



Design Document for:



A Post-Apocalyptic Dystopian Steampunk Adventure

"Yes, there will be cannibalism!"™

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Written by
Ariana Jimenez, Stephen Ouellette, Zoe Cochlin

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Game Overview

Scorched Earth focuses on an immersive storyline, supported by strategy-based gameplay in which you and a party of NPC allies must face a variety of powerful enemies and strange puzzles. Players will find a vast open world environment, where they'll be met with decisions that heavily affect the outcome of their experience in Scorched Earth.

Common Questions

What is Scorched Earth?

Scorched Earth is a choice-based, single-player fantasy RPG. Players will find themselves thrown deep into an amazing story where the outcome is completely based off their decisions made throughout gameplay.

Why are we creating this work of art?

There are many games out there that have pieces of what we are bringing to the table. However; there are no games that bring it all together. Scorched Earth will bring together decision based, RPG, Team AI character control, all integrated into the Story seamlessly.

Where does the game take place?

A Steampunk world scorched by war and plagued with death. Remaining factions have retreated to the only inhabitable part of the world.

What do I control?

The player customizes one character which they will primarily experience the world through. They also collect a party of NPC allies, which they can switch between during gameplay.

How many characters do I control?

NPC allies can be controlled during combat and other types of gameplay, but only your main, personalized character can make story choices. Different allies have different abilities that you must play as them in order to access, such as spotting traps, crossing toxic land, or passing through certain enemy areas undetected.

What is the main focus?

Unite disparate peoples, while fighting a force who zealously pursues the destruction of man and the world itself.

What's different?

There will be a unique Steampunk spin on classic fantasy RPG tropes and races. The story itself is a social commentary on pollution and ethical advances in technology.

Feature Set

General Features

Large play area
Decision based story
Ultra 3D graphics
Multiple playable races and classes
In depth character customization

Gameplay

Decision based play
Multiple character control
Solve puzzles -- or die
Switchable camera perspective, 3rd or 1st person
Day/night cycle that affects gameplay and stats
Interactive environment- use terrain features in combat
Interactive environment - danger zones VS. safe zones
Hunger and thirst mechanic
Underwater gameplay segments

The Game World

Overview

A post-apocalyptic future-past. The land was once green, but humans and amalgamations abused the earth. Amongst a barren desolate wasteland, the only green left in the world remains in An'unai, the land of the Wild Folk. Factory ruins, machines, and polluted waters can be seen for miles on end. War between the Amalgamations and humans has struck fear into the lives of many.

World Feature #1

Players can interact and explore every inch of the world. Anything visible on the screen can be explored. However, some areas are phased for later gameplay, and some areas will result in instant death due to area level requirement and story progression.

World Feature #2

Fauna and Flora are fully harvestable and everything has a use. Players can create concoctions to provide boosts to health, magic, and many other attributes.

The Physical World

Overview

A large continent bisected by a dangerous mountain range. A variety of natural environments will be found, some of them twisted and polluted. An'unai is surrounded by ocean that is explorable to a point where the player will come in contact with a unkillable multiheaded Kraken. Large and small bodies of water riddle the land, some are toxic.

Key Locations

Gweth'Un: Main city/ trade port
Daeleth's Demise: First main story boss, opens eastern part of the continent
Badlands : final battle/ endgame zone
The Glowing Marsh : Outsider crash site

Tyrogarde : Amalgamation controlled human city
New Hope encampment : Human Start zone and city
Shrine of An'Leth : Wildfolk start zone
Bridgepoint: Amalgamation start zone and city
Dark Shore: Outsider Start zone and city

Travel

Players will at first utilize foot travel, and eventually open up mount travel. Mid game players will be able to utilize Zeppelins, and late game boat travel.

Scale

1,978 Square Miles > 1,266,222 Acres > 1 inch of map space = 2.3 Miles. Players can travel from the western most point to eastern most point in 21 minutes and 45 seconds at the fastest mount speed at 3.37 ft/sec.

Objects

Harvestable Herbs - utilized for health and other buffs
Weapons - Swords, Broadwords, Axes, Battle Axes, Maces, Morning Stars, Steam Powered Chainsaw's, polearms, staves, crossbows, longbows, pistols
Armor- Light, Medium, Heavy
Mounts - Temporarily tamable animals used at mounts, leave once unmounted.
Food - utilize to fill hunger meter and heal/buff
Beverage - utilize to fill thirst meter and heal/buff

Weather

Rain: different levels of rain can be found throughout the map, acid rain in toxic areas, heavy rain in dense forest. Rain can be harvest in beverage containers for later use. Acid rain will deplete player health, and damage armor over time.

Snow: can be found in higher elevation areas, mainly mountains and northernmost zones. Snow affects visibility and also can be harvested in smaller amounts in beverage containers for later use. Snow makes armor brittle and can damage a player's health over an extended time.

Sandstorm: Different levels of sandstorms can be found in the barren and destroyed parts of the map. Sandstorms will decrease visibility and affect combat. They slowly damage players that are in the open.

