**Event Logics**

Definition:

Event Logics is the gameplay-logics behind story, narratives and area. Number of narratives form into a story and which will be randomly drawn from the designated area deck, determining player’s happening in the world.

**Story and Binary Options**

Definition:

The story is consisted by a number of narrative cards putting into a binary tree structure gives players two possible options at once to respond narrative. In addition, the height of the binary tree depends on the need of storytelling.

**Event Sequel**

Some stories are fun to play but too long to describe, so will break into sequel to play, and some sequel requires feeling of waiting, then it will show after 1-2 stories.

**Event pattern, repeat and balance**

Basic events like hunting monsters, collecting mushroom, gambling will keep repeating in the deck. However, special events such as assassin the king, only show up once in one gameplay.

How the basic events and special events combine together in array still left to discuss

(Critical as this will affect gameplay experience and game balance)

At this stage, let’s just stick on creating more special events, but less basic events.

we need more stories to verify the combination between special events and basic events are perfect!

**Area moving**

Moving between area to area, requires a draw of area card which can be triggered by following cause:

1. After 3 – 5 stories
2. Needs of storytelling
3. Items to teleport

Area deck is consisted by four major places: they are:

1. Capital
2. Town
3. Wildness
4. Forest

Example:

In the Capital (Area deck), you will have chance to draw a story called ‘Rescue the Capital’, but this story is impossible to be drawn at other area deck.

The odd of moving area after 3, 4 and 5 stories are 30%, 70% and 100% respectively.

**How Karma Influence Event?**

The value of Karma has power to change the narratives and trigger different outcome of the event.

For example, Karma in 10, player cannot join bandits, but if it is in -10, player can.

Moreover, the odd to a particular event:

|  |  |  |  |
| --- | --- | --- | --- |
| Event | Assassin | Event | Holy Guard |
| Area | Capital | Area | Forest |
| Odds | 100% 50% 25% 0% 0% | Odds | 0% 0% 25% 50% 100 |
| Karma | -50 -10 0 10 50 | Karma | -50 -10 0 10 50 |

**How Days Influence Event?**

Game progress

**How Items influence gameplay?**

**How equipment influences gameplay?**

**Dungeon and Maze**

Dungeon and Maze have high repetitive on the narrative cards, so the design idea would be name the number of narrative cards (let’s say 10) that would show in the Dungeon or Maze, then put them repetitively into the Event Binary Tree (Height 15) to get the effect of getting lost in the labyrinth.

**Monetization and Achievement**

In-game purchase

Game is Free To Play,

Personal achievement and worldwide rank

Other possible variations to Event

The project will consider following features, once the basic model is well-balanced and proved fun to play.

Romance

Follower