

The Alchemist

Design Doc

Introduction

The Alchemist is a hybrid 2D/3D isometric turn-based strategy RPG where you control a single character. The main gameplay consists of moving on a grid. The player will consistently be outmatched and overwhelmed.

The Alchemist uses potions to attack his enemies, though a melee can also be performed when enemies are in range. The player can use as many potions as they want to combat enemies, however they are limited to what they have prepared prior to the battle.

Technology

This game is being developed in Unity3D in C# for PC. The first iteration will be open-source.

Set-Up

The Alchemist is set during the early 13th century in a Middle Eastern city much like Baghdad during the end of the Islamic Golden Age. You play as The Alchemist, under the tutelage of your mentor both of which work for a Caliphate that is refocusing on scientific study and education after years of neglect.

The game takes place over 50 years, from the start of The Alchemist's training as a young student to becoming the last of his kind.

[Characters Document](#)

World

The world of The Alchemist will take inspiration of medieval Iraq. There is a river that flows along the edge of the city.

- North
 - North-East
 - Mountains form a natural barrier between other provinces/countries.
- South
 - South-East
 - River flows against the mountain

City

The majority of the game takes place in the palace located in the center of the city.

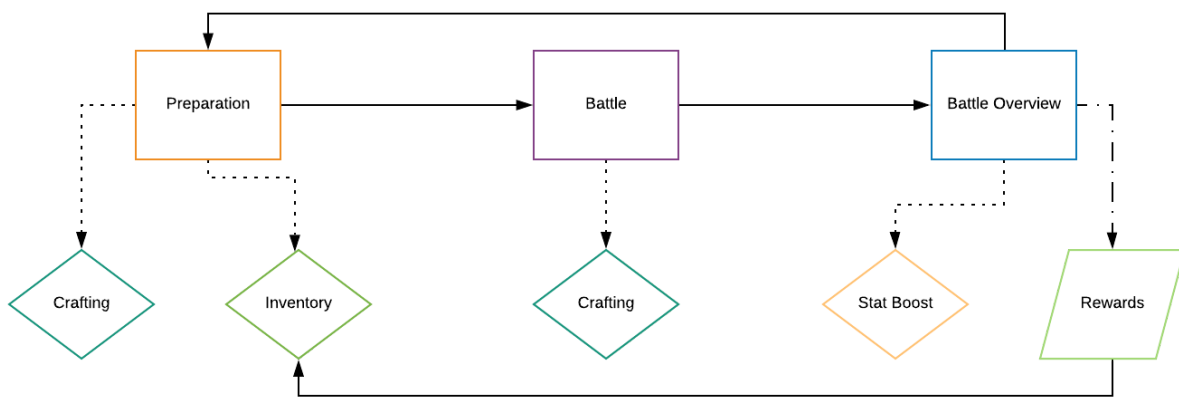
Goals

Emergent

The potion system should allow for strategies that build on top of each other.

e.g. Placing ice on the spaces enemies are moving to and fire in front would slide enemies into taking burning damage

Game Loop



Systems

Potions

Overview

The potion system is the main gameplay system, about which the entire game revolves. The following types of potions will be available:

- Debuffs
 - Reducing attack damage
 - Slowing movement
 - Skipping turns
- Damage
 - AOE
 - Direct
 - Gradual
- Healing
 - Self-heal
 - Direct heal
- Movement
 - Increasing player movement
 - Teleportation
 - Terrain Mitigation/Obstacle Creation

The player will be able to hold a set amount of each category of potion based on their level.

Combining Potions

This system is, ideally, both authored and emergent. Like crafting systems before it there will be one-to-one relationships (e.g. two healing potions makes a better healing potion) but will also have multiple combinations to craft the same potions based on properties.

