# Design Document: Game Name

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## Lore

### History

The game takes place on a fictional universe in which gods and magic exist. The planet the game takes place on is a resting place and memorial for a goddess, built specifically for her by her husband and children.

Some hundreds of years later, life was allowed to come and live on the planet. Tribes of different races and creeds were established across the world and mostly lived in peace.

When humanity was invited, a goddess snuck in. She convinced and helped people to improve their lives, quickly building an empire of technological prowess never seen before. The original gods, unable to intervene, left the planet to seek new experiences.

As the technology improved, humanity found that they were nearing a ceiling that they would never be able to overcome. Without anything to work towards, the system crashed inwards and the goddess went into hiding out of shame.

Now, almost a century later, the remaining humans have reverted back to their old ways of being, with tribes scattered across large dilapidated city systems that are constantly at war with one another.

The user plays as a member of one of these tribes, trying to establish a new base of operations and the world as a whole.

### Rules of the Universe

#### Gods

* There is a soft limit of Godly energy. More energy can be added to the total energy pool through certain tools, but no amount of going to the gym will boost their power.
* All existing Gods were formerly mortals, or are the children of Gods who were formerly mortals.
* Gods can cast off their power and return to mortality voluntarily if they have a special vessel in which to pour their power into. Their bodies will return to the state they were in before they ascended as if nothing had happened in the time between.
* Gods who weren’t originally mortals tend to be further separated from the “human” experience.
* The power of a God does not fluctuate without outside interference
* Gods cannot die from old age
* Gods can have children through various means. However this reduces their total power.
* Gods can offer a part or all of their power to mortals and other gods.
* Gods can ascend from mortals, but this hasn’t happened for a long time.
* It is impossible to kill Gods without certain tools or a power source of equal or higher power.
* Godly power can be used by mortals to cast spells but they can’t directly absorb it in order to become a god

#### Life

* It isn’t known who exactly created life in the first place. the Gods spectulate that there are Elder Gods, but none of them have been seen or heard from.

#### Death

* As Death is a game mechanic, the player never remains dead.

### The Original Gods

#### Erdolle (ER- DOLL) **The** God of Tradition**.**

Erdolle was born a mortal and ascended to godhood.

Erdolle is a staunch believer in the old ways of doing things. Rella approached him in mortal form and eased him out of this mindset over time.

Together they had a family and grew old together before Rella revealed her true nature. Initially reluctant to become a god, he was convinced to learn more about her world.

After Celiele comes to the world and convinces humanity to build a better world, he reverts back to his old beliefs and leaves the planet.

ISTJ – SI, TE, FI, NE

#### **Rella (RELL- AH) The Goddess of Diplomacy**

Rella is a goddess born from two mortal-born Gods, a god of sunlight and a goddess of rain. She found her place in the universe as a diplomat between other Gods.

During a time of great dispute she watched over her parent’s homeworld and ended up falling in love with Erdolle. Together they had a family and grew old. Not wanting to part with them, she split her power eight ways and transferred it to her family members. Returning to her role as a diplomat, her reduced power was noticed relatively quickly. As a result of this she was killed by a young, naiive war god. Her family took her body and used her energy to form a beautiful planet around her.

INFJ – NI, FE, TI, SE

#### **Arrale (AH- RA- LEE) The God** of Textiles**.**

Arrale was born a mortal; he is the eldest child of Erdolle and Rella.

After Celiele comes to the world and convinces humanity to build a better world, Arrale left with his father.

ISTP – TI, SE, NI, FE

#### **Ukin (OO - KIN),** Goddess of the Hearth**:**

Ukin was born a mortal and ascended to godhood; she is the second child of Erdolle and Rella.

After Celiele comes to the world and convinces humanity to build a better world, Ukin left with her father.

ESFJ – FE, SI, NE, FI

Ajeeha (AH- GEE- AH), God of Rivers:  
Ajeeha was born a mortal and ascended to godhood; she is the third child of Erdolle and Rella.

