Macro Game Design Document

Setting

Setting

Above: Saint Mont-Michel (France) and Mount Saint Michael

- Game takes place on a single castle-island
- Gothic architecture
- Island needs to have several areas to explore (dungeon, sewer, church, dock, forest)

Battle System

- Single player unit
- Turn based, Grid-based
- Player has limited number of action points per turn
- Battle split into player turn and enemy turn (all enemies move after each other)
- Player turn ends when player runs out of Ability Points or ends their turn
- Enemies only use once action per turn (Move, attack, charge attack for next turn, etc.)

Story Gameplay

- Player has to explore the island to find out a 'mystery'
- Game resets when player dies or when the day (in-game) ends (Game takes place only over 1 day)
- When game resets, main character doesn't remember any story knowledge or keep any skills/spells
- To carry over skills/spells and story knowledge, player can leave them at save points and equip them at next reset. Each one is called an 'Intuition'
- Intuitions can cover many things (Secret doors, knowledge of betrayal, enemy weaknesses)
- Player can gain Intuitions from interacting with things, seeing things, and defeating enemies