**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:** Pixel Art

* The multitude of required art pieces (including images, sprites, effects, etc.) will be created using AI picture generators.

**Main Aesthetics (MDA Framework):**

- Narrative

- Fantasy

- Challenge

*(Keep in mind that other aesthetic elements can be present in the game, but the primary ones that we have to focus on are these 3 that are written above)*

-The 1st Section of the Game-

(Each section of the game will be comprised of multiple “*parts*”.)

At the beginning of the game, the player is asked to determine their sex; the options include male, female, or transgender.

The next part will have players choose from three classes: Mage, Berserker, and Sharpshooter.

* Each class will have its own set of traits and special abilities that will (they will later be defined in this document).

After that, an immediate cutscenes will play, briefing the player a little bit on the overall lore and story of the game.

* This cutscene is skippable.

-The 2nd Section of the Game-

In the beginning of this section, the player is faced with a mysterious (or rather an unknown) figure, who is trying to explain to the player the different mechanics of the game.

* This whole section of the game is skippable.
* This section of the game mainly focuses on core mechanics of the game, instead of teaching every minute detail of Mirage of Truth.
* The time estimation of this section should roughly be around 10-15 minutes. This means that the player should be able to learn the basics of the game in a relatively short amount of time.

-The 3rd Section of the Game-

This section is where the player can truly begin playing the game.

* No more tutorials
* No more waiting before getting into the action

In other words, the main “gameplay” of Mirage of Truth will happen in this section.

Core Mechanics of the Game:

* Choosing from Various Dialogue Options
* Going Back to the Village (If the Player Is Not in the Middle of Combat)
* Buying Items from the Village’s Merchant
* Selling Items to the Village’s Merchant
* Upgrading Items by Going to the Smith’s
* Earning and Spending Coins
* Interacting With the Villages’ NPCs
* Accepting Side-Quests from the NPCs
* Going Back to Their Previous Dungeon Run
* Beginning a New Dungeon Run
* Going to the Next Dungeon Level
* Selecting an Enemy for Attacking
* Attacking an Enemy and Dealing Damage to Them
* Equipping Weapons, Armor, and Items
* Picking Up and Using Potions (Healing, Empowerment, etc.)
* 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)
* Mirage of Truth will also have many of the already-established mechanics and dynamics of RPG games (e.g., Having a Health Bar, Leveling Up, Completing Missions, etc.)