1/6 Scope & Goals

Progression

* Mission complete
  + Give exp
    - Would like to divide the exp based on used units, but don’t have to yet
    - Less exp on consecutive mission runs
  + Give money
    - This will be used for buying stuff and advancing days
  + Allow level-up
    - When exp allows for a level-up after a mission, start in Barracks
  + Additional class features
    - Make class features function up to level 5
    - Make them available according to the appropriate level

Usability

* Tooltips on hotkey icons
* % for chance to hit and succeed rolls
  + Ex: 40% chance to deal 1-6 damage

Missions

* 1st time through an area
  + Debrief, Plan, Execute, Completion, Return to Base
    - Debrief and Plan will be unique, have story significance, and possibly be interactive
    - Execute will be unique and possibly have scripted events, interactive dialogue, and cutscenes
    - Completion will show the exp, money, and items obtained, be unique, have story significance, and possibly have interactive dialogue and cutscenes
    - Return to Base will place the player in the Barracks directly if a party member can level-up, else they will be placed in the Base
* Additional missions
  + Same map, but with one of a few select objectives
  + There is always at least one additional mission available
    - These refresh after a day is spent through a mission or by waiting
  + Debrief, Plan, Execute, Completion, Return to Base
    - Debrief is a short and generic synopsis, no need for plan
    - Execute will be generic without scripting and only requires the previously stated objective to be completed
    - Completion is generic and will show the exp and money obtained
    - Return to Base will place the player in the Barracks directly if a party member can level-up, else they will be placed in the Base

Waiting

* Pay an amount of copper to move forward a day
  + Pay copper for food for how many members you have
    - Additional copper for those in the infirmary
* Those that were at negative HP will heal so they can join in missions
* Random encounters will refresh each day

Intro Cut-scenes:

Berrind - Fallen Noble

Bel Nix: a bastion of production and wealth in an endless sea of ash. Your home rests on the fourth tier of the city, right above the common-folk and below the aristocrats. Between the powerful factories and growing corporations, you have carved your name into this tier for generations to come. However, this fame comes with a price. You are soon suspect to scandals and allegations. As the rumors thrive, you soon hear word of trials against you. Before you know it, your house is raided and you are taken into custody. In a trail in front of your own peers, you are sentenced to a judgment worse than death; deportation. You are sent to the 6th tier, but this city cannot keep you down.

Berrind - White Gem

Ashpian - Commoner:

Ashpian - Immigrant:

Rorrul - Servant:

Rorrul - Unknown:

0th Mission - The Ropes

Map/Scene: The Back Alley

Objective: Keep the Package Safe

Debrief: Sounds like the boss wants us to show you the ropes; y'know, get you well adjusted to your life in the Rat Gang. We've got a member stationed inside the James Noone Bar; her name's Chip. She's almost done with her shift and she requested an escort. That's where you come in. You'll wait for her outside the bar and help her home. The Bel Nix Six are pretty rampant in the area, so be careful. Got it?

Rewards: 50 exp, 10 copper.

1st Mission - The Warehouse

Map/Scene: The Warehouse

Objective: Steal supplies from the Bel Nix Six Warehouse.

Secondary Objective: Defeat all hostiles.

Debrief: This one's going to be dangerous. If you haven't recruited anyone to your squad, I'd recommend you do that now. We've heard that the Six are holing up weaponry and armor in a warehouse nearby and that does not bode well for us. We want you to storm the warehouse and take as much as possible. If you can clear out the warehouse, even better. Most of the time, the important supplies are kept in the back; here. \*Points to the back room\* As you can see, the warehouse is fairly small, but they've fortified the back entrance, so you'll need to enter from here. \*Points to the entrance\* They're not going to be ready for you, but they'll sure as hell be angry once you show up. Get ready for a fight.

Rewards: 50 exp, 20 copper, a choice of a long-sword, axe, or a club, and a padded chest armor piece.

