



LEGACY OF THE STORM



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Introduction

Intended game systems

For now, development will focus on the PC version.

Target age of players

10+

Intended ESRB rating



Projected ship date

The game development will last 3 months and the release date for the game is scheduled the 25/06/21.



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Game Story & Gameplay

Backstory

In a world where natural disasters have taken over humanity and where the seas cover 99% of the planet, a tiny part of the world's population remains. But with the new laws of Mother Nature, the living conditions are much more difficult. Thus, many have chosen the life of mercenaries or pirates in order to find lost treasure and become the richest man in the world.

Our hero was born in a small peaceful village of sailors and fishermen, far from crime and violence. But the Earth on which he lives is coveted by many bandits, for good reason, it is the only one that is not a drifting island. On this planet, many storms and natural disasters occur after sunset, making the sea impassable, and above all, these storms move the islands around the world.

The villagers of this Earth are no longer safe, and some villagers get kidnapped to serve the sea thugs. Our hero is a genius of his generation, capable of wielding custom weapons and sailing like a mermaid, he will go to the rescue and protection of his native village.

Gameplay

The game is a rogue-like deck building turn base game. We wanted to make a rogue like for the complexity of the gameplay and very high risks = high rewards. The part of the deck building is inspired of many games like Slay the Spire & Pirates outlaws the player need to build his deck of cards that are abilities for the player to fight in a turn-based gameplay. The player will also have access to a "Hub" that will let him personalize his gameplay with his base deck and some of his equipment.



Game Flow

Growth of the player and challenges

The player is controlling a sailor and in order to rebuild the island he need to take over expeditions to retrieve and save some former members of the island. To be prepared to take expeditions, the player has at his disposition a hub (the island), and from there he can plan / ready his ship / upgrade his weapons when he has retrieved his comrades.

At the beginning of the game the player will have only some mere preparations, he will only have his weapons, some cards and a rusty ship. By successfully returning from expeditions and retrieving former members of the island, the player will get materials and golds to unlock new features to upgrade his boat, weapons and cards. For example, he will unlock a weaponmith that will enhance his equipment or his cards to take on expeditions of a harder level.

When retrieving new members of the island the player will get hints about other former members, and then unlocking new expeditions to retrieve resources to continue his adventure. The victory condition of the player is to complete each expedition, beat all bosses and to retrieve all members of the island.

Mechanics for growth and rewards

An expedition has an objective that the player must fulfill, it can be either to rescue someone from a boss, chase after a bandit or to gather materials for members of the island to grow. When you complete an expedition, you gain the reward for the completion and the materials / golds and artifacts that you gather from the trip to the completion (Darkest Dungeon like). With those resources the player can:

