

Game design document for  
***The Scattered Lands***

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**Part I**

**General**

# Chapter 1

## Overview

### 1.1 Goal

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

### 1.2 Common Questions

#### 1.2.1 Where does the game take place?

In a medieval-like fantasy world.

#### 1.2.2 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

### 2.2 Setting

- Medieval fantasy
- Little magic
- No industrialisation
- Inventory limited in both size and weight
- HP increases slowly with constitution
- Variable damage

### 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

# World Layout



## Chapter 4

# Magic

## Chapter 5

# Characters

### 5.1 PC

### 5.2 NPC's

## Chapter 6

# Items

### 6.1 Weapons

# **Part III**

## **User Interface**

## Chapter 7

# GUI

## Chapter 8

# Rendering

## Chapter 9

# Sound

### 9.1 Music

### 9.2 Sound Effects

**Part IV**

**Mechanics**



## Chapter 10

# Fighting System

## **Chapter 11**

# **Ethical & Political System**

## Chapter 12

# Dynamic Terrain

**Part V**

**External Resources**

## Chapter 13

# Ogre 3D

## Chapter 14

# Ode

## Chapter 15

# OpenAL

**Part VI**

**Miscellaneous**



## Chapter 16

# Design History

## Chapter 17

## Notes

## Chapter 18

# About Us