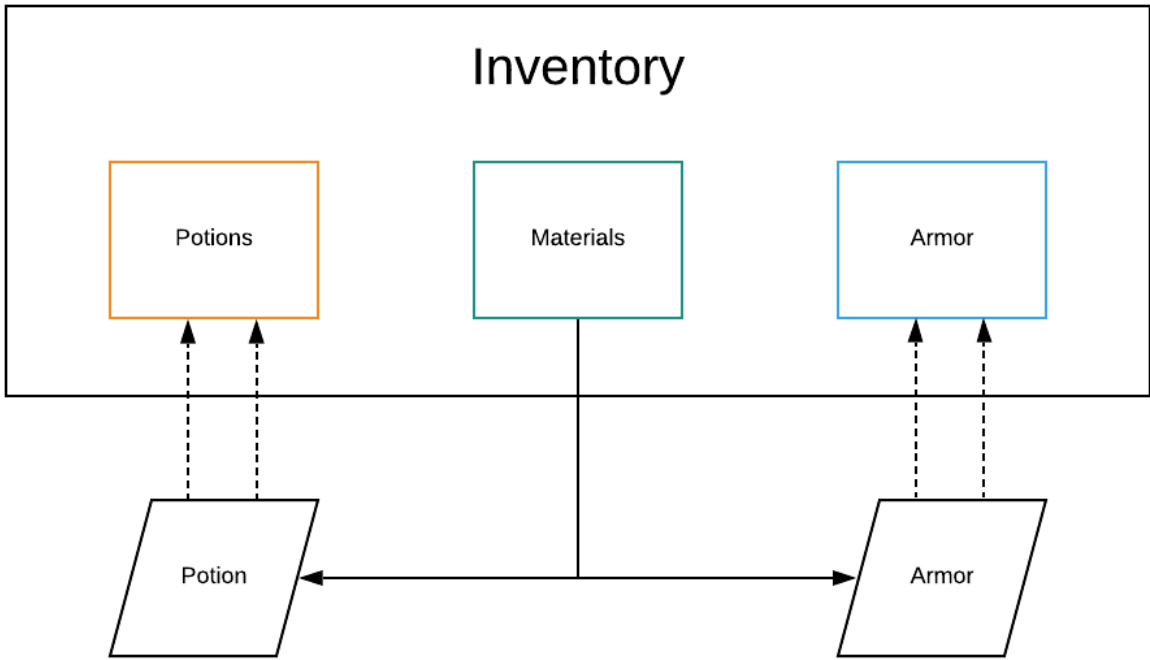
No combination should be made to fail, though it could create a potion that is less than ideal for the player. Any non-compatible potions will take on the properties of both potions (e.g. Fire and Healing: fire that heals the player, hurts enemies.)

Crafting

Potions should be able to be crafted from items purchased and found. Some potions create materials for others once used.