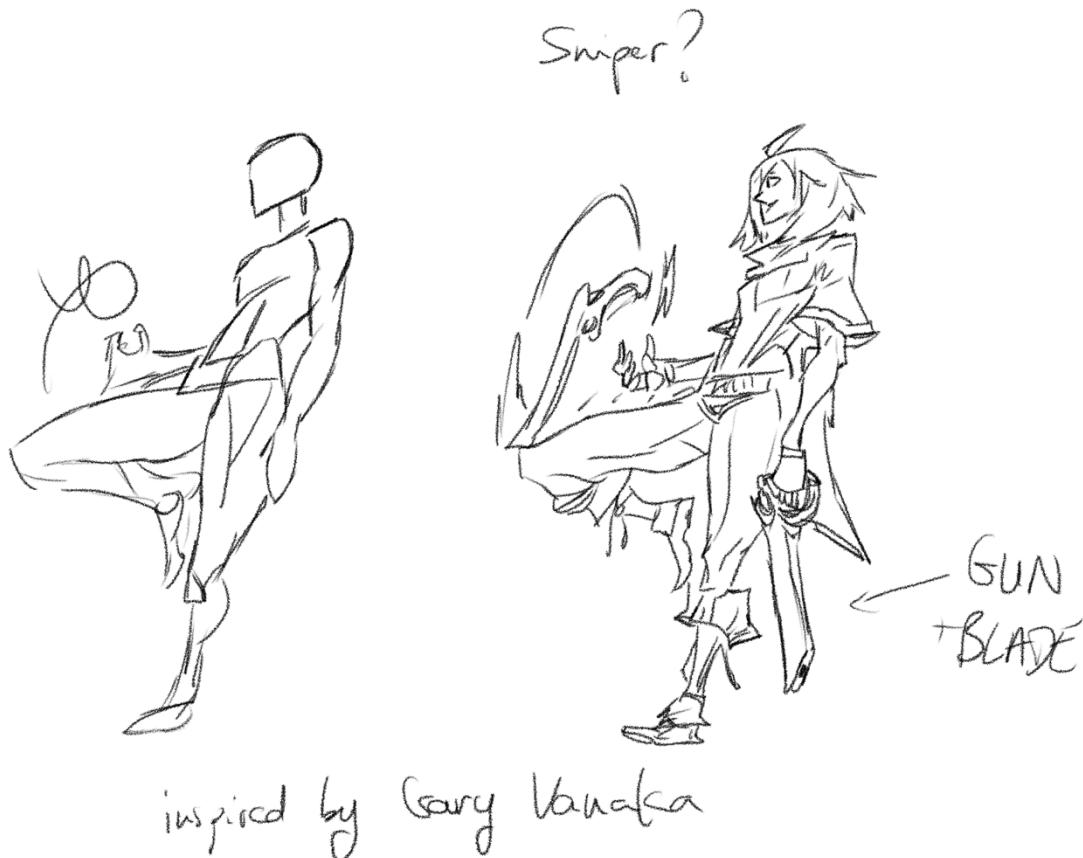
- Buy new upgrade for the different buildings
- Build up and upgrade ships
- Buy new cards
- Upgrade equipment
- Buy relics
- Buy Hero power

The main objective in expedition completion is to build up the island in order to increase the income that is necessary to go in an expedition, to upgrade the different characters to take harder expedition and to get more rewards and also progress the main story.



Characters & Controls

Character design



Back story of the character

Our hero (no name yet) is a young sailor in his early twenties. He was born into a modest family. His mother raised him alone after his father disappeared at sea. Since he was a child, he has been passionate about the sea and navigation, as well as the manufacture and use of weapons, each more original than the last.

He has a sixth sense for everything related to the sea and close and distant combat. A true marksman and a taekwondo champion.

He remains a very kind and philanthropic boy who does not hesitate to help his fellow man, he is very appreciated by the inhabitants of his village and when the latter is in danger, he does not hesitate to protect or rescue him.

A brave warrior with a pure heart.

Game Controls

The game is intended to be played only with the mouse. The player will only have to realize **points and clicks**.