As a mortal, Ajeeha enjoyed watercolour painting in her spare time. As a god she used this talent to paint the rivers of the garden planet.

After Celiele comes to the world and convinces humanity to build a better world, Ajeeha left the planet with Olarah.

ISFP – FI, SE, NI, TE

#### Wahieyle **(WAH - HE -ILL),** God of Breezes**:**

Wahieyle was born a mortal and ascended to godhood; he is the fourth child of Erdolle and Rella.

He is the quietest of the children and tends to whisper when he talks.

After Celiele comes to the world and convinces humanity to build a better world, Wahieyle retreats deep into the forests of the planet, leaving him the only remaining original god left on the planet.

ISFJ – SI, FE, TI, NE

Rou (ROW): God of Pathways:  
Rou was born a mortal and ascended to godhood; he is the fifth child of Erdolle and Rella. As a child he was the most adventurous of the lot.

Sometime after Rella’s death, he wanted to explore the worlds outside of the Garden so he constructed his own methods of teleportation. Over the course of his journey he met and became friends with numerous forms of life, and offered them a place to live on his mother’s planet.

Unaware that Celiele was a goddess, he helped her and humanity flee the destruction caused by Kejeir and Cintr.

After Celiele comes to the world and convinces humanity to build a better world, he left the planet to continue his journey across the cosmos, however he does drop in occasionally to visit Wahieyle.  
  
ENFP – NE, FI, TE, SI

#### Olarah (OH-LA-RAH), God of Wellbeing:

Olarah was born a mortal and ascended to godhood; he is the sixth child of Erdolle and Rella and is Elarah’s twin brother.

As a child Olarah looked after the sick animals on the farm, as an adult he studied medicine in order to become a doctor.

As a god, he looked after the races that Rou brought from other worlds as they were often wounded upon arrival.

When Celiele arrived on the garden planet, he fell in love with her and her ambitions for a better world. However these feelings weren’t reciprocated, so he was convinced to leave with Ajeeha to find people worthy of his care.

INFP – FI, NE, SI, TE

Elarah (EL-AR-AH), Goddess of Storms:  
Elarah was born a mortal and ascended to godhood; she is the seventh and youngest child of Erdolle and Rella and is Olarah’s twin sister.

Elarah loves to fight, and fought the champions of every race that Rou brought to the garden planet.

After Celiele comes to the world and convinces humanity to build a better world, she left the garden to find a mentor, and the power needed to kill her mother’s murderer.

ESTP – SE, TI, FE, NI

### The Outsider Gods

Tynir : God of Pleasure:  
Tynir was born a mortal (Human) and ascended to godhood.

Now super depressed, over living spends most of his time floating around the cosmos hoping he’ll die but doesn’t have the guts to end it himself. He is absolutely terrified of the permanence of death

ENFP – NE, FI, TE, SI

Kejeir (KEH-JEER), Goddess of the Drink:  
Kejeir was born a god and is one of many children fathered by Tynir. She is the older sister of Cintr and Celiele.

The quieter of the two until a fight breaks out.

ESTP – SE, TI, FE, NI

Cintr (SIN-TER), Goddess of Rage:  
Cintr was born a god and is one of many children fathered by Tynir. She is the younger sister of Keijeir and the older sister of Celiele.

Tends to cause most of the fights to begin through debate.

ENTP – NE, TI, FE, NI

Celiele (SE-LEE-ILL), Goddess of Progress:  
Celiele was born a god and is one of many children fathered by Tynir. She is the younger sister of Kejeir and Cintr.

Sick of the bloodshed caused by her older sisters, Rou helped her to flee to Rella’s grave with humanity in tow. As she observed them try to rebuild their lives from scratch, she vowed to dedicate herself to helping them to achieve better lives than before.

