Call of Adventure Design Document

Note

The Release Plan is a much more concise and up to date place to look for features/descriptions. This is more of a general description.

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 to form larger parties to take on more difficult quests.
* Adventurers get stronger through better equipment. There is no leveling/stat improvement system. However, strength isn’t simply linear, and different pieces of equipment might be better at doing different things for different quests. The main “gameplay” is thus optimizing the equipment of your party for the specific quest.

Overarching “plot”

* The site will act like a “real” site where fantasy heroes and mercenaries go to hire people, post quests, etc.
* The user “plays” as an adventurer who creates an account describing themselves and takes quests on the forums.
* Other than this background, there isn’t a real “plot.”
* Individual quests might have a simple plot driving them.

Feel/Style

* Fantasy/RPG, despite it all taking place on a website (kind of postmodern in that sense).
* Graphically, should look like a sort of blog or online service site. Perhaps something more simple like 4chan, but something more modern looking/professional like Amazon might be okay too.

Mechanics

* The first time a user goes onto the site, they make an account, describing their own fantasy persona.
* Then they can navigate to various pages (see pages) on the site to perform various tasks.
* Adventurers don’t level up or increase their skills. Rather, adventurers going/lose abilities based on their equipment. Note that equipment strength is not purely linear, as some equipment might be better than others in different contexts. Extra: add a class system (so your character can be a warrior or archer, etc).
* Actually going on the quest after you’ve accepted it happens in the background. So the user can come back to it after some real time to see how it went. Extra: instead, have starting a quest open up a small, embedded mini game.

Pages

* Personal account page: Where you can check on your own character. Here you can see how much money you have and equip various weapons and armor. Extra: implement a private messaging system, in which you can send and check messages on this page as well.
* reQuest board (WIP): Where you can accept quests. These are in the form of forum posts that you can accept/comment on/etc. Extra: implement a system where other users can post quests.

-This will direct you to a page that allows you to hire other adventurers if you want. (Maybe? Might organize it differently).

* Store page: Where you can buy and sell items. For now, this means armor and weapons. Extra: add other items that can help you like potions. Extra: add a market function where other users can trade things between each other.