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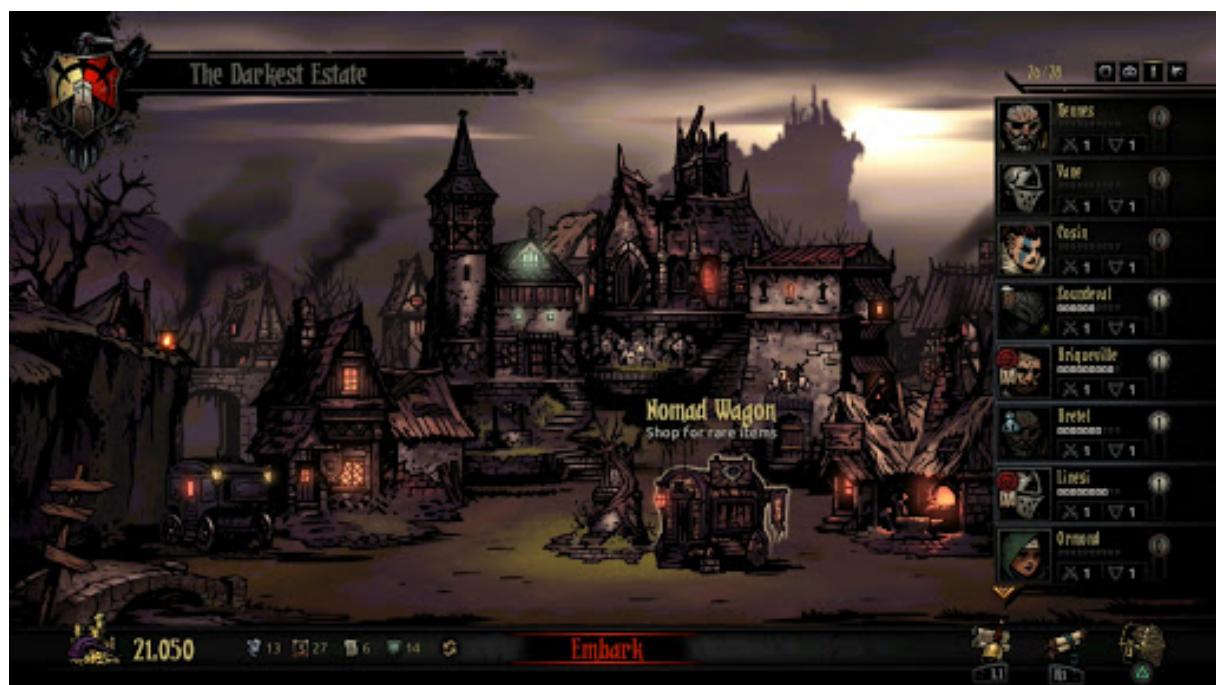
Main Gameplay Concepts

Game Goal

The concept of “legacy of the storm” is to first bring the player into a game that is easy to play at first, he will first know the story of the game, get to know the character(s) and will start to see through a test expedition that the game isn’t that easy, and he will need some reflection on how to take expeditions on, by choosing a good and appropriate deck.

The main genre of this game is rogue-lite deck building game, it means that the player will have to build a deck of cards that will let him to some actions in fights during expeditions, like do some damage to an enemy or evade attacks that are directed toward him. The rogue lite aspect of the game is the way that the player needs to take on expeditions to gather up some resources to get stronger through the game in order to take on harder expeditions / bosses / rescue missions.

So, we have two main aspect of the game: The hub that will let the player construct his deck, equipment, ship, crew and in which the player will need to gather former members of the island to use upgrades like the weaponsmith & armor smith, the shipbuilder, the card upgrader (no name for this one at the moment) and the expedition preparation, a place that the player will confirm his decks and equipment before going into the second part of the gameplay.



The second aspect of the game is the trip of our character in expeditions, the player will face a map, with a bunch of islands, he will have to choose which island he's going to in order to go to his objective. Objectives can be beat a boss of a region, rescue a member of the island or gathering resources for a pnj. So, when the player chose the island where he wants to go, there will be some events that can happen before arriving and when he sails on the



island. Events can be the type of a fight (a gigantic shark appear; some bandits want to get your money etc ...) or either type of scripted events like the weather is turning into a tempest and the player needs to make a choice that will have consequences on his expedition.



When the player enters in battle mode, the aspect of the deck building comes to the front of the gameplay, like in the game "Slay the Spire" he will have a certain amount of health points and a deck of cards. The fight is turn based, this means that the player will start by choosing his actions and then it will be enemies turn, over and over until the battle finish. The player will get some cards of the deck and have to play them in order to progress the fight, either damaging the enemies, de-buffing them or protecting himself. Cards will go into another pile that will become the new deck once the player have no cards left shuffling them. Enemies will do the same as the player (without the cards obviously) applying buffs, doing damages or blocking attacks. To help him in his expedition the player has a heroic power that he can use 1 time per turn.





