled in later on and attacking is almost finished. Eventually the gui will be made with the help of Jeremy and we will implement menus and options.