

# **Robin Hood RPG concept**

## **Robin Hood does what he always does: Steals things**

Players play as Robin Hood and receive quests from NPCs that will require them to steal items or money from the Sherriff's men to undermine him. After completing a heist, the player will receive an item or an upgrade to their gear such as: explosive arrowheads, a stronger bow or plans to the county bank. Before accepting a task, the players will know the rewards for completion, which allows them to choose based on the rewards they most want. Once the heist is completed and certain gear is unlocked, more mission possibilities become available to do and other existing missions become easier.

## **Let's start a riot**

The story revolves around liberating the county of Nottinghamshire from the oppressive Sherriff. Each task completed will also win the loyalty of the citizen helped which furthers the overall goal of the game, which is to lead a successful rebellion. So, while completing missions will benefit the player immediately, they will also be building towards their long-term goal of overthrowing the Sherriff.

## **Talk, Steal, Repeat**

While the player will have autonomy in the choice of missions, the main cycle will require them to accept a task, complete it, collect their reward and then move on to the next task. By providing story-based motivation for the tasks and a gameplay reward in gear and items, the idea is to make a rewarding experience for the player as they save Nottinghamshire.