This ended up working out too well. She was made the most worshipped god on the planet, feeling shunned, the others moved on with their lives. When humanity could progress no more, their systems collapsed in on itself and the goddess went into hiding out of shame.

ENFJ – FE, NI, SE, TI

### Future Plans

I plan on having a major yearly installment to the plot that come with new gameplay developments. Other smaller pieces of content (quests, events) will be added in over the course of the year.

Quests will be developed fully with the ending predetermined, split into beats and released over time. Quest lines may overlap, or be totally independent while still pushing the world lore forwards

### Quest ideas:

* A robotic character with no idea who they are or where they came from, is completely unaware that they are a mole for their creator
* A timeloop in which the betrayer that causes the loop is the same person as the victim

## Gameplay

### Skilling

Skills are a player’s trainable abilities that can be leveled through gameplay. Performing actions relating to the skill grants the player experience in that skill. Gaining experience and improving their skills rewards players with the ability to craft better equipment, defeat tougher enemies, an improved ability to make money and allows them to participate in world events or quests.

Skills can be leveled up to level 100, unlike Runescape which caps at level 99 for most skills. Reaching this level will require a total of 10,000,000 experience, Runescape requires 13,000,000 experience to reach level 99. Activities will reward more experience as well, softening the exp curve to be more manageable and allows for comfortable growth if the game were to expand beyond these limits.

### Combat Skills

#### Health

This skill allows the player to take more damage before dying.

As the player levels up their health level, the amount of life restored while out of combat will increase so that they are healthier faster

#### Melee

Melee combat is designed to do heavier damage than the other two combat styles due to the fact that the player must be within reach of the enemies they are attacking.

As the player levels up their melee level, they can wield better swords (and other weapons), do more damage, and be more accurate with melee weapons.

#### Archery

Archery is designed to do damage from afar with little risk.

As the player levels up their Archery level, they can wield better bows (and other weapons), do more damage, and be more accurate with ranged weapons.

#### Thaumaturgy

Also known as White Magic, I have split Magic into two categories as the Magic skill in Runescape, while underpowered and expensive , also feels that it can be used for too many things.

This skill gives the player the ability to cast defensive spells, heal their friends, teleport and use a range of other helpful incantations that can help no matter where in the world they might be.

#### Maleficium

This skill gives the player the ability to cast offensive elemental spells and dampen the mood of their enemies with debuffs.

#### Endurance

This skill allows players to take less damage and wear better sets of armour.

### Gathering Skills

#### Mining

This skill allows players to gather ore that can be smelted and forged into weapons armour and tools using the Smithing skill

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tokanum Ore | Level 1 |  |
| Gray | | |
|  | Sachite Ore | Level 10 |  |
| Rust Brown | | |
|  | Perseum Ore | Level 20 |  |
| Desaturated green | | |
|  | Fortifide Ore | Level 30 |  |
| Blue | | |
|  | Aglemite Ore | Level 40 |  |
| Silver | | |
|  | Ukinite Ore | Level 50 |  |
| Orange | | |
|  | Melide Ore | Level 60 |  |
| Purple | | |
|  | Frauws Ore | Level 70 |  |
| Light Blue | | |
|  | Pyranide Ore | Level 80 |  |
| Dark Red | | |
|  | Aresem Ore | Level 90 |  |
| Transparent Teal | | |
|  | Ellexite Ore | Level 100 |  |
| Golden | | |

