

# INTO THE MYSTICS' WORLD

A game developed by HDC Studio =)))

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(Ravi), as usual, is on his way back home after a long and boring day at school. It has been a time since his father, an archaeologist, suddenly disappeared in his journey finding an ancient artifact. He was so into this research that all he knew was work and work. Ravi has always blamed his father for leaving the family all along. When passing a dark alley, Ravi sees a kid being bullied by a group of teenager. Cannot stand this scene, immediately, he jumps into the gang and tries to help the boy. In the end, the boy is rescued but Ravi ends up in a dead-end. The gang is too many that he cannot fight them all. Surprisingly, a hole-like dimension opens behind Ravi and sucks him into nowhere.

And now, his journey into the mystics' world begins!

So our game is basically like this: Besides the fact that the game is a text based games, which features all the traditional gameplay such as typing action and solving puzzles, our group has decided to emphasize (3) factors.

**1/ Different choices will lead to different circumstances**, which also affect the way we play the game after that. This is an example:

At the beginning of the game, main character, lying on the grass, wakes up after the incident and realizes that this is not the world he belongs to. While still wondering where he is , a freaky-angry creatures roars out loudly and runs forward to attack Ravi. This time, he runs away and then faces three roads. Our character have to choose one to continue the game. Depending on what you choose, Ravi will meet a Mystic, one of three main Mystics of the game. Each Mystic has it's own ability.

- + **Mind:** give hint -> solve puzzle easier and faster
- + **Power:** do more damage -> after finished a puzzle, monsters lose more health

- + **Speed:** good item -> can find rare item / agility -> have high chances to dodge an attack

## 2. Diverse game system:

### + **Characters:**

- Main Characters: Ravi, your Mystics, and maybe some others like master, friends.
- Enemies : Hunter, Pirate, Nomad, Tribal. (NOTE: each type of enemies represents for a particular place)
- Monsters: wild Mystics, a few other kind of both normal monster like wild wolf, wild boar and bosses like legendary Mystics.

### + **Levels:**

- Level of mystics (NOTE: only Mystics have level, and may be...evolution)
- Level of weapons & armors

### + **Items:**

- Weapon: do damage to enemies/ monsters (level of damage depends on level of weapon)
- Armor: increase defence -> the higher the armor is, the lower the damage character gets.
- Food/ Potion: restore health (NOTE: there will be some rare potion to raise exp for your Mystic)
- Special item: give hint or solve puzzles.
- Currency: Kapi

### + **Places:** (6) Main places (MP) and (?) Sub-places (SP)

MP:

- Volcano ( Steaming Mountain)
- Dark Forest
- Desert (Waste land)
- Deep sea
- Frosty place
- Final Boss

SP:

- Other places in a MP.
- Special places for special quests (NOTE: these quests can be either mandatory or optional)

+ ***Quests/ Puzzles***

+ ***Actions:***

- Basic actions
- Advanced actions

### **3. Graphics:**

+ ***Images for background***

- + ***Some interactions*** between player and game like where to type, displaying in windowed mode or skipping scenes.