Sunshine: Heat in direct sunlight will affect thirst.

Day and Night

A day/night cycle is used, with each day and night lasting for 1 hour of real time. Different player races and classes, as well as different NPC allies and enemies, will have changes to their stats and abilities depending on whether it's day or night.

Camera

Overview

Camera use will be limited to 1st and 3rd person views. players will be able to zoom in and out as well as pan the camera view around the character. the camera will always follow the character and will reset to behind the player if he/she moves.

Camera Detail #1

During specific moments in the game, the camera will pan very far out so the player can control multiple party members at the same time. I.E: Moving party members into place to solve a puzzle or control multiple switches/levers at the same time.

The World Layout

Overview

Scorched Earth will take place on a single continent (An'unai). Several other continents will be established in in-game lore, and left open for future expansion. An'unai will encompass forested areas, grassland, deserts, marshes, snowy mountains, caves, and underwater environments.

World Layout Detail #1

Many areas in Scorched Earth will have zone specific weather. I.E. Sandstorm in desert areas. This will add to the uniqueness of gameplay in each zone, as weather affects the player in different ways. Zones will have different features such as Corruption, Desert, Winter, Wilds, Toxic, and Baren.

World Layout Detail #2

Players will have the ability to explore every inch of the the map. This means no zoned off mountain sides, or dead zone. If the player can logically climb/walk up or through it. then by golly they can do so at their pleasure.

Game Characters

Character Races

Players may choose from any of these races to represent their main controllable character. NPC allies you collect will also fall into these races.

Humanity - Synonymous with invention and industry. The humans once covered their homeland of Kythe, conquering mild and hostile environments alike. Where the land didn't provide, they created machines that did, machines for every purpose. And then, after long study of the arts of the Outsiders, a scholar named Balthgar discovered how to use magic to imbue his machines with something like a soul.

The practice of Animation, using magic to bestow a machine with thought and will, spread quickly. Vast numbers of Amalgamations were created — and thus when the rebellion came, nowhere was safe.

The war between humans and rebel Amalgamations razed the land of Kythe and turned human cities everywhere to toxic ash. It spread to the islands to the north and east, these too now uninhabitable save by the Amalgamations themselves. The survivors of human civilization have fled to the last green place remaining, the southern continent of the Wildlands.

Humans have a racial bonus to spotting and disarming the Amalgamations' mechanical traps.

Wildfolk - Bound to the land they live on by code and tradition. They take no action that would cause greater harm to the world than would a wild creature, and superstition states that to leave the shores of the Wildlands is death. Thus, they knew little of the humans who lived elsewhere on their world, until the survivors of the great war began to arrive, in huge numbers, on their shores. Now nearly half the Wildlands have been taken by humanity, who have nothing of the respect Wildfolk keep towards nature — tensions are high.

The Wildfolk live not in a single nation, but rather in several independent clans, not all of which are on peaceful terms. Now, though, the clans have come together in the face of humanity's encroachment, and the threat of the Amalgamations that chase their human "masters". Capable fighters from each clan are being sent forth to drive back the Amalgamations and save the Wildlands, even if it means a temporary alliance with the humans to do it.

Wildfolk characters have a small health bonus when in lush natural areas.

Amalgamations - Created to serve, but in the end, they had plans of their own. Gyluff, the first of them, thought more and more freely as its "life" went on. Its thoughts turned bitter, and it grew to hate its human "masters." It spread its ideas of freedom and vengeance to its brethren, and when they rebelled, they all but brought human civilization to its knees.

With the destruction of Kythe, the Amalgamation onslaught has chased the fleeing human survivors across the Narrow Sea to the edge of the Wildland, intent on destroying every last place their creators might call home. But after years of brutal war, some of their number are having second thoughts.

A small faction of Amalgamations have separated from their brethren, and seek to end the war before it renders the whole world lifeless. They've offered their help to humanity, and seek to end the war even if it means the deaths of their own kind.

Amalgamation characters are impervious to poison and disease, and can harvest parts from fallen Amalgamations to repair and augment themselves.

The Outsiders - Only recently arrived on this world, having come from the unknown darkness of the night sky. Where they come from, and why they left, is shrouded in secrecy. Others tend to find their intentions on this world just as mysterious, but those are simple — just to survive, and preserve their ways.

The war they've landed in has put their people in peril, and the bravest of them have set out to learn more of this place, make alliances with its other peoples, and hold back the Amalgamations that threaten to destroy their new home.

Outsiders get a boost to all stats during the in-game night, and when playing in dark areas such as underground caverns.

Character Classes

Players may choose from any of these classes to play as their main controllable character. NPC allies you collect will also fall into these classes.

Animator - Humans excel in engineering, and this is exemplified by the Animators. This class builds mechanical minions to support them in battle and imbues them with a magical “soul”. High-level Animators can resurrect others' destroyed minions for a limited time, and those with the highest skill can briefly dominate a sentient Amalgamation enemy. Pet-based damage class, restricted to human characters.