Story

* 0th mission
  + Optional tutorial
  + Showcase basic mechanics with combat
* 1st mission
  + Purpose: Introduction to the world
  + Simple stealing mission
    - Take out the gang members and take their stored weapons
    - “You’ll have to take us out if you want our stuff!”
  + Once the player takes out all the enemies
    - Cutscene of player taking boxes of weapons and leaving
  + Reward: Player gets one of each damage type of weapon (pierce, slash, crush)
* 2nd mission
  + Purpose: Introduction to Templars
  + Get info from a shop-keep on the street
    - There are multiple shop-keeps, so the player asks around until they get the correct one
  + Start to get info, then the shop-keep freaks the fuck out
    - Templar comes onto the map and starts walking towards you all
    - Shop-keep bolts past you, as all other NPCs flee
  + New Objective: Escape
    - If player sticks around, they WILL be killed, so they have to get back to the transition onto the map
  + After completion, player is told how lucky they are that they weren’t killed
* 3rd mission
  + Purpose: Verify the Templars’ Power
  + Got a tip that the shop-keep got grabbed by the rival gang, you need to get him and get out
  + Player goes a bit through the facility, then finds a small group of the gang around the bloody, dead body of the shop-keep
    - “It took him an awful long time to feel comfortable enough to talk to us. We rewarded his friendship with our… hospitality.”
  + New Objective: Kill the enemies
    - Kill all of the gang members
    - Should be relatively difficult
    - Last guy’s dying words:
      * “Our boss is gonna have your head! You won’t stand a chance.”
  + Rival boss shows up with a bunch of other guys
    - Boss is super decked out in armor with a massive weapon
    - Other guys are also noticeably beefy
    - “What did you do to my MEN!? I’m going to enjoy making you bleed!”
  + He falls down
    - Templar shows up and takes him out
      * Does a TON of damage, but doesn’t fully kill him
    - Starts to kill all the other guys as well
  + New Objective: Escape
    - Player can see stats of the boss that got dropped and see how crazy it was that that much damage was done
    - Templar kills off the boss
    - Will kill player if player approaches
    - Player escapes the way they came, possibly having to get past other rival members
  + After completion, remarks are made about how unlucky they are that Templars have been showing up everywhere, but how lucky they are to survive these encounters
    - Nobody lives long when they see a Templar
    - Like their masks they are considered crows, so a group of them is called a murder, and for good reason
* 4th mission
  + Purpose: Introduce a dead Templar
  + Simple mission: meet a contact and pick up the package
    - Either in the sewers or an alley-way
  + Player reaches the meet-up point and find the contact dead next to a dead Templar
    - They were both killed in the same way
      * Burned, shot in the head, decapitated? Whatever we want the villain’s main weapon to be (gauntlet, incredible gun, scythe?)
  + Player gets the package and needs to leave
    - Only make one way out possible
      * Way they came collapses, or way the contact came is locked or collapsed
  + Run into an extremely injured Templar in the way of the exit
    - Extremely bloody, brink of death, lost his right arm
  + New Objective: Defeat the Templar
    - Even with super low health and a missing arm, it is a tough challenge
    - Possibly uses drugs to heal and buff itself
    - Does not have his revolver, uses dagger in off-hand
      * Lower stats in this instance (dying) and less accuracy for off-hand penalty
    - Does not start with max health
    - Still a level 10 character, considered a boss even in this state
  + Player kills the Templar and leaves
  + Reward: Good dagger, possibly some drugs
  + After Completion there are remarks about how crazy this is.
    - “Templars don’t die, they are death”
    - “Who is out there that could kill those that bring death?”
* 5th mission
  + Purpose: Introduce the main villain, the Templar killer
* Main villain – Templar Killer
  + Female Berrind
  + Researcher
    - Kills Templars for medical supplies
  + Originally attacks player for the turf of your gang
    - Inadvertently kill her partner
  + Personal vendetta against the player
  + She’s part of Bel Nix Six
    - What she is doing is on her own though
    - This gives the player a place to hunt her down to as well as a reason to fight another gang
    - She goes completely rogue after you kill her partner