1. Game Mechanics

Menu

There should be idle points in the game, such as between arcs. During these idle points, a player should be provided a menu from which they might:

-browse a codex

-look at the protagonist’s current personality dynamic

-look at the protagonist’s stats or buffs/debuffs

-look at and equip/unequip items that they own

-look at the city map. This menu should also allow the player to have a conversation with the current members in the party (will look into this once the intro mission is done).

**IQ-1 What? How short is an arc if you can only check the menu by then? Need to add more points where the menu is accessible.**

At the start of the scene, a graphic (on the bottom or top of screen) will indicate a percentage (0%). The player must choose the appropriate options or actions to bring this percentage to 100%, at which point they win the action scene. Alternatively, if the player makes improper choices or the player’s opponent(s) make better choices, the percentage will eventually approach -100% at which point the player loses the action scene.

**IQ-1 This bar should probably have a significant name. I don’t think a scale from -100% to 100% sounds smart whatsoever. In my opinion it should start at 50% and then die off if it gets to 0%. Is there any consequences for ending with, let’s say, 25%?**

The setting of an action scene may impact the outcome of the scene in anumber of ways. The setting is defined by the environment that the action scene is taking place in. This is determined by the story. The setting of an action scene is defined by the following:

-darkness (light intensity)

-visibility (fog/smoke can lower this)

-openness (a field vs a small room)

-weather (cloudy? Rainy? Sunny?)

-sound dampening (determines if outstanders/bystanders can hear)

-publicity/observers (if they can hear, see above)

-obstacles (random stuff in the area)

-random danger (falling debris, moving machines like in a factory)

-familiarity (how familiar the protagonists are with the area)

-temperature (how hot/cold)

**IQ-1 Can the environment change midway through a scene IQ-2 Action scenes could be classes and the environment could just be a parameter**

The protagonist’s opponents will also have conditions of their own that may be very similar to the protagonist’s or wildly different from the protagonist’s. The condition of an actor in the action scene is defined by the following:

* -fatigue (how tired or awake)
* -agressiveness (modifies combat oriented choices positively and chase oriented choices negatively)
* -drugged
* -hatred (directed towards the actor’s opponent)
* -desperation (can randomize results of a choice, makes things unpredictable)

**IQ-1 You should definitely specify every single condition that the opponents can have, by design principles it’s easier to have all these types of features laid out from the start. This way you can just make a single “character class” that has all the attributes/conditions. This way you can just restrict which character uses attributes/conditions but at the same time it limits the amount of class files you create.**

**IQ-2 Same as before just throw all of these into a class.**

2. La Fin

The Story Writer found a way to craft a story so horrible and captivating that it actually caused the user’s body to experience the pain and eventual death that occurred in the story.

**IQ-1 Can you explain how this works?**

3. The Protagonist

As a minor cousin in the Densen family, he/she has been raised from childhood to serve the Family in any way possible

**IQ-1 Who’s cousin exactly? Elaborate**

He/She considers Eleanor to be something of a mother to them.

**IQ-1 Wait… you can choose character gender? What are the main consequences of this (if any)?**

4. The 68th Pride

Pride is still healing from the Original crime he committed.

**IQ-1 Which is?**

5. Villain – Andrew Mercer

One Throne. Hundreds of thousands of heirs.

**IQ-1 So the whole world where this takes place has a king. Why are there so many Heirs? If 100k people have royal blood then the previous king pulled off a Genghis Khan. Standard is that in a clan only the oldest child is an eligible heir to the throne so I assume either of two things are true. Every single person in a clan has the right for the throne and this is why there is 100k heirs OR there is 100k clans with a single legit heir.**

6. Arc summary

When they are about to win, the fight is interrupted by a crackdown by Orbital Troops.

**IQ-1 What are Orbital troops?**