

Game Software Design Specifiation Document for
The Scattered Lands

Tinus
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Part I

Overview

Chapter 1

Introduction

1.1 Goal

The goal is to make a realistic (coherent), yet playable fantasy RPG with an interesting and non-linear story.

1.2 Philosophy

1.2.1 Fun

1.2.2 Experience

1.3 Target

1.3.1 Audience

The specific group that TSL might be intended for is a small community of dedicated players.

1.3.2 Platform & OS

TSL will run on both Microsoft Windows and Linux.

We will consider other operating systems, if they are supported by our 3D engine, and if there is someone from the development team who has access to a computer with that OS.

Chapter 2

Feature Set

2.1 General Features

- Single-player game
- 32-bit color
- 3D (tile-less) world
- Skill based (no levels) character advancement
- Simultaneous turn-based combat
- Advanced ethics & politics system
- Dynamic terrain
- Intruiging storyline

2.2 Setting

- Medieval fantasy
- Little magic
- No industrialisation

2.3 Gameplay

The player will controll one medieval character that is sent on a mission through the ennemie's territory. During this mission the character unravels the plot. (See the story) Advancement is made by fighting, thievery and conversations.

Part II

Setting

Chapter 3

Environment

3.1 Races

3.1.1 Elves

3.1.2 Dwarves

3.1.3 Humans

3.1.4 Orcs

3.2 Animals

3.2.1 Wolves

3.3 Plants & Fungi

3.3.1 Oak

3.4 World Layout

3.5 Weather

Chapter 4

Economy

4.1 Industrialization

Industrialization is unexistant in the world of SL.

4.2 Currency

There are four types of coins: copper, bronze, silver and golden.

Hundred copper coins are worth one bronze coin;

Hundred bronze coins are worth one silver coin;

Hundred silver coins are worth one golden coin.

4.3 Time Measurement

Note: Does someone knows a better (more fitting) title for this section?

4.3.1 Calendar

There are 12 months, each 30 days long.

Elves use 10 day weeks, Humans use 6 day weeks, Dwarves use 5 day weeks &

Orcs don't use any week system at all.

4.3.2 Day and Night

Each day is separated in 6 parts: morning (4:00-8:00), noon (8:00-12:00), afternoon (12:00-16:00), evening (16:00-20:00), 1st half of the night (20:00-0:00) & 2nd half of the night (0:00-4:00).

4.4 Travel

Describe how the player moves characters around in the world.

Chapter 5

Magic

5.1 Gods

Chapter 6

History

Chapter 7

Organizations

Part III

Content

Chapter 8

Characters

8.1 PC

8.2 NPC's

Chapter 9

Items

9.1 Weapons

Chapter 10

Key Locations

Part IV

User Interface

Chapter 11

GUI

TLS will have a World Of Warcraft-like camera handling. There won't be a detailed map, as it is unrealistic. (Is that ok for everyone?)

Chapter 12

Rendering

We will use the Ogre 3D engine for the rendering.

Chapter 13

Sound

13.1 Music

13.2 Sound Effects

Part V

Mechanics

Chapter 14

Fighting System

As said before, the battle is turn-based and concurrent. The system we'll use is quite complicated, so I'll give an example first.

14.1 The Sword-Equiped PC vs. The Vicious Rat

At the moment the PC notices (sees, feels, ...) the rat, the game switches to the turn-based mode.

Round 1:

At this point both the rat and the player decide what they will do. As they both decide to attack each other, they both need to come closer first, which they do.

Round 2:

They are still too far away from each other, so they both move closer.

Round 3:

Now our PC can almost hit the rat with his sword, so he decides to wait for the rat to come closer, which it does.

Round 4:

The PC decides to start to swing his sword to hit the rat. The rat needs to come even closer.

Round 5:

The PC notices that the rat moved so his sword won't hit it, so he (automaticly) re-targets the swing. The rat jumps to the PC's ankles to bite them.

Round 6:

The PC misses the rat because it moved again. The rat bites in our PC's ankles.

Round 7:

The rat continues to bite, but the PC will stab the rat now in its back.

Round 8:

The rat is deadily hit in the back, and the PC moves back to make sure he doesn't get bitten by the dying rat.

As the rat doesn't impose a threat anymore, the game returns to normal mode.

Note: an exact description will follow later.

Chapter 15

Ethical & Political System

I was thinking about an two axes system:

Libertarian (think 'Chaotic') - Authoritarian (think 'Lawfull')

Left (economical left, think 'Good') - Right (economical right, think 'Evil')

Chapter 16

Dynamic Terrain

It should be possible to:

- Dig holes in the ground.
- Cut down trees.
- Let tree leaves move with the wind and rain.
- Destruct small houses (using a catapult).
- ...

Chapter 17

Saving & Loading System

Part VI

Resources

Chapter 18

C++

18.1 Coding Standards

Chapter 19

External Libraries

19.1 Ogre 3D

19.2 Ode

19.3 OpenAL

Chapter 20

Models

20.1 Static Models

20.1.1 Blender 3D

20.2 Skeletal System

Part VII

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22.1.3 John Crambs

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22.1.7 Tinus

Chapter 23

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- SourceForge.net, for their free hosting
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Chapter 24

Design History