

Unusual Adventure

Game Design Document



The Dragon Prince

“An adventure is the deterministic, intellectual problem solving in the context of a story”. (David Tanguay)

A game where the character will live the whole “Hero’s Journey” cycle with a twist and a lot of comedy. The player can actually choose his or her own destiny (objective), which is one out of three typical objectives that we see in typical heroic stories. By choosing the destiny, the player will possibly interact with the spaces with that in mind. The ending will correspond to what objective the player chose.

There would be some epic cutscenes where the hero does a daily task or something that's rather not very important while some epic music is playing. The exaggeration of certain scenes may achieve this comedy that we are going for.

Our hero is a mage apprentice who has the ability of drawing runes in the air to create many different spells. Whenever the player enters a combat, s/he will have to draw a rune that he has learned directly onto his/her phone in order to fight the enemies.

Platform: Mobile and, if possible, PC.

Genre: RPG

Age: +6

Audience Target: Especially mobile gamers.

Story, Plot and Narration



World definition

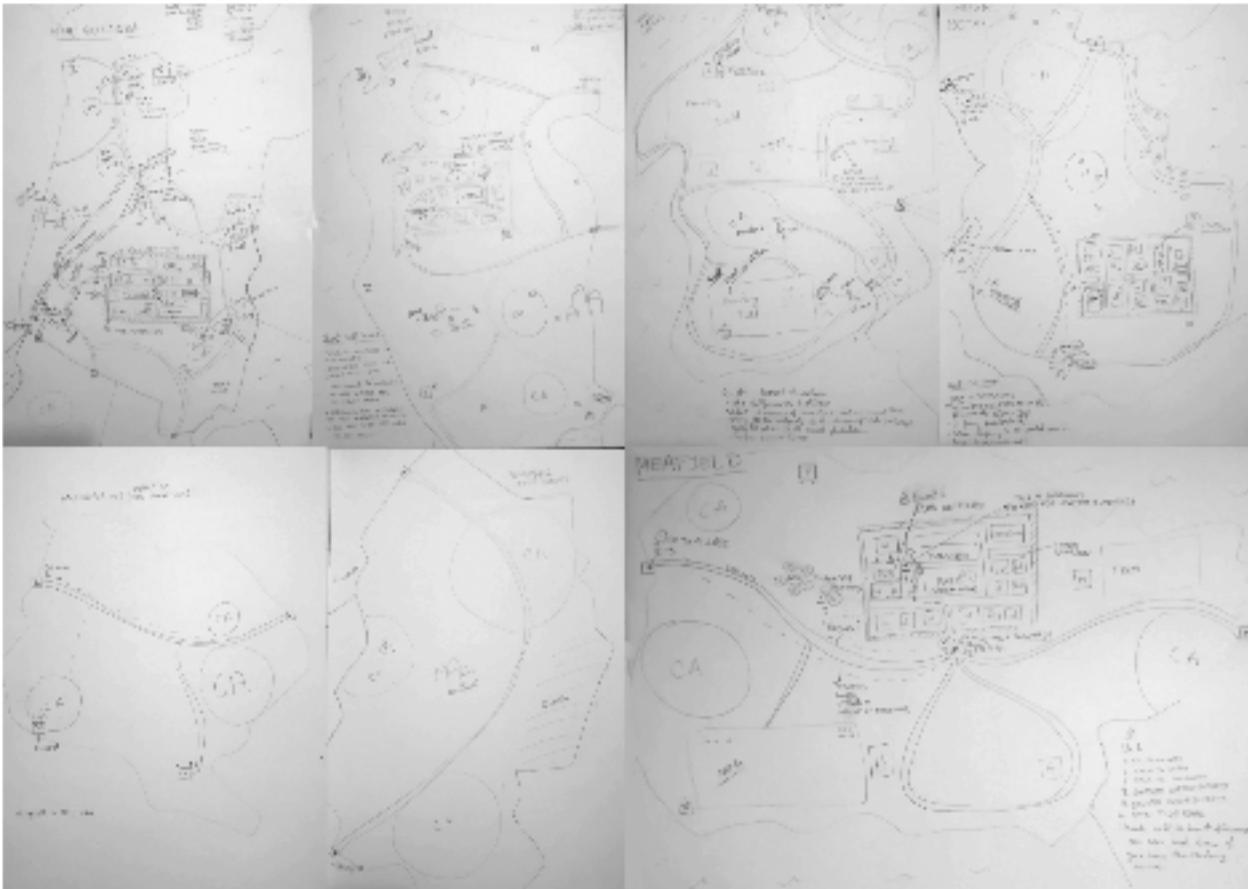
In this small planet, there is magic everywhere, which is the best part of it but also the undoing of this amazing place. The planet is actually in 3D, while the other elements are in 2D. That will allow the player to wander about to discover the different areas and possibly develop some sort of space awareness. Every area will have a specific theme, just like an amusement park, where there would be some narrative events. It will also be possible to get to farther places by using portals which is also a HUB or crossroads where you can choose where to go. To do so, you have to find a portal area.

In this world, the vegetable kingdom has become severely ill due to a magical substance that has been used to grow the vegetables faster, and one of the consequences is that some vegetables are actually becoming alive and very aggressive!

