



# The Relic of Yorian



## The Relic of Yorian

Game Design Document

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## Revision History

Version #	Implemented By	Revision Date	Reason
1.0.0	Preston Little	09/22/25	Added input controls for walking.
1.0.1	Preston Little	09/23/25	Added input controls for running and jumping.
1.0.2	Preston Little	09/24/25	Added input control to interact with a treasure box that gets added to the player's inventory.

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## 1. Characters

Tedric Strelley is a farmer who owns a sizeable parcel of land in the peaceful countryside. Although in his past life, he was a knight of the Kingsguard sworn to protect King Oliver Sherriden. For years, he helped keep the King and his court safe and in order until the neighboring kingdom of Yorian waged war on the Destin Kingdom. He fought with great valor and honor during the war. He even helped negotiate peace terms between the two kingdoms. As a reward, King Oliver granted Tedric whatever he desired, and what Tedric desired was peace and rest from being a member of the Kingsguard.

As befits a man of his former and current occupations, Tedric is tall and well built. He's loyal to his kingdom and loved ones, always putting their needs in front of his own.



Concept art of Sir Tedric Strelley in his knight armor.

Throughout the player's journey as Sir Tedric Strelley, they encounter former companions and mentors, such as his former Grand Master of Knights, Urian Russell, who seeks out Tedric for a critical quest issued by the king.



In his pursuit, Sir Tedric will have to face raiders, outlaws, and violent gangs of thugs who have their own reasons for wanting to cause harm to him.

## 2. Game Goals

### 2.1 Unique Selling Points

- Play as a former knight, whose past shapes every step of his journey.
- Engage in gritty combat or use stealth to outmaneuver pesky foes.
- Explore a scarred kingdom, whose villages and forests might hide clues to the relic's fate.
- Solve environmental puzzles to reveal hidden passages and expose secrets buried in the kingdom's history.
- Befriend a raven that can scout ahead and guide you on your path to the Ruined Margrave Castle.

### 2.2 Game Genre(s) and Type(s)

*The Relic of Yorian* is an offline, single-player, action-adventure game with open-world elements. It combines these genres with a strong focus on combat, puzzle-solving, and exploration, a defining characteristic of the action-adventure genre. Players can freely explore the open-world Kingdom of Destin with few restrictions.

### 2.3 Game Concept

Tedric Strelley, a former knight turned farmer, seeks inner peace after years of service to King Oliver Sherriden. His past resurfaces when Grand Master of Knights, Urian Russell, tasks him with recovering a missing relic vital to peace with the neighboring Kingdom of Yorian. Last seen with the Grand Master of Coins near the Ruined Margrave Castle, the relic draws Tedric across the Deston Kingdom, where he must face foes, solve puzzles, and follow clues—guided by allies and hindered by enemies—in pursuit of the Yorian Peace Relic.

### 2.4 Target Audience and ESRB Rating

The target demographics for this game are people of all genders from all countries, with a focus on the 14-25 age range. But of course, all ages are welcome to enjoy this engaging story. The chosen demographic is because this range is most interested in story-driven, action-adventure games.



The ESRB rating for this game is T for teens due to the amount of violence shown and performed.

## 2.5 Target Platform(s)

The target platform for this game is currently only PC due to limited resources and to avoid the costs and bureaucratic hurdles associated with consoles. But there are plans to expand to consoles in the future.

# 3. Story

## 3.1 Summary

*The Relic of Yorian* follows Sir Tedric Strelley, a former knight turned farmer whose peaceful life is disrupted when his old Grand Master of Knights, Urian Russell, sends him a message tasking him with recovering a lost relic vital to maintaining peace between the Kingdoms of Destin and Yorian. With reluctance, Tedric embarks on a journey across the scarred countryside. Along the way, players explore villages, uncover clues through exploration and environmental puzzles, and master gritty combat or stealth as they find the relic's mysterious disappearance.