Platform specific features

We want to release the game on PC and have a gameplay that is not hard to manipulate like doing some drags and drops for cards and click on windows to use a building.



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Game World

The world as we know it has been totally engulfed by the oceans following an unprecedent meteorological disaster. Only a few islands remain as well as a very small part of our civilization that was able to resist during these terrible events. They survived until today by rebuilding their society on the only habitable island known by them and by sending men to discover the new world. The weather being always unstable, these people could only explore the world during daytime, the night leaving place to incredible storms moving the small nearby islands. The surrounding being different each day, the pirates and the unknown creatures of the deep sea that have grown since the Disaster make every single Expeditions a challenge for the new Civilization to overcome.

By exploring this world, the player will have to face many dangers and will discover lot of treasures and resources to help the development of the new society. He will have to explore the world every day and to come back before the night comes.

The music that we will use in our game will probably be a pirate themed music, or a calm fantasy music



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Game Interface

Menu navigation

We will have a basic menu navigation system. After launching the game and after a short intro, the player will arrive on the main menu where he will be able to interact with the following buttons:

- START A NEW GAME -> Arrive on the character selection menu. He will then be asked to choose a hero and start a game with the selected hero.
- CONTINUE THE EXPEDITION -> Will launch the game with the previously chosen save file
- OPTION -> Moving the player to a menu where he will be able to change various options (post processing, size of the screen, sound, etc.)
- QUIT -> It will quit the game.

Once the player arrives “In-Game” an access to an Escape Menu will be able / provided. The player will have access to the following buttons:

- SAVE / LOAD -> Allow the player to choose which file to load / which file to replace with a new save file.
- OPTION -> Same menu than the one in the Main Menu.
- CONTINUE -> The player will quit the escape menu and continue his expedition.
- QUIT -> The player will be moved to the main menu and the game will not be saved.

In Game interface

There will be 3 mains In-game interfaces. The first one will be the navigation interface where the player will be able to travel between islands and manage his crew / relics / cards / potions, etc. The player will start from the left of the map and will have to travel to the right to jump to the next map / level. To let the player, know which island he has already visited and which island he didn't visited yet, a red cross will mark the island that he has already visited.