Greenspeaker - All Wildfolk have a connection with their land, but some have honed this bond, nurtured it, and all but become an extension of nature itself. Greenspeakers harness the power of the natural world to damage, trap, and disorient their foes and heal themselves. They specialize in fighting from range, controlling the battlefield with abilities like tangling growth to slow or trap enemies, and in addition to core class abilities can use various parts of the in-game natural environment to their advantage. Restricted to Wildfolk characters.

Blood Priest - To Outsiders, all things are ultimately one. People are no different, and Blood Priests serve to balance the flow of energy between others and through life and death. This class mends their allies' wounds by directing health from a healthy partymate to an injured one, from enemies to allies, and from themselves to a patient in need. Support class, restricted to Outsider characters.

Rogue - Adept in stealth and obfuscation, the rogue relies on speed and surprise, and a successful ambush can bring down seemingly impossible foes. Weak in open areas, stronger at night. Poisons, snares, and agile weaponry are important in the rogue's arsenal.

Tinkerer - While humanity kept the details of their animating arts a secret, some Amalgamations have managed to approximate it. Tinkerers harvest parts from inanimate machinery (and even their own dead), and use these to repair themselves and their Amalgamation allies. Capable of augmenting their weaponry to suit different encounters.

Lancer - Even in open battle, Wildfolk fare best when the enemy is at a distance. Lancers make use of polearms, staves, and other distance-creating melee weapons to down their foes before they can be reached. Though more durable than their roguish and magic-wielding brethren, they do best to use their agility to dodge large attacks.

Medician

Combining magic with more conventional healing means, Medicians keep their allies in the fight with spells, serums, bandages, and an array of powerful buffs to help prevent harm in the first place.

Creating a Character

Because we value character customization here at Dystopia Games; Players will have the option to fully customize their characters. Characters will be present in most cutscenes, so all the details matter! After race and class selection, players will then have the option to customise from the following categories.

Head: Hair, Eye shape, Eye color, Cheek Bone height, Lip color, Lip Shape, Chin, Facial Hair, Piercings, Markings, and lastly small details such as Age marks (Wrinkles).

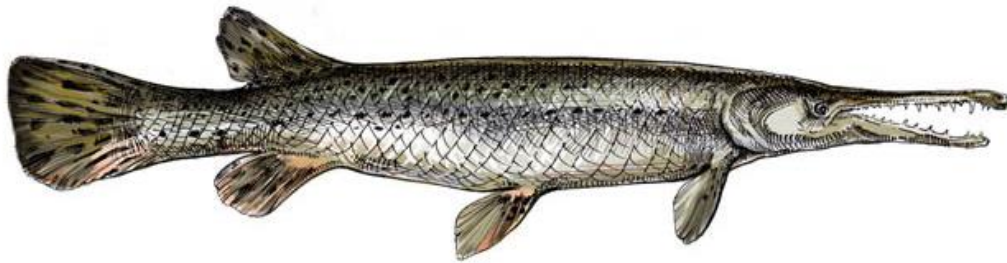
Torso: Muscle tone, chest size (female and male), Waist Size, Length of Torso, Length of Arms, Size of Hands, Color of skin, Body hair (chest and back), Body Hair Color, Markings, and Lastly Age marks (Wrinkles).

Legs: Muscle tone, Hip size (Buttocks and Thighs) Leg Length, Foot Size, Leg Hair, Leg Hair Color, Markings, Age Marks (Wrinkles).

Enemies and Monsters

Enemies: The main enemy in Scorched Earth is the Amalgamations. The goal is to defeat Gyluff, the leader of the Amalgamation faction that has turned on its creators. Daeleth, Scorched Earth's mid-game Boss will be a test of the players skill and persistence.

Monsters: Many of the creatures found in An'unai, the game's main and first continent of gameplay; are hostile. the following is a list of just some of the monsters that can be found in Scorched Earth: Hogs, Deer, Goats, Snakes, Hawks, Undead, Enemy WildFolk factions, Sand Golems, Lost Souls (Demons), Factions whom have declared war on the player (choice system), Sharks, Toxic frogs, Alligators, Alligator Gar, and many many more.



Alligator Gar

User Interface

Overview

Player UI will consist of the following details:

Unit Frame: There will be a character portrait/unit frame that provides details like Name, Class, Health, Resource and level.

Action buttons: players can customize their action buttons with abilities, skills, and consumable items. the action buttons will be on the bottom center of the screen in a half circle.

Health and Resource: larger UI elements above the action buttons will be player health and their resource diablo 3 style.

Map: Player map will be in the top center of the screen, it will be a half circle zoomed in miniaturized version of the large in game map, and contain coordinates as well as a compass/direction indicator.

User Interface Additional Detail

Although the player UI is set up as described above. Players can fully customize their UI.

Weapons

Overview

Scorched Earth employs a unique weapon system, as players can literally use any item they can pick up as a weapon. Wanna hit that bear with a book? Do it! Each class will have a suggested weapon type, and will have a higher skill to wield and use it respectively.