As Tedric's quest deepens, he confronts echoes of his past—friends turned foes, memories of war, and the moral weight of peace itself. The story unfolds through interactive dialogue and immersive in-game storytelling that blend with exploration and combat, ending in a climactic showdown at the Ruined Margrave Castle.

## 3.2 Theme

*The Relic of Yorian* explores the struggle between duty and peace. Tedric's journey tells the story of a man trying to reconcile the decision to leave the Kingsguard with the serenity he desires. Themes of loyalty, forgiveness, and moral conflict guide both the narrative and gameplay, challenging players to decide what "peace" really means to them.

The locations that the player can and will explore are the Strelley Farmstead, Bromway Forest, Stillreach Village, the Hollow Range, Saltwood Keep, the Marshlands of Gibterre, and the Ruined Margrave Castle.

- The Strelley Farmstead:
  - A serene farmland that introduces Tedric's peaceful life and basic mechanics. Its disturbance by a former mentor propels him back into his old world of conflict.
- Bromway Forest:

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- A dense, fog-covered forest filled with bandit camps. It represents Tedric's first true step away from peace — a place of ambushes, discovery, and growing tension between kingdoms.
  - Stillreach Village:
    - This village used to be a small, but thriving, community. Unfortunately, after the war made an appearance here, it's now partially abandoned. In this village, Tedric will encounter refugees and side quests that reveal the lingering effects of the Destin-Yorian conflict.
  - The Hollow Range:
    - A mountainous region with caves, hidden passages, and environmental puzzles. Tedric follows clues about the relic's transport through this treacherous terrain, uncovering letters and artifacts from the Grand Master of Coins.
  - The Saltwood Keep:
    - A fortified outpost controlled by a violent gang that used to serve the king. During his time in the Kingsguard, Tedric became close with these former servants before they left the king's court and became criminals. Tedric must choose either to reason with them or defeat them, illustrating Tedric's confrontation with his past and the uneasy loyalty of some of Destin's people.
  - The Marshlands of Gibterre:
    - A haunting, swamp-like borderland between Destin and Yorian. Filled with superstition, smugglers, and the remnants of battle, it symbolizes the kingdom's decaying peace and moral ambiguity.
  - The Ruined Margrave Castle:
    - This was the first castle on Destin's side of the border that was destroyed during the war. Over time, nature has overgrown all over its walls, inside and out. This castle serves as both the literal and symbolic heart of the story. Within its crumbling halls, Tedric faces the truth behind the relic's disappearance.

### 3.3 Story Progression

The game opens with Tedric's quiet life on his farm. When a messenger arrives from Urian Russell, the player takes control—learning basic movement mechanics before suiting up to meet the Grand Master.

During this act, gameplay focuses on exploration and light combat tutorials as raiders attack nearby villages. Through dialogue-driven sequences, Urian reveals that the sacred relic that ensures peace between Destin and Yorian has gone missing. Tedric reluctantly agrees to return to duty.

Tedric travels across the open world of Destin, following rumors of the relic and investigating clues left behind by the Grand Master of Coins. Players explore forests, ruins, and trading towns, each offering new side quests and environmental puzzles that gradually uncover more of the kingdom's hidden conflicts.

Through in-game dialogue, letters, and ambient storytelling, players learn that the king of Yorian is enraged and offended because he thinks that King Oliver's Master of Coin is going to sell their peace offering for a high price.

Tedric eventually happens upon a raven that becomes essential as a scout and helps solve traversal puzzles.

Tedric's search leads him to confront old comrades turned foes and revisit battlefields from the war. The tension escalates as he learns of a conspiracy that blurs the line between friend and enemy.

The final act takes place in and around the Ruined Margrave Castle, where the relic was last seen. Environmental puzzles and dangerous enemy camps culminate in a climactic infiltration mission. In the end, through cinematic gameplay, Tedric secures the relic and reensures peace between the kingdoms, reflecting his ultimate view of peace and loyalty.