Items		
Materials	Potions	Armor

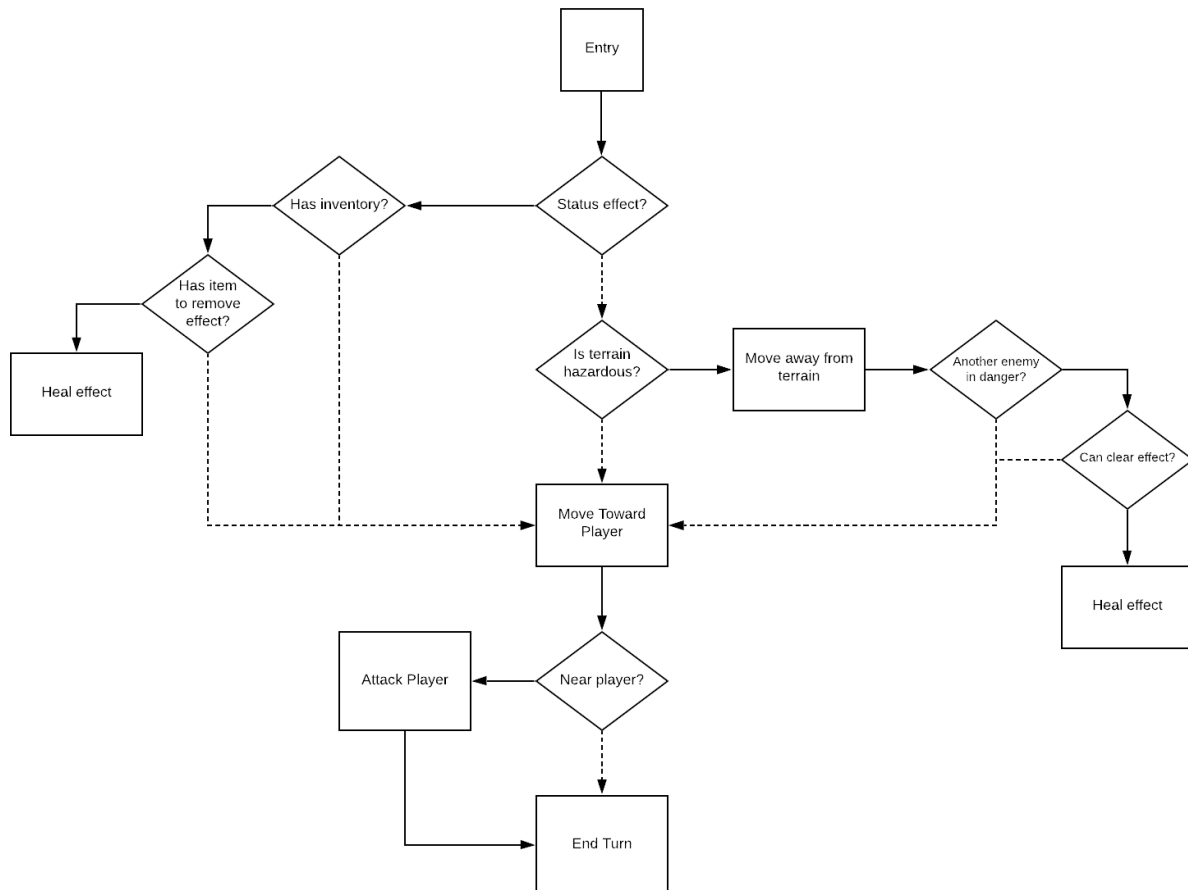
Materials are the building block for each of the items in The Alchemist. From materials you can upgrade armor as well as create the base potions that can be mixed into other, more powerful potions.



Enemy

There will be a variety of enemy types, but the AI will generally follow the same decision tree.

Enemy Decision



References

Documents

[Technical Design - The Alchemist](#)
[Character Descriptions - The Alchemist](#)
[Script - The Alchemist](#)

Alchemy

[Islamic Alchemy - Explorable](#)
[Magnum Opus \(Alchemy\) - Wikipedia](#)
[Alchemy in the Middle East - Asfar](#)

History

[Islamic Golden Age - Wikipedia](#)
[Islamic Golden Age - FactMyth](#)
[Siege of Baghdad \(1258\) - Wikipedia](#)
[List of Alchemists - Wikipedia](#)

People

[Al-Tughrai \(Alchemist and Poet\) - Wikipedia](#)
[Al-Mustansir \(Caliph in Baghdad: 1226-1242\) - Wikipedia](#)
[Ar-Rashid \(Caliph in Baghdad: 1135 - 1138\) - Wikipedia](#)
[Al-Musta'sim \(Caliph in Baghdad during Siege: 1242 - 1258\) - Wikipedia](#)

Architecture

[Islamic Art and Architecture - Encyclopedia](#)
[8 Masterpieces of Islamic Architecture - Britannica](#)
[Art and Architecture in the Golden Age of Muslim World - Epic World History](#)
[The History of Art and Architecture in the Islamic World - Brewminate](#)
[A Discovery in Architecture: 15th Century Islamic Architecture Presages 20th Century](#)
[Mathematics - MuslimHeritage](#)
[Arts of the Islamic World: the Medieval Period - Khan Academy](#)

Patterns

[Islamic Art and Geometric Design - Metropolitan Museum of Art](#)

[Islamic Geometric Patterns - Wikipedia](#)

[Islamic Pattern Collection - Pinterest](#)