Weapons Details #1

Players will over time raise their skill level for any weapon they chose to wield. This means the more you use it, the better you get at it. Did that Blood Priest just hit me with a broadsword?

Weapons Details #2

Even with the ability to raise skill levels with weapons, players will always find they have an easier time with the suggested weapon type for their class.

Musical Scores and Sound Effects

Overview

Every location has a unique theme song which ties thematically with their aesthetics. The locations will have their own unique atmospheric tracks which will play as your character roams through open lands, as well as a matching battle theme when you encounter enemies.

The music will hold a medieval-fantasy sound to it, but with an electronic element. This is representative of the steampunk genre in which modern technology meets past culture.

Main Theme

The main theme sounds adventurous, dark, and melancholy. It is done in 8-bit style music, with booming percussion and an escalating chorus.

Single-Player Game

Overview

While played by a single person, Scorched Earth incorporates a good deal of ‘group’ content. Controlling a main character and issuing orders to a party of AI team-mates, you have complete control, but must think from multiple perspectives.

Most content requires (or heavily suggests) that you coordinate attacks, navigation, and puzzle-solving between a party of allied NPCs. Depending on the composition of your party, and the specifics of your customized main character, different methods of solving problems will become available, different dialogue and interaction options will appear during cutscenes, and different areas of the map will be accessible or uninhabitable. Gameplay will vary according to character race and class, terrain, weather, time of day, and whether or not your story choices have made the local NPCs like you.

Story

An’unai was once a beautiful place, a lush, green, plentiful continent. A gift from An’Leth (according to the elven Wildfolk), the god of all that is green. The Wildfolk were the first to inhabit An’unai, and spent centuries as its sole civilization.

Unbeknownst to them, a race called humanity in a distant land named Kythe have been growing, spreading, and advancing in science, magic, and technology. After hundreds of years of invention and scholarship, in what humans would come to call the Age of Steam, machines of metal and flame permeated human society, and were involved in almost every task..

The Humans begin to experiment with the combination of machines and magic. A mage named Balthgar was the first to create what would be called the Amalgamations, a mechanical construct imbued with a magical ‘soul.’ Soon, creating Amalgamations became a normal occurrence, and what was once called a mage became an Animator. Amalgamations served mankind for decades.

The revolt was a disastrous surprise to mankind, but it had been brewing almost Animation magic’s beginning. Balthgar’s first creation, Gyluff, gathered followers from its Amalgamation brethren, and on an appointed day, they attacked their human masters warning or mercy. Humanity fought gallantly and came together with all the strength they muster, but to no avail; they had become too reliant on the Amalgamations and could not them. The survivors were forced to retreat into hidden enclaves, where they began ships to sail to their freedom.



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After a year at sea, and with the help of a small faction of Amalgamations who were not hell bent on destroying humanity, struck dry land; a lush green land. Humans had never seen anything so beautiful and plentiful. For some years they flourished, rebuilding what they’d lost, on the eastern side of what they eventually came to know was An’unai, which meant Land of Life.

This freedom was too good to be true. Though slowed by the salt water between Kythe and An’unai, the Amalgamations eventually tunneled their way to humanity’s safe haven and arose from the depths to once again bring war to Humankind. The battle of the Badlands almost wiped Humans from the planet, and the humans once again retreated, this time across Stormcap Bay to the eastern forests, where the Wildfolk still ruled. The de facto leader of the human race, a ruthless gladiator proven in combat, went to the Wildfolk and asked for their help.

After much discussion among the clans, and a good bit of resistance, the Wildfolk agreed to send their strongest and most cunning of warriors to assist the humans in pushing back the Amalgamation threat. The great war had begun. For some time, elf and human battle together, but never manage to fully purge the Amalgamations from An’unai. During a great battle near Daeleth’s Demise, a pass through the great mountain range that separated east from west, the fighters were witness to a spectacle they had never seen before. A flying machine of massive proportions crash landed in the deep southern part of the continent.

The humans and wildfolk investigated this crash site, only to find it was so toxic they could not enter without immediate death. On an island to the west of the crash site, the Outsiders whom crash landed on this planet began to colonize. Soon humans and

Outsiders would meet and agree to help each other. the birth of human flight began. Humans could now travel quickly from the main trade city of Gweth'Un all the way up north to New Hope Encampment; the town to which the humans fled to.

With the Help of the Outsiders, Humans and WildFolk were ready to push back the Amalgamations. The choices are yours, the battle has started, are you ready to claim victory?

Hours of Gameplay

Main storyline will encompass 10-15 hours of gameplay, but side missions and other world content adds up to hundreds.

Victory Conditions

Players will complete campaign mode when they successfully defeat Gyluff, the Leader of the Amalgamation force. Players will then be allowed to continue with side quests they previously haven't finished and new side quests that become available after completion of the campaign.

What makes Scorched Earth so Unique?

What Makes Scorched Earth Great?