### 3.4 Script

- Prologue:
  - Upon starting the game, players see text on their screen that gives a backstory about Tedric and how he got to where they first see him. After this introduction, a messenger arrives from Urian Russell by order of the king. The player travels to meet him. This is the transition from the serenity of the prologue into the turmoil of the quest to retrieve the relic.
- Character Dialogues:
  - Conversations in *The Relic of Yorian* serve to humanize Tedric and ground the story in moral complexity. As Tedric Strelley, players can interact with their raven companion, commoners and villagers, and antagonists.
- Epilogue:
  - After the final confrontation at the Ruined Margrave Castle, Tedric restores the relic to Destin's throne room, restoring the peace. Villages begin to rebuild, and Tedric returns to his farm.

## 4. Gameplay

### 4.1 Goals



Players will be drawn into *The Relic of Yorian* to experience the emotional and moral journey of a man torn between his sword and his farm. The game's central motivation lies in discovery and reconciliation. Through combat and exploration, players become engulfed in Tedric's struggle to reconcile with his past as a knight and his desire for a simple life.

Gameplay and narrative are designed to reward curiosity. A player who explores the world deeply uncovers hidden lore and clues that enrich both the story and Tedric's character.

The game begins with a scene of Tedric's quiet life on his farm. After a messenger from Urien Russell arrives, the player learns basic movement mechanics before suiting up to meet the Grand Master.

By the game's conclusion, the player reaches the Ruined Castle, where Tedric retrieves the relic and restores peace between Yorian and Destin.

By the end of *The Relic of Yorian*, players are expected to have located and retrieved the stolen relic, explored key regions of the Kingdom of Destin, mastered core gameplay mechanics, and determined the future of the realm.

## 4.2 Level Design

Players of *The Relic of Yorian* will get to enjoy the open world of Destin, containing forests, villages, plains of hills, marshlands and swamps, and rocky mountains. While they are free to roam wherever they please, the story will only progress if they visit specific locations in a specified order and complete quests and puzzles associated with those locations.

While the villages, plains of hills, and rocky mountains will typically be bright and sunny but misleading, areas like the forest will be dense, foggy, and dark, with suspicion behind every tree. The marshlands and swamps will be haunting, filled with superstition and smugglers.

## 4.3 User Skills

Skills that the player will need to complete this game include:

- Memory:
  - Clues will be hidden throughout the game, and players will need to remember them to progress the story.
- Puzzle-solving:
  - Essential for overcoming obstacles that will require logical reasoning and creative solutions.
- Quick reflexes:
  - Players will encounter enemies trying to attack them. They will need to respond quickly when entering combat.
- Strategic thinking:

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- Players need this skill to plan and make the best decisions in complex situations.
  - Decision-making:
    - This will be important when players need to choose the right course of action, especially in fast-paced or high-pressure moments.

## 4.4 Game Mechanics

*The Relic of Yorian* uses a third-person camera to follow Tedric Strelley as he explores the open-world Kingdom of Destin. This kind of camera angle provides the best view of the environment during exploration, combat, and puzzle-solving. The third-person camera perspective enhances immersion, giving players a clear sense of Tedric's presence and surroundings.

### 4.4.1 Movement

Players control Tedric's movement using the standard WASD keys on the keyboard:

- **W** – Move forward
- **A** – Move left
- **S** – Move backward
- **D** – Move right

This control scheme enables smooth directional movement across various terrain types, including grasslands, ruins, and forests.

### 4.4.2 Running

To increase movement speed, players hold the Left Shift key while already moving. Although running will consume stamina, it adds a sense of weight to Tedric's armor, so players need to be mindful of that when on a lengthy pursuit.

### 4.4.3 Jumping

To make Tedric jump, players can press down the Space Bar. Jumping is used to navigate small obstacles, leap across gaps, or reach elevated areas during exploration and puzzle-solving.

### 4.4.4 Combat

To succeed in combat against enemies, players will be given two combat abilities. The first is to attack them with Tedric's sword by clicking the Right Mouse button. A player's second option is to protect Tedric from incoming attacks with his shield. This can be done by clicking and holding down the Left Mouse button.

