Aether of Enclaves

"An island exploration game"

Samuel Eubanks

Kenzie Weller

v0.0

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Contents

1 Project Requirements

1.1 Requirements

1. Version Control: Github + Travis-ci

2. Testing framework: Stainless? or default one?

3. Design Patterns
   a) Pattern
   b) Pattern

4. User interface: GUI

5. Secuirty: rust

1.2 Questions

1. Our project is a game

2. We plan to use rust (language, not familiar), piston (framework, not familiar)

3. My project won't work unless it has gameplay

4. No clue

5. Hopefully we have multiplayer

6. Plan goes here

2 Overview

2.1 Main Concept

This is an exploration game where you are the captain of a ship and fly from island to island (hopefully procedurally generated) and go on the islands to explore the world. Hopefully multiplayer is a thing

2.2 Focus

3 Gameplay and Game Setting

3.1 Story

U have a ship

3.2 World/Environment

Steampunk with magical creatures
insert map of your environment and picture of world here

3.3 Objects in the Game

The goal of the game is to explore, grow your crew, and upgrade your ship.

3.4 Characters in the Game

Main character, crew, creatures

3.5 Main Objective

Stop the evil queen from exploiting her people

3.6 Mechanics

3.6.1 Base

Ship that is upgradeable over time.

3.6.2 Crew

People around the world can be recruited to your team after a certain requirement is met.

3.6.3 Crafting

Use gathered resources to craft into potions and other items.

3.6.4 Creatures

Creatures are found around the world (both passive and agressive).

3.6.5 Combat

Topdown real time combat
Go into battle screen like ultima but only for boss monsters?

3.6.6 World

Randomly generated islands with human settlements generated.

3.7 Controls

insert controller diagram here

4 Front End

4.1 Art Style

Pixel art

4.2 Start Screen

4.3 Menus

4.4 End Screen

5 Technology

5.1 Target Systems

Windows / Mac / Linux

5.2 Hardware

Monitor, Keyboard / Controller

5.3 Development Systems/Tools

Language: Rust
Libraries: Piston
Graphics tools: Asprite