# Summary

This document is about the overall goal and content of the project.

## Goal

Project Great Game is a historical text based RPG game.

This project aims to force players to make **tough choices under extreme conditions and an unknown environment.**

* Should you risk your mission to save one little girl from getting sold to slavery?
* Should you abandon your fellow man due to scarce resources?
* Is that person lying just to get your money?

# Lore

The game takes place in Khiva, Uzbekistan during 1717 and 1840.

# Content

The game is based on The Great Game written by Peter Hopkirk.

The story is about British India sending officers to free Russian slaves held in Khiva to eliminate Russian excuse to invade Khiva.

**Prologue** : Prince Alexander Bekovich getting captured by Khivans. (pg. 17)

**Main Story** : Captain Abbott’s mission to free Russian slaves held in Khiva. (pg. 213)

**Epilogue** : Captain Abbott and Shakespeare travelling to Moscow to meet Tsar Nicholas. (pg. 226)

# Core Mechanics

**Event occurrence based on selected response**

* Depending on an event, the player will select a response.
* Depending on the selected response, the follow up event will occur and so on.

**Resources management**

The main usage of resources will be for mere survival.

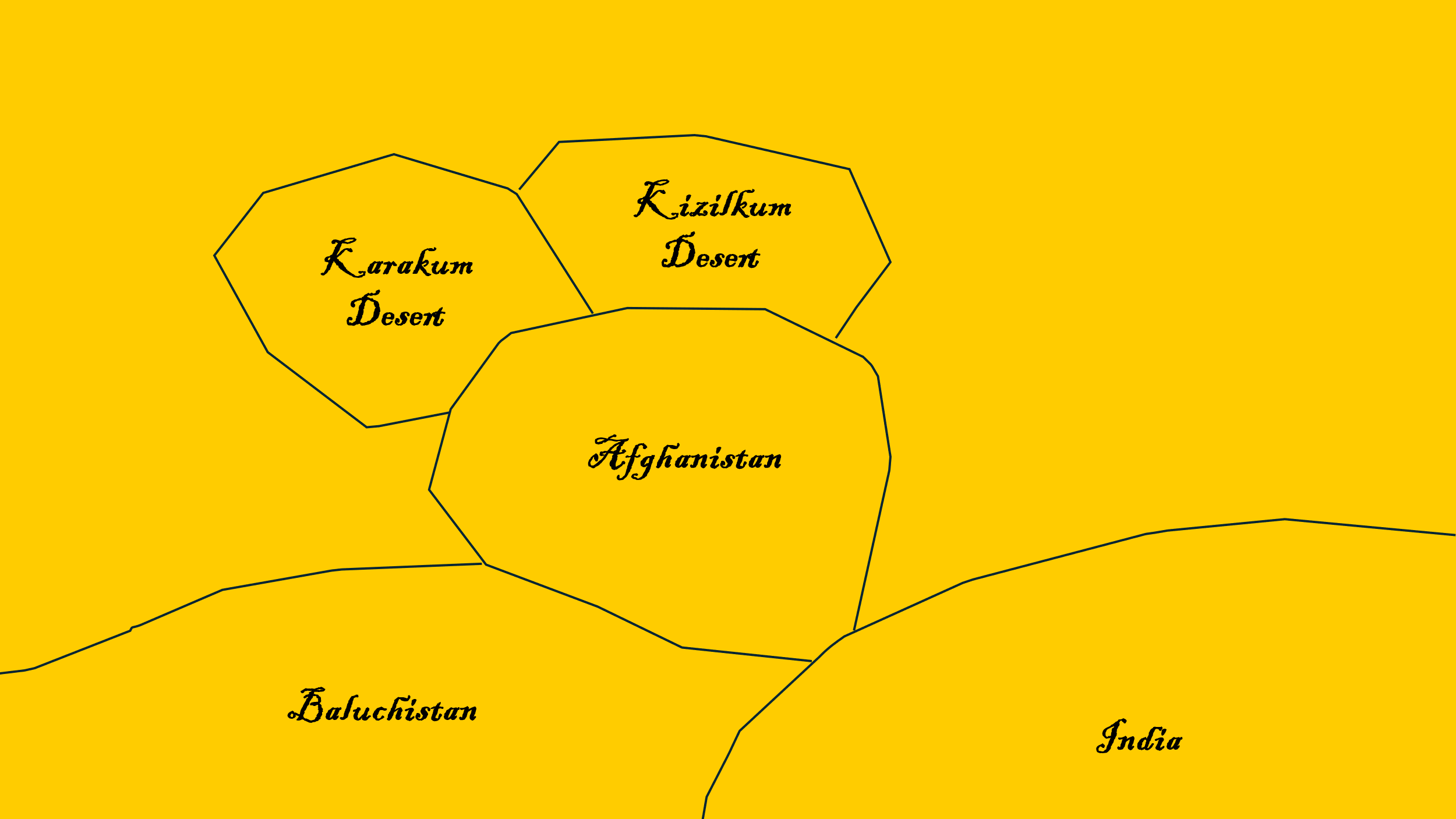
* Water
* Food
* Money

**Traveling**

The travelling mechanic will take strong reference from Faster Than Light.

Based on the resources at hand, the player can plot a route he wants to take.

* Regional Map
  + Player can only move between regions.
  + Player can only move to adjacent regions.
  + If player is currently in India, he can only move to either Afghanistan or Baluchistan.



* City Map
  + Player can only move between cities.
  + Here, player starts from Herat. He must move to Khiva to finish the mission.

**A map of a river

Description automatically generated**

# Art Style

The art style will take strong reference from Frostpunk.

Intend to use Leonardo AI to produce this kind of artwork.

**A group of people in clothing

Description automatically generated**