### 4.4.5 Interactions

Players can also interact with objects, environmental elements, and non-playable characters (NPCs) by pressing the E key on their keyboard.

## 4.5 Items and Power-Ups

Along with his formidable shield, Sir Tedric also wields his longsword, Sun Strike. Players will use Tedric's shield to block enemy attacks and counter with Sun Strike as the primary weapon.

Players of *The Relic of Yorian* will need to find clues that lead them to other clues and/or different parts of the game that progress the story.

At the end of the game, players will collect the Relic of Yorian, an ornate glass box with a pure-gold frame that contains the skull of Yorian's first king.



Concept art of the Relic of Yorian.

## 4.6 Progression and Challenge



Players will progress through the game by uncovering clues, solving puzzles, exploring the vast Kingdom of Destin, and engaging in combat with hostile foes. The game's difficulty will increase slightly with each completed level, forcing players to be strategic, attentive, and resilient as Tedric's journey becomes more demanding. But that doesn't mean that the strength of enemies after a completed quest increases. What is meant by the difficulty increasing is that there will be more foes to face after each completed quest. The journey ends in a climactic confrontation at the Margrave Castle, where players will face their most challenging yet rewarding battle of the adventure.

## 4.7 Winning and Losing Conditions

### 4.7.1 Winning Conditions

Progression of *The Relic of Yorian's* story is achieved when players successfully complete quests, solve environmental puzzles, defeat enemies in combat or sneak around them, and uncover key clues tied to the whereabouts of the Yorian Peace Relic. The ultimate winning condition is achieved after players reach the Ruined Margrave Castle and resolve the fate of the relic during an epic battle.

### 4.7.2 Losing Conditions

Player survival is based on Tedric's health (and, depending on the situation, his stamina levels), which has a maximum value of 100 Health Points (HP). When Tedric takes damage from enemies, his health decreases accordingly. If his health reaches zero, the player is considered defeated, and the game automatically reloads at the most recent checkpoint, which is established upon completing the latest quest.

There are no strict time limits in the game to allow players as long as they want to explore, strategize, and engage with the world at their own pace. However, there are certain encounters that will impose situational constraints like timed puzzles or survival sequences to increase tension.

## 5. Art Style

*The Relic of Yorian* will feature a realistic visual art style designed to immerse players in the grounded, atmospheric world of the Kingdom of Destin. The focus is on authentic environmental detail, lifelike character models, and naturalistic lighting to convey the weight and tone of a medieval fantasy world shaped by war and time.

The environments will showcase lush countrysides, weathered villages, ancient ruins, and dense forests. Small and subtle details like rusted armor, cracked stone, and shifting sunlight through a forest will help convey the passage of time and the kingdom's fractured state.

Character designs will have realistic proportions, materials, and movement, using muted, earthy color palettes to reflect the grounded tone of the narrative. The world will feel lived-in and imperfect. For example, armor will look worn, landscapes will have scars of conflict, and every location is going to tell a story through its visuals.



Concept art of the Ruined Margrave Castle.

The overall goal of this art direction is to create a cinematic yet grounded visual experience, allowing players to feel as though they are truly walking the fields, forests, and battle-worn ruins of this kingdom.

## 6. Music and Sounds

The audio design of *The Relic of Yorian* emphasizes atmospheric realism and emotional storytelling. All music and sound effects are carefully chosen to reflect Tedric's inner struggle, the world's beauty, and the struggle between peace and conflict. The sound design aims to make the player feel the weight of each moment.



The main theme song of the game is a slow, orchestral piece that features a cello and flute to symbolize Tedric's double life; the calm of the countryside contrasts with the sorrow of battle. This track plays during the main menu, player exploration, and key cinematic moments.

During standard combat, an intense percussion-driven orchestral track will be played, featuring drums, horns, and low strings to heighten urgency. The tempo dynamically adjusts depending on the size and intensity of the battle.

