

Game design document for
The Scattered Lands

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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 Common Questions

1.3.1 Where does the game take place?

In a medieval-like fantasy world.

1.3.2 What do I control?

You will control one character (directly), (s)he is ordered to seek out the help of other races.

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

2.2 Setting

- Medieval fantasy
- Little magic
- No industrialisation

2.3 Gameplay

The player will control one medieval character that is sent on a mission through the enemy'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

General

TLS takes part in a medieval fantasy world,

Chapter 4

World Layout

Chapter 5

Magic

Chapter 6

Characters

6.1 PC

6.2 NPC's

Chapter 7

Items

7.1 Weapons

Part III

User Interface

Chapter 8

GUI

TLS will have a World Of Warcraft-like camera handling. There won't be a detailed map, as it is unrealistic.

Chapter 9

Rendering

Chapter 10

Sound

10.1 Music

10.2 Sound Effects

Part IV

Mechanics

Chapter 11

Fighting System

Chapter 12

Ethical & Political System

Chapter 13

Dynamic Terrain

Part V

External Resources

Chapter 14

Ogre 3D

Chapter 15

Ode

Chapter 16

OpenAL

Part VI

Miscellaneous

Chapter 17

History

Chapter 18

Notes

Chapter 19

About Us

Chapter 20

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