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**Tyrant’s Realm**

Prototype Overview

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Version 1.0 (draft)

August 2, 2010

1. Goal

The goal of the prototype is twofold. The first is to get a sense of how some of the features work, particularly the dungeon crawling 3D with the semi-autogenerated maps as well as basic combat. Additionally, we want to evaluate the schedule of projected against actual.

The expectation is that this is not throwaway code so we will try to minimize hacks to make it work but try for correct end-game code where possible.

1. Schedule:

Start Date: 10/1/2010

Projected End Date: 2/1/2011

Actual End Date: ???

1. Art Requirements
   1. PC Portraits (Particularly need Humans, male and female). Feature choices (hair, eyes, skin tone, etc) are optional.
   2. NPC Portraits:
      1. 5 human plotline NPCs (GDD 12.2.1-12.2.5)
      2. 12-15 NPCs consistent with the Den (specific list TBD)
   3. Building Icons:
      1. 15 human buildings, particularly Administrator’s Hall, Adventurer’s Hall and the Graveyard.
   4. Dungeon Icons:
      1. 10 Dungeon icons (particularly the Den) and 3 player city icons (one for each faction with particular need for the human city).
      2. Optional to have different icons for different levels of the cities and dungeons.
   5. Items
      1. Two items for every slot (GDD 5.7.2.2); at least 1 melee and 1 ranged weapon (GDD 5.7.2.1).
      2. One chest
   6. HUD
      1. 3 main region panels and backgrounds; town, explorer and dungeon.
      2. Menus for three buildings indicated in 3.3.1
      3. System menu to logout of the server
      4. Inventory/Attributes/Equipped panel(s)
      5. Dungeon Icon Menu allowing you to send a party, enter (if one is present), or auto-explore. (raid queue optional)
      6. Combat menu
      7. Reward menu
      8. Skills and spell listing menu
   7. Effects
      1. Spell effect icons to show in dungeon crawling view for light and compass.
   8. Dungeon
      1. Need at least 1-2 textures for the Den
      2. 5 models; door, chest table, stairs up and stairs down
2. Engine Requirements
   1. Account creation
      1. Optional to provide staff permissions
   2. Login
   3. Server start (only can create for the human faction)
   4. Database Tables
      1. Schema
   5. 3 Main panels need creations and allowing switching between
   6. Systems commands to log out
   7. Basic quest options to create first few buildings
   8. Town Human
      1. 3 buildings and their menus; Administrator’s Hall, Adventurer’s Hall and Graveyard
   9. Explorer View will see icons and provide options only for your player town and the Den.
      1. Den will activate menus to travel to/from, enter dungeon exploration and auto-exploration. Raid queue is optional for prototype.
   10. Dungeon Crawling 3D for fixed maps (only 1 per level created so randomizing for level is optional
       1. See walls, textures and models.
       2. Limited events; informational, explorer and key. Battle events may also be useful for testing (fixed combat locations).
       3. Random combats and offers to join the party
       4. Treasure rewards; both from combat and walking.
       5. Limited spell effects for light and compass
       6. Up and down levels (top level going out to surface)
       7. Inventory / Attributes / Equipped menu
       8. Level up
       9. 4 classes; Summoner, Defender, Tempus Diem Fur, Summoner and Hand of Grace
          1. Level 1 skills and spells for each
          2. Level 1, 3, 5 and 7 (8 total) spells for the Summoner.
          3. Armor restrictions
       10. All 10 party slots, 6 max for controlled NPCs and up to 4 from summoner, quest and offers to join.
3. Level Design Requirements
   1. 5 maps of the Den
   2. 5+ quests
4. Known Gaps

This prototype is not a comprehensive feature list. It will not touch PvP (espionage or arena), ranking, achievements, auctions, crafting, shop, traps, item leveling, or guilds. It will obviously only touch on 1 faction, and very limited skills/spells, limited buildings, dungeon events and quests.