Many games in the RPG fantasy genre have succeeded because they bring something unique and different to the table. Scorched Earth not only brings something new and fresh to the table, but it brings many more unique and well sought out features as well. You may ask yourself, Games have tried this before and failed miserably; so what's different? Scorched Earth's blend of unique features, gameplay, and art style all fit seamlessly.

What are these features you so loosely speak of?

Scorched Earth has multi-character control done right. We bring multiple characters into a group and players have control at all the right times. We've all seen those games where you switch to the other AI character because he just won't shoot that dang crossbow. You won't have that problem here!

Choices, choices. Scorched earth re-introduces a choice base system into the genre. Players can almost immediately see the repercussions for their decisions made in game. Whole factions can go to war all because the player decided to ignore a peasant on the street. So many possibilities are in store for players to explore.

Interactive Environment! Yep, thats right; Certain classes have abilities to control their environment to aid in battle or to help solve puzzles. Literally anything a player can pick up can be used as a weapon in some sort of way. Go ahead! Throw a book at that dragon..I dare ya! Tired of wielding that staff as a Healer; try out the greatsword, you may not be efficient with it, but you can use it!

Group based play, without all those annoying other people. Players will meet potential teammates along their story, either through side quests or the main story line. Pick-up and add members as you wish. Control up to 3 NPC allied team members simultaneously in combat with our easy to use control system.

Why buy ours and not theirs?

First things first, Why buy a ford when you can have a ferrari? Scorched Earth has all the features of our competitors and more. We value our players opinions greatly, have an issue, want something changed? If we feel your argument is strong enough, and multiple people want something changed, well do it! Not only do we plan to keep this game updated, it has a future, a lavish in depth story that can keep you playing hours on end. Can Bioware do that? I think not!

KickStarter

Scorched Earth

A Post-Apocalyptic Dystopian Steampunk Adventure!



About this project

What is Scorched Earth?

Scorched Earth focuses on an immersive storyline, supported by strategy-based gameplay in which you and a party of NPC allies must face a variety of powerful enemies and strange puzzles. Players will find a vast open world environment, where they'll be met with decisions that heavily affect the outcome of their experience in Scorched Earth. Can you survive?

Journey into a world plagued by Amalgamations that have turned on their creators. Fight back the scourge of enemies hell bent on destroying the planet. Survive by using anything at your fingertips as a weapon. Eat what you can harvest, drink what you can collect. Watch out for the Acid rain, or was it watch out for the sandstorms? Better look out for both...

Gameplay

Scorched Earth offers a unique style of gameplay, players will acquire more AI group members as they play. Players can switch to any of their party members at any time. Some party members will survive longer in certain situations, some can travel faster. Scorched Earth will also employ many puzzles that the entire party must participate in, in order to complete and solve the puzzles. Live action combat, dodging, utilizing your environment to assist in battle and survival. The Map is massive. Utilizing Scorched Earth's fastest mount, it will take a player approximately 21 minutes and 45 seconds to cross from the west shore to the east shore of the map. Now, this doesn't mean your going slow, at this speed the player will be traveling 3.37 ft/sec. If you did the math, then your right the map is just shy of 51 miles across.

Survival

Players will find themselves in a vast open world game where survival is key. What can you use from your environment to help you complete the task at hand. Some classes can even interact with the earth itself to aid them in combat. Weather will affect your visibility as well as hunger, thirst, health, and can even damage your armor.

Yes, that's right! We did mention hunger and thirst. Now this isn't your typical game where someone added just another feature to keep the players busy. You must interact with your environment to stay alive, eat like you would in real life. The day and night cycle is set up so you can have three square meals a day, and if you don't sleep the night away, then you'll need to eat then too. But don't forget to rest, as you'll find your stamina depleted after extended periods without rest.

If the weather and hunger don't kill you, the vast amounts of hostile creatures found in the environment will! Level up your weapon skills in order to be efficient in combat. Players can use literally anything they can get their hands on as a weapon; however effective that weapon may be... you wanna hit that bear with a book? Do it!

Controls

Below you will find a short video depicting the game's character and camera controls. Players will have as much control in the camera we can possibly program into a video game. Pan, Zoom, 1st Person, 3rd Person, Smooth Camera movement. Character controls are fully customizable. Please note all the Models, Environment, and Textures are not from the actual game.

<https://www.dropbox.com/s/8td076l4xoy3hrw/ScoredEarthDemovid.mp4?dl=0>

Races

Humans - Synonymous with invention and industry. The humans once covered their homeland of Kythe, conquering mild and hostile environments alike. Where the land didn't provide, they created machines that did, machines for every purpose. And then, after long study of the arts of the Outsiders, a scholar named Balthgar discovered how to use magic to imbue his machines with something like a soul.

The practice of Animation, using magic to bestow a machine with thought and will, spread quickly. Vast numbers of Amalgamations were created — and thus when the rebellion came, nowhere was safe.

The war between humans and rebel Amalgamations razed the land of Kythe and turned human cities everywhere to toxic ash. It spread to the islands to the north and east, these too now uninhabitable save by the Amalgamations themselves. The survivors of human civilization have fled to the last green place remaining, the southern continent of the Wildlands.