Intimate Spaces

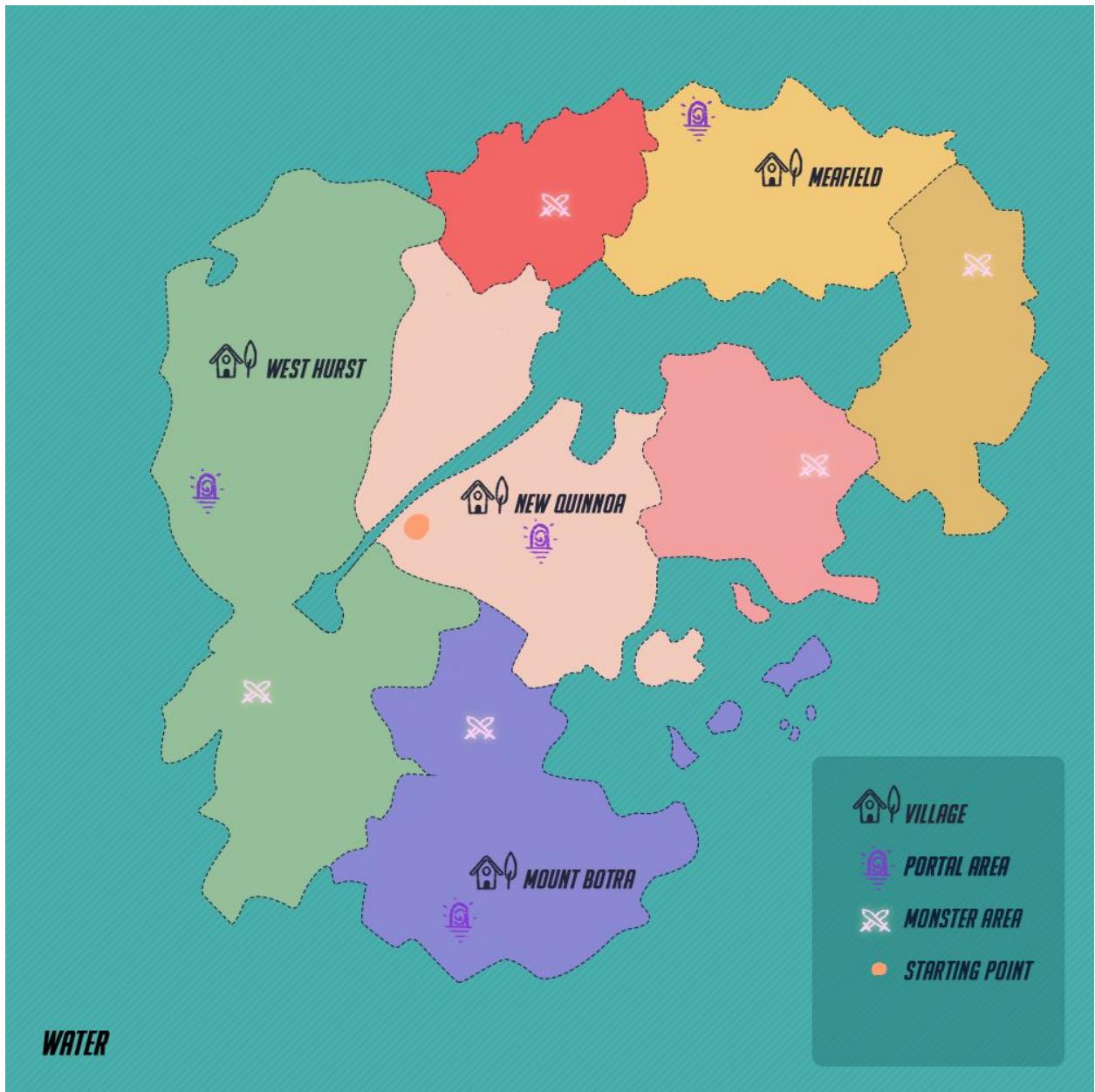
- The four existing villages will mostly be free from monsters, so the player can take a breath from fights and do some shopping or even training. The villages will have enough space so the player can wander about, even though the world is a small planet.
- Also, the player cannot be attacked in the portal area, which can be used as a strategy.

Labyrinthe / Map of the planet / Environmental Narration



Sketches of all areas.





NEW QUINNOA



WEST HURST [TOP]





MOUNT BOTRA

QUEST - FIX THE PORTAL

**USE IT. FIX THE
YOU NEED TO GATHER**

- ◆ 8 EMERALD STONES,
- ★ 3 FAIRY POWDERS,
- ✿ 10 CALATHEAS FRAGRANCES

IDEA PLAYER'S PATH

A-PLAYER ENTERS THE AREA.

"FENSTER ENTERS THE ARENA
(NPC GIVES HIM A NEW QUEST)

B - NPC TELLS WHAT

DO YOU FEEL LIKE YOU NEED TO FIX THE PORTAL?

