# Key features:

* Accounting-based RPG system
* Comprehensive real-world economy
* Intricate trade system
* Seamless microworld blending of education and games

# Core gameplay:

## Rules

* Gamespace is entirely discrete, with no real-time elements
* Game uses ¾ view on 3d overworld, but flat 2d on town
* Time passes whenever players act, not when a button is pressed
* Accounting treated as game mechanic over learning outcome
* Full information game; no reliance on outside knowledge
* Unbiased story and personal influence
* Local saving, less than 1h playtime
* Comprehensive Tutorial and impeccable UI design
* Efficient coding to ensure low system requirements
* Good game balance to prevent “First Order Optimal Strategies”
* Can only see info about surrounding hex
* At all times players may review the Econonomicron to learn topics
* Time, currency and reputation are core resources
* After close of business, time jumps to opening hours next morning
* Going off the road can sometimes award loot
* Trade goods are measured in gold per unit (gpu)8

## Mechanics

### General

* Mouse-centered gameplay

### Overworld

* Overworld navigation with mouse or WASD, left-click to see info, right-click to move
* Simple auto-combat with no direct player input
* Players navigate towns by entering them like another hex
* Planned hexes are:
  + Forest – lumber production, hard to traverse, high risk (ambush)
  + Plains – farmland, ok to traverse, med risk
  + Hill – mining, hard to traverse, high risk (accident)
  + Lake – impassable
  + Road – great to traverse, no chance of loot, low risk
  + Town – serves as method to enter towns
* Any gain or loss of resources is automatically transferred
* Players may travel at night (6pm-6am), but risk is doubled

### Towns

* Towns are a series of windows, branching off from a hub, navigation is done with the mouse
* Players CANNOT transfer from house to house, must return to hub
* Visiting areas and conducting business consumes time, takes effect immediately.
* Planned houses are:
  + Barracks – Hire mercenaries or purchase weapons, reduces risk when travelling
  + Market – Sell or buy trade goods
  + Town Hall – See list of Quests
* Towns have a population that works and contributes to the economy
* Market price fluctuates based on input from town economy

### Quests

* Lvl 3 accounting quests require keyboard & mouse input, lvl1 & 2 require mouse only
* Successful quest will award gold & positive rep, failing a quest will award negative rep
* Players will be provided with a simple in-game calculator
* Switching to the Econonomicron from this screen will cause the player to forfeit some bonuses
* Every year of in-game time, the player will have to prepare a set of financial statements, based on the information recorded in the general journal, including:
  + Income Statement (Profit & Loss Statement)
  + Statement of Financial Position (Balance sheet)
* While it is not included in the syllabus, tax return preparation will be covered as it is a vital part of the system.

## Goals:

### Have positive cash-flow

* Players must maintain a positive net cash-flow as at the end of each month they will need to cover long-term liabilities, in ever-increasing amounts
* This is done through any activity that earns gold, although the system is set up that the player will have to trade in order to cover any debts
* Failure means the player is bankrupt and forfeits the game

### Earn Reputation

* Reputation determines what quests are available and what goods the player may buy.
* Players start at 0, the lowest possible amount, with only basic trade goods and quests available
* Having a reputation of 100 causes the player to win the game

### Avoid Disasters

* Players must practice appropriate risk-management when travelling
* Players may lose cargo due to ambush/hazard
* Cargo loss may inadvertently cause loss of game due to negative income

# Target Platform

PC & Mac – Standalone

Web Player, Android & IOS versions a desirable

# Aesthetics

<http://www.gamasutra.com/view/feature/185676/the_aesthetics_of_game_art_and_.php?print=1>

http://www98.griffith.edu.au/dspace/bitstream/handle/10072/29829/60667\_1.pdf?sequence=1

<http://www.digra.org/wp-content/uploads/digital-library/09287.17350.pdf>

<http://www.cs.northwestern.edu/~hunicke/MDA.pdf>

<http://www.igea.net/wp-content/uploads/2015/07/Digital-Australia-2016-DA16-Final.pdf>

# Asset List

**Models:**

* Caravan Model
* Model of the Environment Hexes
  + Forest, Plains, Hills, Lake, Road, Town
  + Villager Model (Desirable)

**Textures:**

* Flat town Texture x 3
* Texturing for Hexes
  + Forest, Plains, Hills, Lake, Road, Town
* Caravan Texture
* Window Textures & borders
  + Quest, Barracks, Market
* Mountain Texture (Desirable)
* Desert Texture (Desirable)
* Ocean Texture (Desirable)

**Audio:**

* Overworld Music (loop)
* Town Music (loop)
* Battle Music (loop)
* Rooster Crow
* Wolf Howl
* Selection sound