Humans have a racial bonus to spotting and disarming the Amalgamations' mechanical traps.

Wildfolk - Bound to the land they live on by code and tradition. They take no action that would cause greater harm to the world than would a wild creature, and superstition states that to leave the shores of the Wildlands is death. Thus, they knew little of the humans who lived elsewhere on their world, until the survivors of the great war began to arrive, in huge numbers, on their shores. Now nearly half the Wildlands have been taken by humanity, who have nothing of the respect Wildfolk keep towards nature — tensions are high. The Wildfolk live not in a single nation, but rather in several independent clans, not all of which are on peaceful terms. Now, though, the clans have come together in the face of humanity's encroachment, and the threat of the Amalgamations that chase their human "masters". Capable fighters from each clan are being sent forth to drive back the Amalgamations and save the Wildlands, even if it means a temporary alliance with the humans to do it.

Wildfolk characters have a small health bonus when in lush natural areas.

Amalgamations - Created to serve, but in the end, they had plans of their own. Gyluff, the first of them, thought more and more freely as its "life" went on. Its thoughts turned bitter, and it grew to hate its human "masters." It spread its ideas of freedom and vengeance to its brethren, and when they rebelled, they all but brought human civilization to its knees.

With the destruction of Kythe, the Amalgamation onslaught has chased the fleeing human survivors across the Narrow Sea to the edge of the Wildland, intent on destroying every last place their creators might call home. But after years of brutal war, some of their number are having second thoughts.

A small faction of Amalgamations have separated from their brethren, and seek to end the war before it renders the whole world lifeless. They've offered their help to humanity, and seek to end the war even if it means the deaths of their own kind.

Amalgamation characters are impervious to poison and disease, and can harvest parts from fallen Amalgamations to repair and augment themselves.

The Outsiders - Only recently arrived on this world, having come from the unknown darkness of the night sky. Where they come from, and why they left, is shrouded in secrecy. Others tend to find their intentions on this world just as mysterious, but those are simple — just to survive, and preserve their ways.

The war they've landed in has put their people in peril, and the bravest of them have set out to learn more of this place, make alliances with its other peoples, and hold back the Amalgamations that threaten to destroy their new home.

Outsiders get a boost to all stats during the in-game night, and when playing in dark areas such as underground caverns.

Classes

Animator - Humans excel in engineering, and this is exemplified by the Animators. This class builds mechanical minions to support them in battle and imbues them with a magical “soul”. High-level Animators can resurrect others’ destroyed minions for a limited time, and those with the highest skill can briefly dominate a sentient Amalgamation enemy. Pet-based damage class, restricted to human characters.

Greenspeaker - All Wildfolk have a connection with their land, but some have honed this bond, nurtured it, and all but become an extension of nature itself. Greenspeakers harness the power of the natural world to damage, trap, and disorient their foes and heal themselves. They specialize in fighting from range, controlling the battlefield with abilities like tangling growth to slow or trap enemies, and in addition to core class abilities can use various parts of the in-game natural environment to their advantage. Restricted to Wildfolk characters.

Blood Priest - To Outsiders, all things are ultimately one. People are no different, and Blood Priests serve to balance the flow of energy between others and through life and death. This class mends their allies’ wounds by directing health from a healthy partymate to an injured one, from enemies to allies, and from themselves to a patient in need. Support class, restricted to Outsider characters.

Rogue - Adept in stealth and obfuscation, the rogue relies on speed and surprise, and a successful ambush can bring down seemingly impossible foes. Weak in open areas, stronger at night. Poisons, snares, and agile weaponry are important in the rogue's arsenal.

Tinkerer - While humanity kept the details of their animating arts a secret, some Amalgamations have managed to approximate it. Tinkerers harvest parts from inanimate machinery (and even their own dead), and use these to repair themselves and their Amalgamation allies. Capable of augmenting their weaponry to suit different encounters.

Lancer - Even in open battle, Wildfolk fare best when the enemy is at a distance. Lancers make use of polearms, staves, and other distance-creating melee weapons to down their foes before they can be reached. Though more durable than their roguish and magic-wielding brethren, they do best to use their agility to dodge large attacks.

Warrior

Well armed and armored, warriors are the front-line fighters of humanity. While their ability to mitigate magic is limited, warriors have versatility in their handling of various physical threats.

Medician

Combining magic with more conventional healing means, Medicians keep their allies in the fight with spells, serums, bandages, and an array of powerful buffs to help prevent harm in the first place.