C - ENTER THE VILLAGE

D - BUY 3 FAIRY POWDERS

E - COLLECT 8 EMERALD STONES

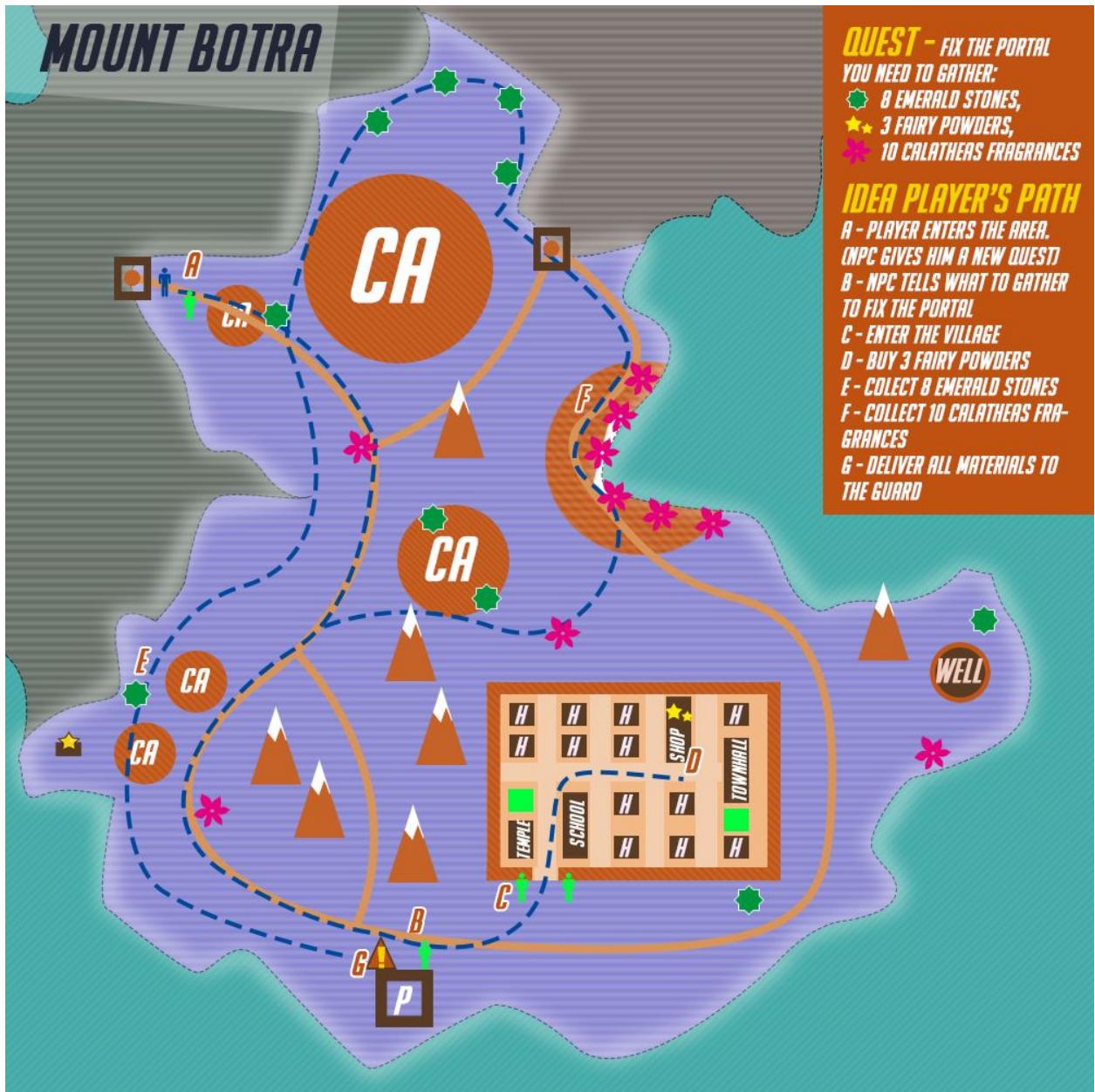
E - COLLECT 10 CALATHEAS FRA-

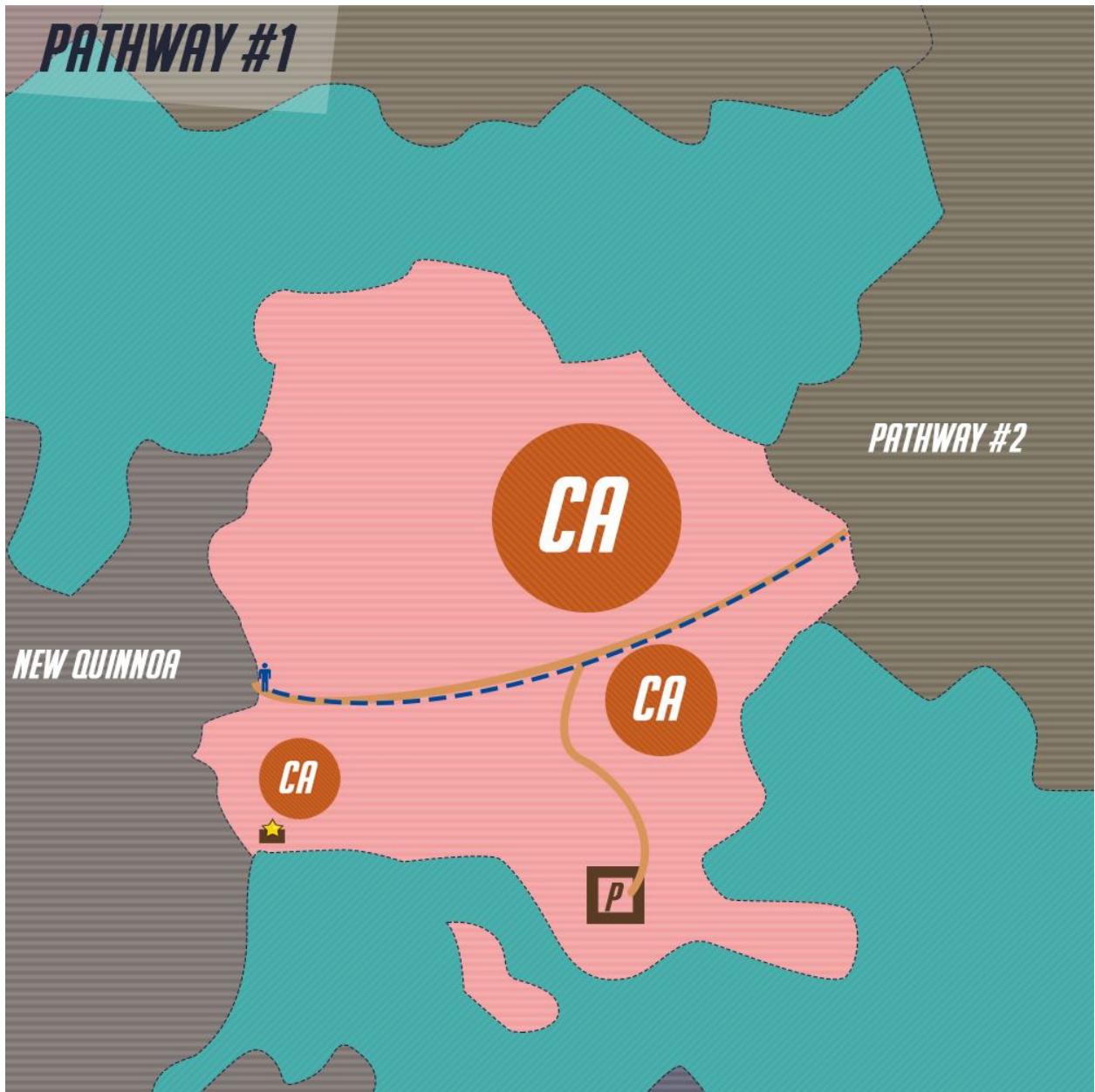
GRANDES

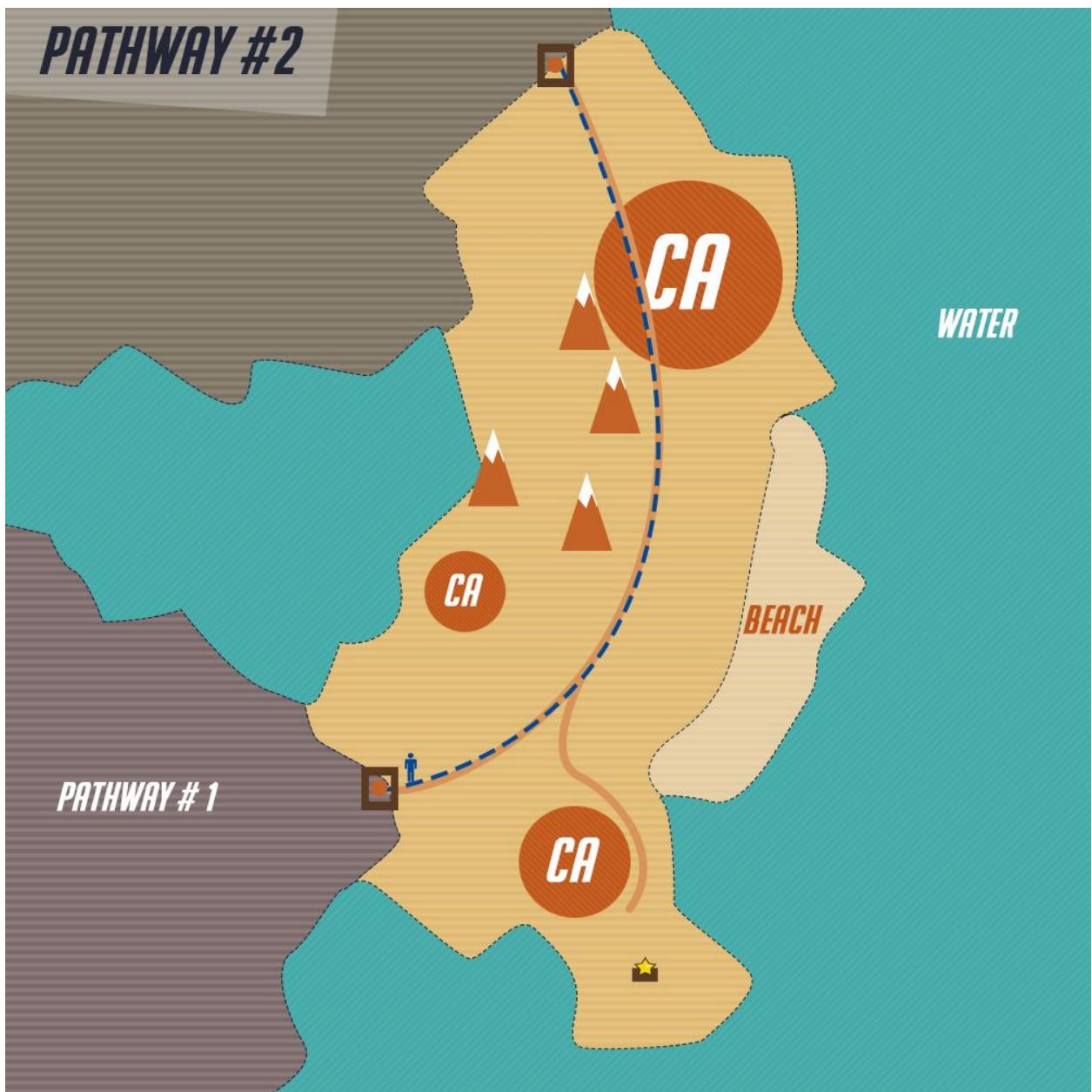
6 - DELIVER ALL MATERIALS TO

**DELIVER ALL PICTURES TO
THE GUARD**

THE BOARD



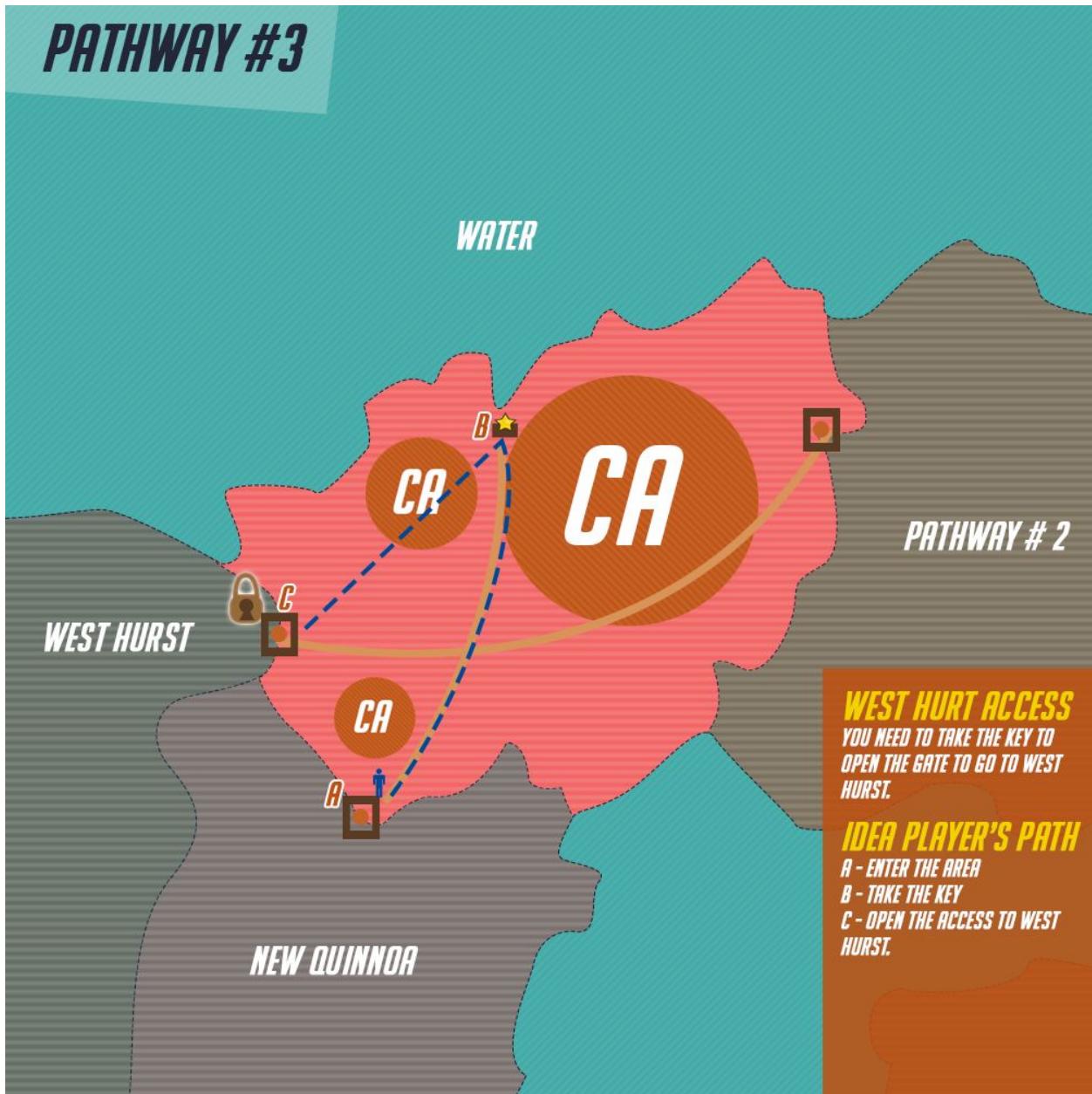




MERFIELD



PATHWAY #3



Mindmap : <https://www.mindmeister.com/1536440495#>

H. Jenkins's narrative accordions

There is not exactly an order to play the game, but New Quinnoa, the state where the player starts forces you to move up towards Pathway #3. In fact, New Quinnoa is in the center of the map and it is some sort of HUD that connects all states. However, most gates are closed in the beginning which is why you will end up on Pathway #3, having to choose where to go: Meafield or West Hurst. The story is unfolded little by little whenever the player enters a new area or receives a new quest. The part of the story is concluded after solving the puzzle or walking away. There may be some shortcuts in order to reach some areas quicker (besides the use of portal). Those who take shortcuts may find rewards on their way. And even if they do not do the

“ideal player’s path”, the player may still understand the story through the shortcut scenes that will give an overall idea of the story. To better understand the story, the player may have to talk to NPCs, so s/he can learn a bit more of the story.

The Rhythm and the Melody

In general, all villages are safe and calmer, except for the first time you enter Meafield’s village where there is a quest about a fire in a Tavern. Other than that, all villages are safe, there are always guards at the entrance and they are protected by high walls. On the other hand, most of the areas far from villages are usually very dangerous and clustered with monster communities. They may attack you if you get too close. If you want to avoid confrontation, try to follow the beaten path, but that is no guarantee that they won’t spot you. Either way, there will be some fighting in order to solve some quests.