During the final boss battle, there will be a unique blending of heroic brass with dark undertones to mirror Tedric's inner fear.

When the player's health drops below 20%, they will hear a slow, muffled heartbeat sound that fades into the background.

## 7. Technological Requirements

### 7.1 Tools

The game engine that this game will be developed with is Unreal Engine 5.6.1. Other tools will include Nanite for rendering, World Partition for world building, Data Layers for quest/state variants, landscape/water tools, Enhanced Input, Chaos Physics/Destruction, MetaSounds, and Niagara for systemic audio cues and VFX.

For art and content creation, tools such as Quixel for grounded surfaces and props, Adobe Photoshop for 2D, and Figma for style guides will be used.

Code will be developed using JetBrains Rider.

### 7.2 Recommended Specs

Minimum Requirements (for 1080p, medium settings, 30 FPS):

- **Operating System:** Windows 10 (64-bit) or later
- **Processor (CPU):** Intel Core i5-4460 / AMD Ryzen 3 1200 or equivalent
- **Memory (RAM):** 8 GB
- **Graphics Card (GPU):** NVIDIA GeForce GTX 960 or AMD Radeon RX 470 (4 GB VRAM)
- **Storage:** SSD with at least 25 GB of free space
- **DirectX:** Version 12 compatible GPU/Driver
- **Others:** Keyboard & mouse supported, stable 64-bit environment

Recommended Requirements (for 1080p high settings, 60 FPS or above):

- **Operating System:** Windows 10/11 (64-bit)
- **Processor (CPU):** Intel Core i7-6700 or AMD Ryzen 5 1600 (or better)

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- **Memory (RAM):** 16 GB
  - **Graphics Card (GPU):** NVIDIA GeForce GTX 1070 / GTX 1660 Super or AMD Radeon RX Vega 56 / RX 5600 XT (6 GB+ VRAM)
  - **Storage:** NVMe SSD strongly recommended for fast loading and streaming of open-world assets
  - **DIRECTX:** Version 12 (or later) support
  - **Display:** 1080p resolution with high refresh support; optional 1440p with appropriate hardware headroom

## 8. Marketing and Funding

The marketing for this game will focus on visibility, community engagement, and presentation quality rather than large-scale advertising. The goal is to demonstrate the game's creative and technical potential while building awareness among peers and potential future collaborators.

Key marketing methods:

- This game will serve as a star portfolio piece, showcased through gameplay videos and behind-the-scenes breakdowns highlighting the design, art, and programming process.
- Sharing progress updates, screenshots, and short clips on platforms such as X (Twitter), Instagram, YouTube, and TikTok can generate interest and feedback from other developers and gamers.
- Posting development milestones on platforms like itch.io, IndieDB, Reddit (r/gamedev), and Unreal Engine forums helps reach an audience interested in indie games and provides valuable feedback.
- A short, polished gameplay trailer can be used to visually capture the tone, art style, and emotional depth of the game.
- If available, the game can be presented at school exhibitions, student game showcases, or local indie festivals, where judges and attendees can experience the project firsthand.

Because this is an academic project, large-scale funding isn't required.

## 9. Monetization

*The Relic of Yorian* is a single-player, story-driven game. So it would best serve with a one-time-purchase model rather than microtransactions or in-game advertising. Ads would disrupt immersion and clash with the tone of a cinematic, narrative-driven experience. At



the same time, microtransactions for things like cosmetic add-ons would hinder the focus on player immersion, world exploration, and storytelling.

### Base Game Pricing

- Initial price: \$14.99 USD
- Justification:
  - This price range is usual for a mid-scale indie action-adventure title of this size that emphasizes strong storytelling, realistic visuals, and moderate playtime.
  - This achieves a balance between accessibility for players and perceived value for the quality of content offered.
  - As a single-player narrative game, players pay once to experience the whole story without ongoing costs or interruptions.