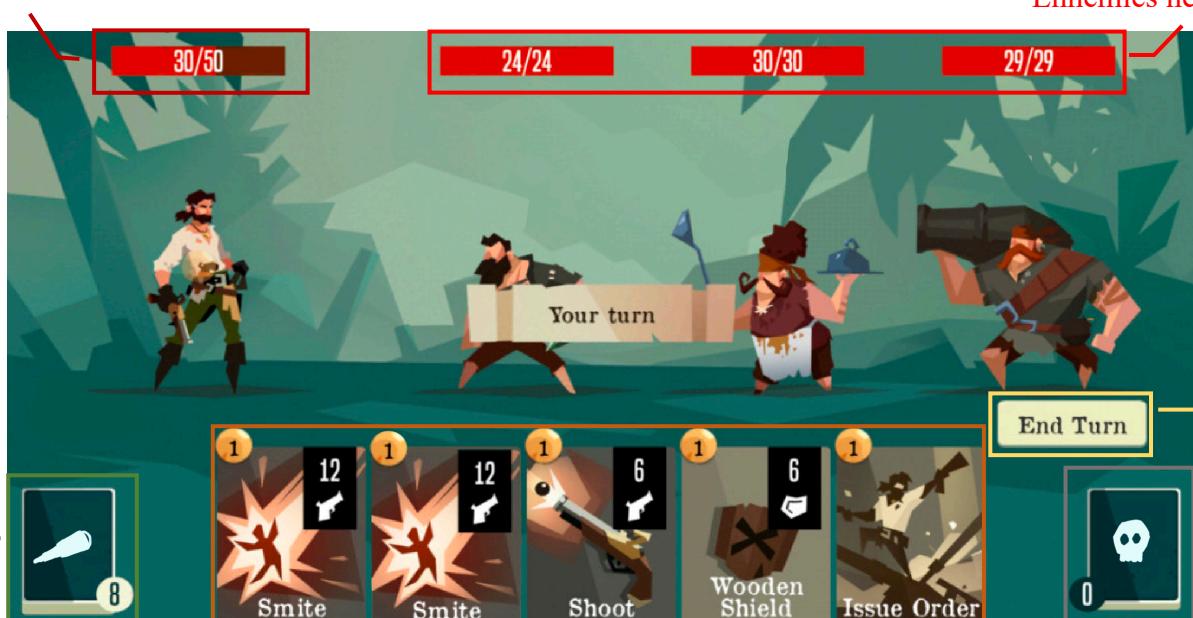




Inspiration (Slay the spire / Sea of Thieves)

The second interface is the Fight interface. When the player will meet a fighting event or monster, he will be moved to this interface. On this interface, the player will have access to his deck and cards and will be able to use his cards to escape / kill the monsters. On the upper side of the interface, the player will see the remaining health points of his hero as long as the health points / status and actions of the monsters.

Hero's health bar



Player's deck



(Inspiration Pirate Outlaws)

Ennemis health bar

Next turn button

End Turn

Graveyard

Player's hand

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The 3rd interface will be designed as “The hub”. It will be a place where the player will arrive at the very first start of a game and where he will come back between each expedition to upgrade his gear or to trade the resources he gathered during the last expedition.



(Inspiration Darkest Dungeon)



Game mechanics and power-ups

Unique mechanics

During a run, the player will have the chance to **upgrade his ship**. At certain times, the player will earn some relics that improve his ship and at the same time improve himself. There will be a limited number of slots that the player will adapt/improve during the run with the items. Those slots represent parts of the ship (the canons, the sails, the hull...).

Before a game, the player will have the choice between different **hero power**. This will give a chance to orient the gameplay even before starting the game. The hero power will be always usable by the player but only **once per turn**.

Mechanics

The player will have to manage his resources.

Gold resource: During a run, he will be able to go back to the hub to save the gold that he earned. But he will also be able to risk all his resources by trying to finish the run. But if the player fails to finish, he will lose a part of his resources.

Events: During each expedition, the player will encounter different type of events. Depending on these events, the player will for example, encounter a fight where he can win more rewards, choose a reward but have sacrifice resources equipment, golds and more. He will have to make choices that will impact his gameplay.

Power-up

During a run, the player will have multiple occasions to **upgrade his deck**. There is two ways to upgrade his deck.

First option: Add a new card. The player will have the choice between different cards so that he has the choice to build his deck as he wishes.

Second option: Upgrade an existing card. At certain times during a run, the player will be able to upgrade a specific card in his deck to make it more efficient.

Upgrade of ship (cf. Unique mechanics)