The Rule 3 Times

- How will the story be repeated three times?
 - Quest
 - NPC dialogues
 - Cut scenes
- How to build and release tension ?
 - There will also be some markings on the ground that will make the player curious
 - Through the in-game music
 - Predictions

Before and after the commencement of the gameplay

The hero, the player, is invoked by the witcher who allows him to choose one of the following destinies:

- Save a rare magical creature. (this creature can be used in the next gameplays)
- Find a mysterious relic. (this creature can be used in the next gameplays)
- Destroy a cursed seed (this will give a perk to the player that can be used afterwards)
- Find out what is making the vegetables ill and destroy the source. (locked at first, then you may unlock it by accomplishing all three objectives)

The player can finally be incarnated into the world where he will have to gather some information in order to accomplish the objective s/he has chosen. The gameplay will not only test the players’ wits, but also their reflexes. There will be some puzzles and associations that need to be done in order to reach the goal.

Character Design & Plot

Born in New Quinnoa, Elin, our hero, is the only son of a baker. Elin is a brave 14 year-old boy. His mother has passed away during labor, so his father has been taking care since then. His father never believed in magic and thought that it was a complete waste of time, whereas his grandfather was an ancient magic enthusiast. He wrote a few journals on that topic which Elin

had access to, and that is how he learned about magic. They all lived in the same house for a very long time. Then, when they decided to move out after his grandfather's passing away, Elin found a mysterious rock with a symbol engraved on it. With some research, he finds out that it's a rune just like the one described in his grandfather's journals. However, he did not know how to make it work. When Elin showed it to his dad, the latter just threw it into a river nearby, saying that it was just a rock. Elin learns about what his dad did and, stubborn like his father, he goes to the river to try to find the rune. He tries to imagine its shape, the texture, the colors...all of the sudden, the rune's glyph starts to glow and then Elin finally finds it by the river among the river rocks.

Elin and his father have a very good relationship and they have been a great team at the bakery shop, even though they are having difficulties paying the abusive taxes to the authoritarian government. After finding his grandfather's rune, everything changed: Elin becomes eager and even more motivated to learn magic, but he cannot do that while he is living with his father. Therefore, he decides to go on a journey to find the other runes that his grandfather mentions in his journals. He wants to learn how to use them and test all the theories written by his grandfather. He also hopes to fight the tyrannical government. He realizes that it may be too dangerous if the runes fall into the wrong hands.

NPCs (Non Player-Characters)

- Witch who sells health potions and she is also the character who asks the player what objective s/he wants to choose;
- Portal keeper who will take care of the portal, making sure it works correctly. He may charge you a fee for each use, though;
- Merchant who sells equipments and scrolls;
- Specific NPCs who will give the players some hints on how to achieve their quests;
- Several NPCs who will just populate the world. They may say a word or two, but they are not going to interfere in the gameplay;