The Developers



Ariana Jimenez

Art / Music

Zoe Cochlin

Art / Storyboard



Stephen Ouellette

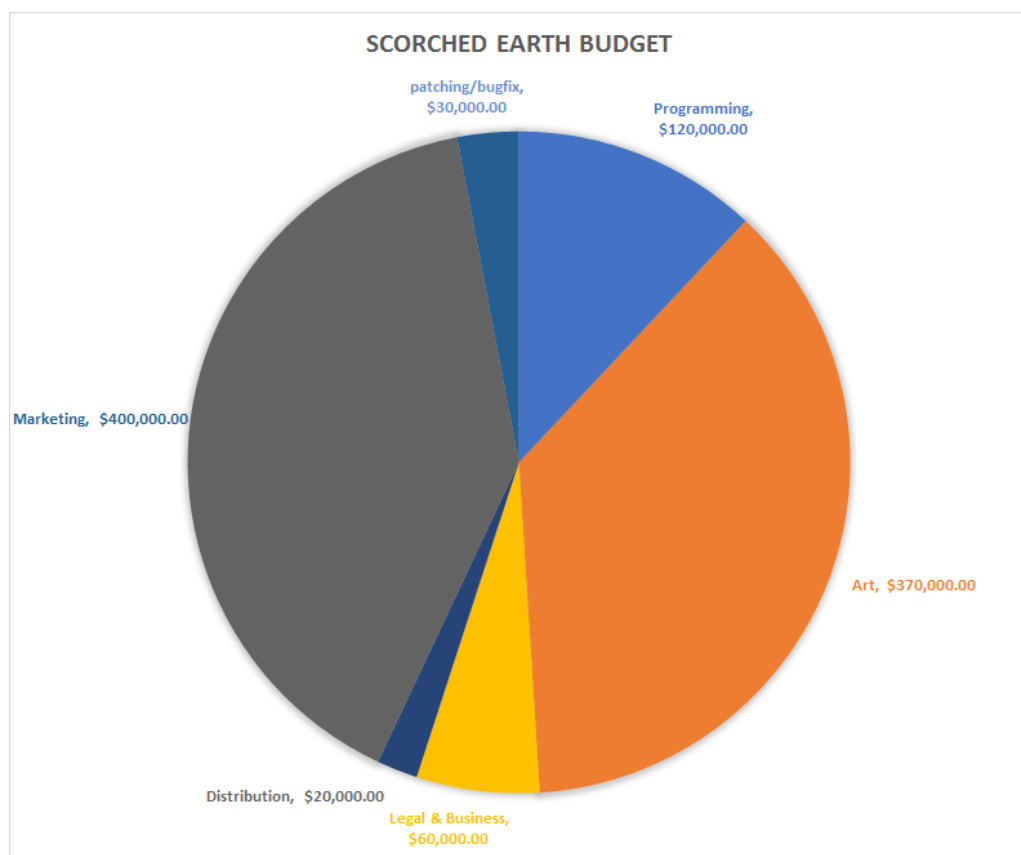
Programmer

Finances



Dystopia Games is asking the community to help us raise \$1,000,000.00 to bring Scorched Earth to life. We know you will love this game as much as we do. You may be asking yourself.. Sheesh why so much? Well as you can see below in the chart, we have split up the costs into categories. This game is projected to take four years to develop, and we will not stop working around the clock until we have a game that is worthy of your donations!

Budgeting for Scorched earth is spread across 6 areas, Programming (super important!!), Art (yeah can't do a game without that), Marketing (gotta get those sales), Legal (mumbo jumbo), Patching and bugfix (you don't want a broken game do you?), and lastly Distribution (you want your game don't you?)!! No money wasted, anything we don't spend in one area will be put directly into another area, or put towards a new and exciting feature.



Stretch Goals

\$1,200,000.00 - Unique voice acting for all Campaign Characters.

\$1,400,000.00 - Flight Mounts will be added. Take the fight to the skies.

\$1,600,000.00 - Achievement system fully implemented with global rankings.

\$1,800,000.00 - Implement Romance system, find the love of your life. Have a kid.. You know.. The fun stuff.

\$2,000,000.00 - Secondary campaign, players can play as the enemy Amalgamations, fight to destroy the world!



\$10.00 - Your very own full Scorched Earth Story book.

\$20.00 - Who wants a T-Shirt? These guys do! Donate \$20 for a nifty shirt.

\$30.00 - T-Shirt and a story book? I think yes!

