Call of Adventure Design Document

Basic Description

A simple web based game where users create and manage their own adventurer. They can take this adventurer on quests, but can also hire other users’ adventures to help out.

Inspirations

* Neopets at least in form. Rather than embedding a game onto a single page, users will traverse multiple pages to access different features of the game. Also like Neopets, interactions between players are not in real time.

Base features

* The user can create and customize their own adventurer.
* The user can use their adventurer to go on quests and obtain loot.
* The user can also hire other users’ adventurers (paying the other user) to form larger parties to take on more difficult quests.
* During quests, parties will face obstacles in the form of battles/puzzles/etc.