**Telegram-Bot Game Design Document (GDD)**

**Final Name:** [Undecided]

**Prototype Name:** Mirage of Truth

**Platform:** Telegram Social Media Application

**Main Genre:** Visual Novel

* The game will be developed in a way that almost resembles a visual novel, with the assistance of a Telegram Bot designed to act as an intermediary between the player and the game world. The player will be given choices by the bot throughout the game, and will have to choose from a variety of options at any given moment (e.g., enter the next room, choose dialogue option 1, explore the dungeons, etc.).

**Sub-Genre:** Turn-Based RPG, Action, Adventure

* Mirage of Truth’s combat will be turn-based, and many options and actions can be chosen by the player when it is their turn to play (e.g., heal, fight enemy number 2, abort fight, etc.).

**Number of Players:** 1

**Theme:** Fantasy World, Lord-of-the-Rings Style, Dungeons-and-Dragons World

**Art Style:** Either Pixelated or Celluloid Shaded

**Main Aesthetics (MDA Framework):**

- Narrative

- Fantasy

- Challenge

- Exploration

* In this game, if the player dies their entire save file will be deleted, and they will need to start from scratch! (YOLO or You Only Live Once mode is present in the game)