Main interactable areas

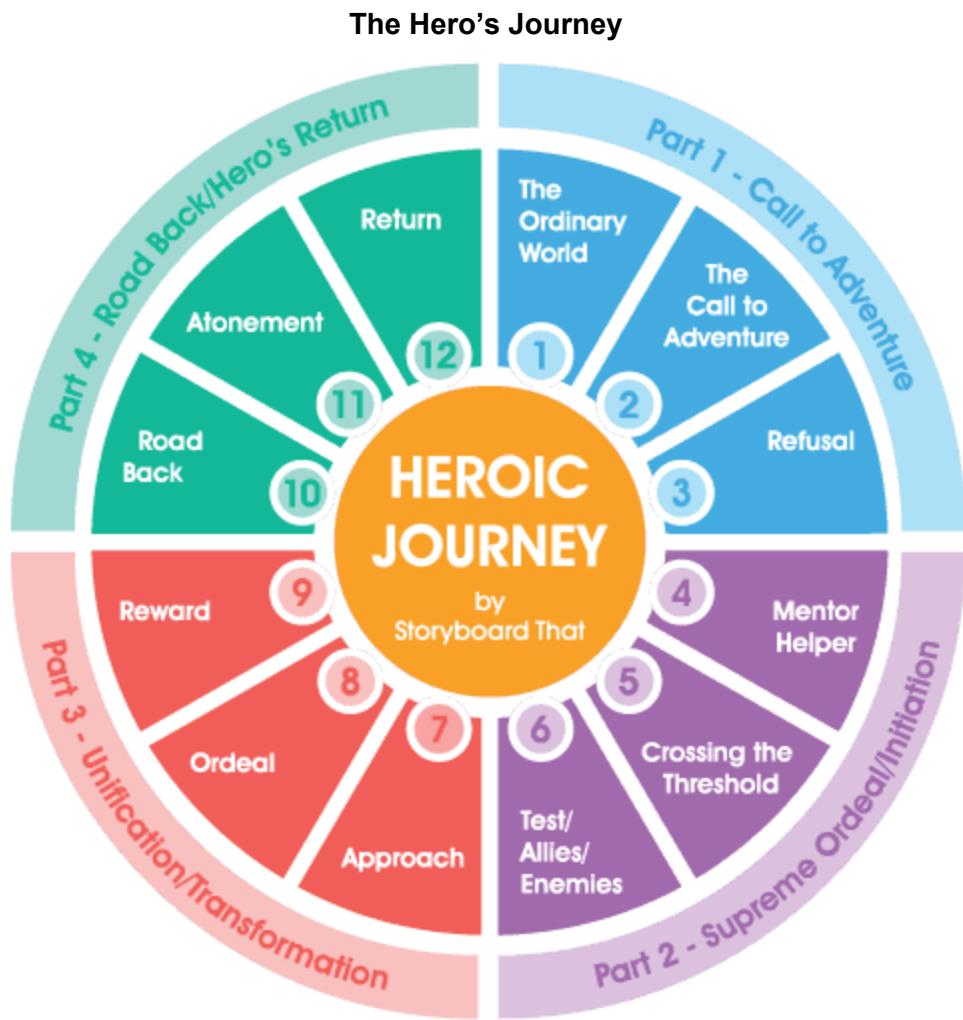
1. Witch's house. This where you can find the witch. She sells HP potions.
2. Merchant's house. The merchant sells equipment and scrolls.
3. Mountain's pass. The player has to go there in order to **destroy the cursed seed**.
4. Flowers' field. This is where the **rare magical creature** is found.
5. Portal points. You can use a portal to easily get to some places on the map.
6. Cave. This is where the **relic** will be hidden.

The beaten/sandy paths will guide the player to important areas, even though the user can take any other path that s/he wishes.

The monsters will be scattered in the world, and they can attack when you are in their vision field.

Consistent physical principles

1. Characters cannot jump, except if they have a move that requires them to do so;
2. Gravity is applied to the planet;
3. The player cannot go through trees, houses or any other big element nor can the other characters.



1. Player is spawned into the world, in the center of the map near a village, so s/he will learn how to navigate the map from the beginning. The arrows on the mobile screen helps the player to move around. The camera will follow him/her around in first person view;
2. A glowing guiding arrow appears inviting the player to follow it. It guides the player to the village where the witch is;
3. The player may even ignore the arrow, but the arrow will insist;
4. The player meets the witch and she explains that she was the one who invoked the player there. She offers him 3 HP potions as a gift, and she mentions that she can help him as much as she can. She asks the player to choose among 4 objectives, where one of them is unlocked until all of the others are unlocked;

5. The player finally chooses an objective and starts the adventure. There is no turning back now: the player can no longer change his/her objective;
6. The player is taught how to fight and has the first combat. Some friendly animals (NPCs) are actually very helpful, they can teach you useful things for the combats;
7. This is the moment where the player gets ready to accomplish the chosen objective. There may be a puzzle or a very dangerous area that you have to go through before;
8. This is the final moment where you have to solve the puzzle or fight a boss;
9. For each objective, you may acquire a perk/bonus for the future experiences;
10. The magical arrow appears again inviting you back to the witch
11. And 12. The witch thanks the player for his/her service and the player disappears from the world (back to home screen).

Player filling in for the blanks

- Instead of trying to explain everything and forcing many dialogues to make the narration clearer, we are rather leaving some blanks throughout the game. As an example, if we can't provide a proper animation to convey a part of the story, we can work with associations, sounds that recall that specific action and visual effects;
- Also, letting the imagination of the player go beyond what is provided will enrich even more the player's experience;
- Some areas of the world will have narrative events that can be enacted when the player enters or activates them.

References: <https://tvtropes.org/pmwiki/pmwiki.php/Main/MundaneMadeAwesome>
<https://i.pinimg.com/originals/80/f5/97/80f5978c290571537c7b06b6fda4314f.jpg>

The Message & Procedural Rhetoric

The message I want to accentuate within the game is that we sometimes have a choice, and that we are always making decisions. Sometimes, these choices somewhat narrow the scope of an adventure; and sometimes, the choices are just an illusion. We need to face the consequences of our choices. In the case of the Hero's Story, all the correct choices guide the player to the end of the experience or the new beginning. On a more meta level, games are like a conversation and you are always making choices and exchanging information with the software.

These are the elements the procedural rhetoric:

- **Camera in the first view perspective:** it becomes rather immersive at a more personal level. You are not a character, you are you and you are responsible for your choices;
- **Choosing one of the objectives in the game:** it makes us think of our destiny and how we choose it and we cling to it. Can I change my objective afterwards? Why or why not?
- **Eventual Glitches:** to remind the player that s/he is interacting with a software and that this artificial experience requires him/her some inputs in order to progress.
- **The gestures with our fingers on mobile to cast a spell(gestural rhetoric):** pointing (usually with our index finger) at the screen as if we were saying "I choose you". We

could even compare it to our choosing what to interact with on the internet. We can also choose a partner, buy furniture, order some food etc. All that at the tip of our fingers;

- **Choosing what spell to use:** the game does not impose a specific spell that the player has to use, except if the spell the player wants to use is locked. Once all the spells are unlocked, the players can use any of them if they have the requirements.

Gameplay:

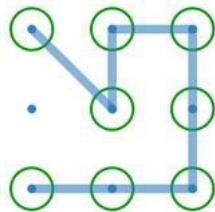
3C:

- Camera: First person view. The player sees through the eyes of the character.



- Character: the spirit of an adventurer, a mage apprentice.

- Control:



The runes will be drawn by connecting these points. The points can also be used as buttons for other purposes when you are outside a fight.

Mechanics:

- Player Action:

- Create different rune spells. Rune can be learned after each boss fight or through some rare scrolls that you can buy from the store (only 2 or 3 are sold).