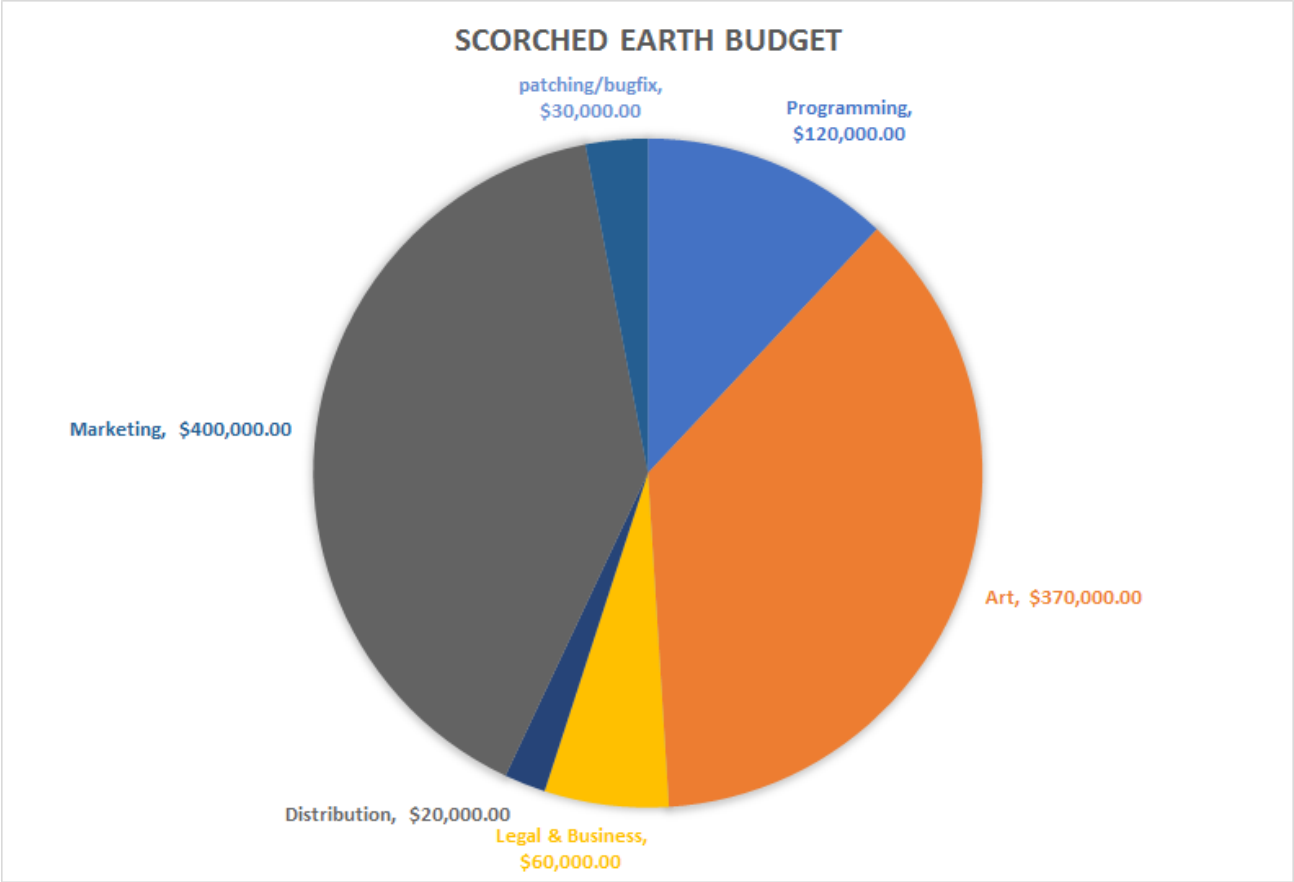
\$40.00 - Full copy of Scorched Earth, and a Story book.

\$50.00 - All Previous Rewards. Maybe even a signature or two...for what that's worth.

Scorched Earth Budget

Dystopia Games is asking for \$1,000,000.00 for Scorched Earth. Considering the large task at hand, intricacy of gameplay, and level of detail in game; the benefits outweigh the cost. below you will find a breakdown of the cost for the requested amount.

Category	Cost	%
Programming	\$ 120,000.00	12%
Art	\$ 370,000.00	37%
Legal & Business	\$ 60,000.00	6%
Beta Testing	Kick Starter Reward	0%
Distribution	\$ 20,000.00	2%
Marketing	\$ 400,000.00	40%
Patching / Bugfix	\$ 30,000.00	3%



SWOT Analysis

<p>Strengths</p> <p>Communication Budgeting Music Organisation Writing/Story building</p>	<p>Weaknesses</p> <p>No formal experience Complex, detailed concept art College students, busy schedules</p>
<p>Opportunities</p> <p>Have connections with former game designers Will exhibit game at local convention Advertise with posters around Mount Hood campus</p>	<p>Threats</p> <p>Not enough time to complete game Others in class may clone game idea Expensive to fund</p>

Risks

1. RISK: Someone drops out of the team
 - a. SOLUTION: Designate someone we can trust to be as our back-up.
 - b. SOLUTION: Make sure each member has some knowledge of how to perform tasks of other team members, just in case.
2. RISK: Our computers crash and all our files are lost
 - a. SOLUTION: Before that happens, backup data frequently.
3. RISK: The game is full of glitches and you've been staring at the screen so long that your brain is now mush and cannot function properly.
 - a. SOLUTION: Allow people outside of our team to beta test as much as possible, even when the game still looks like crap.
 - b. SOLUTION: Take a walk outside and return when your brain is not mush.

Target Audience

Jenna is an english-speaking woman in the 20-40 age range. She is college educated, and has a middle-class income. She enjoys narrative-intensive entertainment such as movies and TV, as well as tabletop role-playing and RPG video games. She usually has several hours a week to play, but her schedule is too unpredictable to commit to intensively multiplayer content. She lives in the United States.