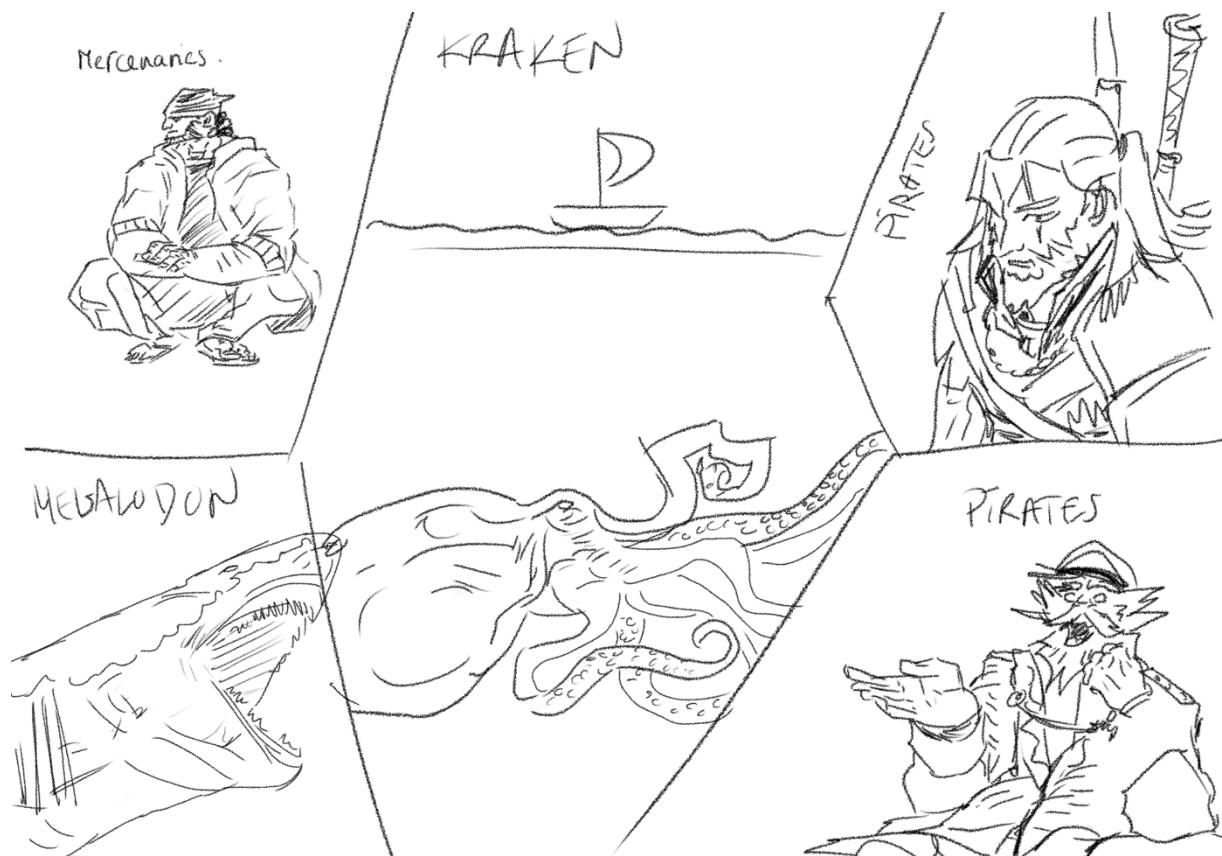


Enemies and bosses

There will be two type of enemies: **Common enemy** and **Bosses**.

Common enemies, depending on the type of enemy will have a specific mechanic that the player must overcome. If the player succeeds, he will have the choice between different rewards.

Bosses will appear multiple times in a run, getting stronger and stronger. They give much greater rewards than the common enemies.



Cutscenes & bonus materials

Cutscenes

We want to add some animation to our game, like some animation when the player enters in a fight, or when an event happens. There won't be any cinematics or sophisticated animations for now.

Bonus materials

The player will be able to unlock different achievements when he defeats a boss for the first time and when he defeats it on the harder mode. Apart the fact that the player unlocks gears and develop the island there won't be any bonus materials.



Game Inspiration & competition

Main inspirations

Slay the Spire (Monster Train also) and Faster Than Light are the main inspirations of our future game.

These are two really famous solo games that fuses strategical deckbuilding card game and roguelike game.



Gameplays

The main goal of these games is to finish a run while adapting throughout the run. In both of these games, the player has to choose his first character(s) to go through his run. Each character provides to the player a basic deck of cards that he can complete or ameliorate during the game. Then, in the game, the player has to choose his own path to win different levels full of enemies. In the game there are a few "acts" where each contains a boss fight at the end. In the player's path, he can choose to visit some random events or shops to upgrade or even buy new cards to help him until the end. When a run is finished (won or lost), the player account receives experience to gain levels. With these levels he can buy new heroes, characters to start with another basic deck.

Other similar gameplays