Runes as transmedia tools that convey universal meanings

Rune	Letter	Name & Meaning	Rune	Letter	Name & Meaning
ᚨ	A	Anszu: communication, insight, truth, wisdom	diamond	ᚾ	Inguz: fertility, growth, common sense
ᛒ	B	Berkana: birth, beginnings, personal growth, liberation	ᛞ	O	Othala: goddess, property, home, plenty
ᚲ	C	Kenaz: torch, revelation, knowledge, creativity, inspiration	ᛚ	P	Pertho: pawn, magic, mystery, feminine
ᛞ	D	Dagaz: Day, dawn, break-through, awareness	diamond	Q	Inguz: fertility, growth, common sense
ᛘ	E	Ehwaz: horse, transportation, partnership	ᚱ	R	Raido: wagon, travel, journey, destiny
ᚦ	F	Fehu: Money, wealth, luck, abundance	ᛤ	S	Sowulo: sun, strength, energy, health, success
ᛪ	G	Gebo: gift, love, generosity, marriage, partnership	ᛊ	T	Tiwaz: honor, justice, leadership, authority
ᚩ	H	Hagalaz: hailstorm, loss, destruction, change	ᛏ	TH	Thurisaz: thorn, change, catharsis
ᛁ	I	Isa: Ice, standstill, block, challenge	ᚾ	U	Uruz: strength, power, courage, ox
ᛖ	J	Jera: year, harvest, peace, rewards	ᛗ	V	Wunjo: joy, success, peace, fellowship
ᚲ	K	Kenaz: torch, revelation, knowledge, creativity, inspiration	ᛗ	W	Wunjo: joy, success, peace, pleasure, fellowship
ᛏ	L	Laguz: water, sea, lake, flow, renewal	ᛗ	X	Algiz: elk, protection, shield, self defense
ᛘ	M	Mannaz: self, mankind, culture, friends,	ᛗ	Y	Eihwaz: yew tree, stability, strength, reliability, enlightenment
ᛗ	N	Nauthiz: Need, necessity, hardship, delays	ᛗ	Z	Algiz: elk, protection, shield, self defense

These are the runes used in this game: **C or K, D, E, G, I, L, Q, T, U, X or Z, and Y.**

Rune	Meaning	Drawing Difficulty	Attack	Learnt at level	Cool down (sec)	Mana Cost	Damage Dealt	Effects/Notes
C/K	torch fire, creativity, revelation	1	Fireball	1	3	5	8	
D	Dawn, awareness, break-through	3	Light ball	2	10	30		Out of combat: this can create a light ball to follow you in dark places.
E	transportation	3	Open portal / dodge an attack	2	60/6	5	N/A	in combat, cool down = 6; out of combat = 60.
G	gift/love/partnership/to give	2	Heal	2	10	5	30 HP heal	
I	Ice	1	Ice spikes	3	10	10	50	
L	Water	2	Waterblast	6	10	10	100	
Q	Fertility, growth, common sense	3	Binding (slows down enemies)	4	5	4	30	Slows down enemies (duration:3 sec)
T	Honor, justice, leadership, authority	4	AOE meteors from sky	10	1200	30	72000	Instakill
U	strength, power, courage, ox	3	counter spell shield		5	5	N/A	the enemy's projectile come back to himself if it touches the
X/Z	protection	4	shield	5	10	10	N/A	
Y	yew tree, stability, strength, enlightenment	3	conjure pet	0	120	10	N/A	If Pet is available

Drawing Difficulty: 1 - Easy; 2 - Normal; 3 - Hard; 4 - Hardest (requires two or more strokes).

Items that are related to this mechanic:

- Gauntlet that can be upgraded.
- Rules:
 - By drawing a rune, you create a projectile/spell or cast a spell. When you lift up your finger and the rune is validated, you throw the projectile towards the closest enemies or cast the spell. Use your phone's gyroscope to direct the spell.
 - Possibility to save the game whenever the player wants or automatically;
 - The runes are learned little by little. Only the unlocked ones can be drawn.
- Stat Change:
 - When this mechanic is activated, 9-point grid is activated so you may draw the rune. You may retry it as much as you want.



The Game Loop would be inspired by PostKnight. There are cycles that the hero goes through in order to get better. It's pretty engaging. Hang out → Shopping Improving Weapons → Fight → Repeat.

Challenges (relevant to the game/story):

inventory based problems, dialog trees, machine twiddling, sliders, timed sequences

Completion of challenges during gameplay may then allow the player to access a greater part of the world previously not accessible.

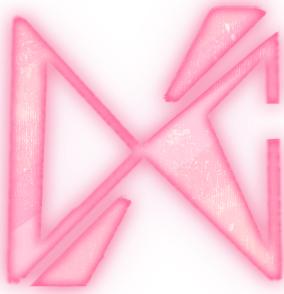
Gameplay Design Patterns used in this game:

- [Replayability](#)
 - allow the challenges to be solved in several different ways
 - or letting players compare results between different game instance
- [Storytelling](#)
- [Dexterity based-actions](#)
- [Combos](#)
- [Cooldown](#)
- [Combat](#)
- [Boss Monster](#)
 - add specific vulnerabilities or abilities that are either Improved or Privileged
 - Puzzle solving possibility

UI

In-game Interface

It should be easy to use, intuitive, and economical of input. Common actions should require a minimum of clicks or touch gestures.



Example of a drawn rune.

Main Menu

- New Game / Continue (if there is a saved game)
- Puzzle
 - If there are puzzle pieces available, the player can assemble them. You may earn a chest full of golden coins and a [special rune](#) as a reward.
- Achievements board
 - Basically a screen where all the locked/unlocked badges will be placed.

- Options
 - Volume, Music on/off, tutorial, resolution (if necessary), back
- Quit

Win/Lose Conditions:

- Win:
 - Fulfill your chosen destiny and end the deal with the witch;
- Lose:
 - Losing all your health points.

Story mode

The player is invited to explore the world and find hints on how to fulfill his/her destiny. After doing so, the player can restart a new adventure and then s/he has the possibility of choosing a different objective (destiny).

During a combat

- Only three different runes can be used during a combat and you may not change them during a fight, so it's important to place the right runes into the slots before going in a fight. It is possible to buy new slots in the shop.
- It will be possible to visually see the damage inflicted and if there is a critical hit, like in a RPG where the numbers appear and fades out.

