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-lineair 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 considder other operating systems, if they are supported by our 3D engine, and if there is someone from the develoment 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
- Simulteaneous 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

Note: Setting is everything a character should know before the start of the game.

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

Note: Content is everything a character can get to know during the game.

Chapter 8

Story

Chapter 9

Characters

9.1 PC

9.2 NPC's

Chapter 10

Items

10.1 Weapons

Chapter 11

Key Locations

Part IV

User Interface

Chapter 12

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 eveyone?)

Chapter 13

Rendering

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

Chapter 14

Sound

14.1 Music

14.2 Sound Effects

Part V

Mechanics

Chapter 15

Fighting System

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

15.1 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 to far away from eachother, 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 ancles to bit 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 it's back.

Round 8:
The rat is deadly hit in the back, and the PC moves back to make sure he doesn't bet bitten by the dying rat.

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

Note: an exact description will follow later.

Chapter 16

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 17

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 18

Saving & Loading System

Part VI

Resources

Chapter 19

C++

19.1 Coding Standards

Chapter 20

External Librairies

20.1 Ogre 3D

20.2 Ode

20.3 OpenAL

Chapter 21

Models

21.1 Static Models

21.1.1 Blender 3D

21.2 Skeletal System

Part VII

Miscellaneous

Chapter 22

Licence

Chapter 23

About Us

23.1 LazyBumWare

23.1.1 Damlaj

23.1.2 Jeff

Quited.

23.1.3 John Crambs

23.1.4 Justin

23.1.5 Pabst

23.1.6 Scott

Quited.

23.1.7 Tinus

Chapter 24

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Chapter 25

Design History