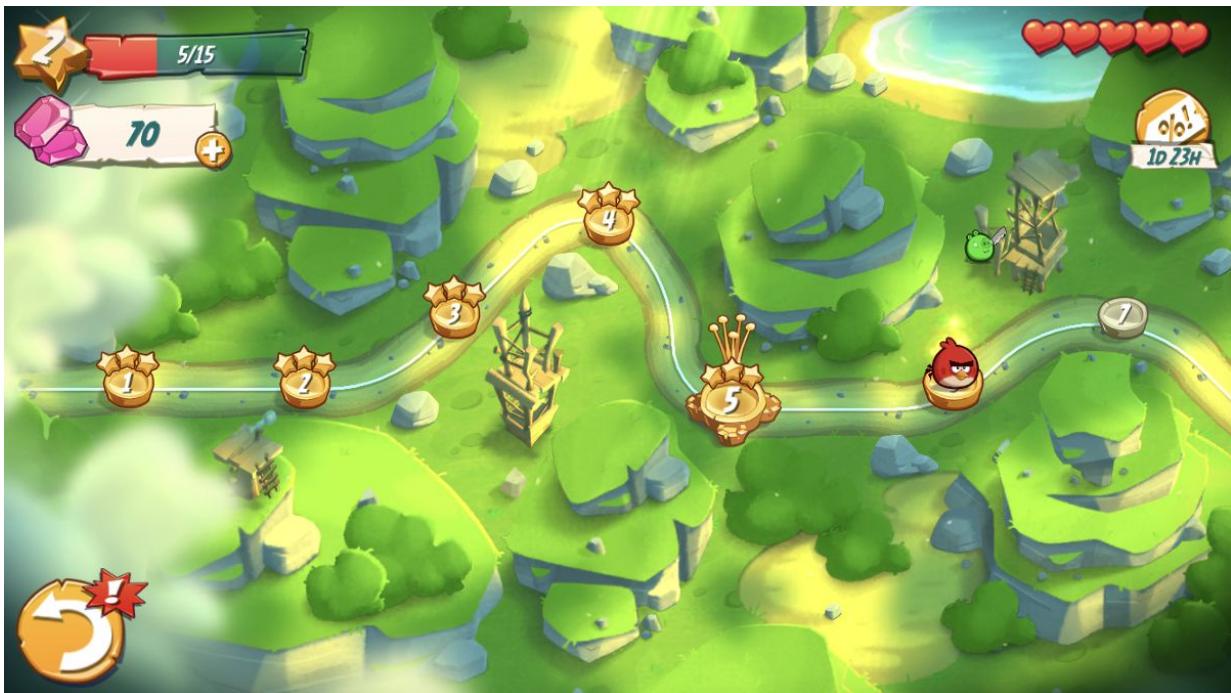


Rare pet (it can be conjured with a special rune only3)



This is a magical creature that will be floating/flying next to the player and it will throw projectile at enemies with a cooldown of 5 seconds or so. It cannot die. It appears when the player has less than 50% HP.

Progression Screen (when you go through the portal)







Reward system

- The visual and sound effects will be very rewarding.
- The runes are the main rewards. They are learned after each boss.

Reward system

The reward system would be similar to the game Night of a Full Moon where the player is rewarded in many different ways. For example, it's possible to earn a puzzle piece after beating the final boss, which can be used to solve the puzzle in the main menu.

- The visual and sound effects will be very compelling and rewarding by themselves.
- The runes are the main rewards. They are learned after each boss.
- Besides all that, there will be a leveling system and the possibility of earning in-game money to buy cosmetics from the shop.
- At the end of each boss fight, it is possible to **choose** between rewards;
- When the player beats a horde, s/he has the possibility of dropping a puzzle piece. The puzzle can be accessed from the main menu.
- There are also achievements for the in-game feats.

Achievements

- Defeat your first boss to unlock the "Stronger than You" achievement;
- Unlock the third weapon and unlock the "Meteor Shower" achievement.

- Defeat all bosses to unlock the Dungeon Lord achievement.
- Find the precious relic in the cave and unlock the “Most Powerful Mage” achievement.

Shop



Things we can find in the shop:

- Scroll fragments (you need several to complete it), which can teach you a new rune;
- Health potions;
- Golden coins (using real money which can be converted into the in-game currency)
- Rune slots.

Replay system/Difficulty Parameters:

Normal	Player's HP: 10 Player's Dmg: 1 for each projectile (7% critical chances for +1) Enemy's HP: 3
Hard Mode Lvl 1 (locked if normal is finished)	Player's HP: 20 Dmg: 3 (10% critical chances for + 1) Enemy's HP: 6
Hard Mode Lvl 2 (locked if previous lvl is finished)	Player's HP: 25 Dmg: 3 (14% critical chances for + 2) Enemy's HP: 8 Enemy has a 5% chance to dodge the attack.
Hard Mode Lvl 3 (locked if previous lvl is finished)	Player's HP: 25 Dmg: 4 (20% critical chances for + 2) Enemy's HP: 15 Enemy has a 10% chance to dodge the attack.

Hard Mode Lvl 4 (locked if previous lvl is finished)	Player's HP: 30 Dmg: 4 (20% critical chances for + 2) Enemy's HP: 20 Enemy has a 12% chance to dodge the attack.
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Sound Design

Inspired by The Witcher 3

Gameplay References

- Maguss: The Mobile Multiplayer Spell Casting Game:
<https://www.indiegogo.com/projects/maguss-the-mobile-multiplayer-spell-casting-game#/>
- Orbus VR Runemage Spell (3D): <https://www.youtube.com/watch?v=w7rTu9N9Mno>
- Mark of Magic (top down) <https://www.youtube.com/watch?v=AQNxKomP8BY>
- Magic Touch - <https://www.youtube.com/watch?v=1VSrEWG6DLE>
- Harry Potter game: <https://www.youtube.com/watch?v=szIG4EhoN70>

Visual References

The game “The Baconing” is our main visual reference.

Moodboard:

https://drive.google.com/file/d/1488hU_a_d5LuXX-Vz5GWqnfl8XV6E56W/view



Other references:



[Wonder boy: the dragon's trap](#)



[Faerie Afterlight](#)



3D models as examples of enemies.