#### Forestry

This skill allows players to gather wood that can be crafted, burnt or fletched

|  |  |  |  |
| --- | --- | --- | --- |
|  | Dridych | Level 1 |  |
| Hollow, lives by rivers | | |
|  | Redring | Level 10 |  |
| The truck and branches contain a red spiral pattern made of sap | | |
|  | Arnach | Level 20 |  |
| The leaves are sharp | | |
|  | Twainleaf | Level 30 |  |
|  | | |
|  | Barowin | Level 40 |  |
| Trees are different colours depending on climate | | |
|  | Augerwood | Level 50 |  |
| The leaves have eyes used by certain gods and skilled greenseers to watch over the forests | | |
|  | Wahieyle | Level 60 |  |
| Named after the god, they have holes throughout that whistle as the wind passes through them, at night they tend to frighten kinds | | |
|  | Nadela | Level 70 |  |
| Absorbs nutrients from ores and grows slightly metallic | | |
|  | Sunderfrond | Level 80 |  |
|  | | |
|  | Evehnscrest | Level 90 |  |
| Named after a god nobody has seen in a long time | | |
|  | Dayveil | Level 100 |  |
| Branches grow over a wide area. The leaves completely absorb the sunlight. | | |

#### Fishing

This skill allows players to catch fish that can be cooked.

|  |  |  |
| --- | --- | --- |
| Tanihi | Level 1 |  |
| Small | | |
| Okawi | Level 10 |  |
| Bony | | |
| Portfish | Level 20 |  |
| Symbiotic relationship with humans, beautiful but tends to eat waste. | | |
| Amahu | Level 30 |  |
|  | | |
| Bluwood | Level 40 |  |
| Eats driftwood | | |
| Yimak | Level 50 |  |
| Can survive in saltwater and rivers, breeds upstream | | |
| Deeplair | Level 60 |  |
| Ugly as sin | | |
| Red Adyin | Level 70 |  |
| Oily, most experienced fishers lose this after they’ve caught it by accidentally letting it slip back into the ocean | | |
| Bulwerk | Level 80 |  |
| Highly armoured, very few weak points | | |
| Forscyth | Level 90 |  |
| Sharp fins, kills by swimming past it’s pray | | |
| Pulseor | Level 100 |  |
| Slightly magically enhanced fish, the energy courses through their body as they swim | | |

#### Horticulture

This skill allows players to grow their own fruit and vegetables for consumption. Players can also grow personal trees to train their forestry on and fibres for crafting and fletching

Fibres:

|  |  |  |  |
| --- | --- | --- | --- |
|  |  | Level 1 |  |
|  | | |
|  |  | Level 10 |  |
|  | | |
|  |  | Level 20 |  |
|  | | |
|  |  | Level 30 |  |
|  | | |
|  |  | Level 40 |  |
|  | | |
|  |  | Level 50 |  |
|  | | |
|  |  | Level 60 |  |
|  | | |
|  |  | Level 70 |  |
|  | | |
|  |  | Level 80 |  |
|  | | |
|  |  | Level 90 |  |
|  | | |
|  |  | Level 100 |  |
|  | | |

Trees:

|  |  |  |  |
| --- | --- | --- | --- |
|  | Dridych | Level 1 |  |
| Hollow, lives by rivers | | |
|  | Redring | Level 10 |  |
| The truck and branches contain a red spiral pattern made of sap | | |
|  | Arnach | Level 20 |  |
| The leaves are sharp | | |
|  | Twainleaf | Level 30 |  |
|  | | |
|  | Barowin | Level 40 |  |
| Trees are different colours depending on climate | | |
|  | Augerwood | Level 50 |  |
| The leaves have eyes used by certain gods and skilled greenseers to watch over the forests | | |
|  | Wahieyle | Level 60 |  |
| Named after the god, they have holes throughout that whistle as the wind passes through them, at night they tend to frighten kinds | | |
|  | Nadela | Level 70 |  |
| Absorbs nutrients from ores and grows slightly metallic | | |
|  | Sunderfrond | Level 80 |  |
|  | | |
|  | Evehnscrest | Level 90 |  |
| Named after a god nobody has seen in a long time | | |
|  | Dayveil | Level 100 |  |
| Branches grow over a wide area. The leaves completely absorb the sunlight. | | |

#### Dowsing

This skill is used to harvest the leaking energy / memories of Rella that can be manipulated into magical weapons and armour using the imbuing skill.

|  |  |  |
| --- | --- | --- |
|  | Positive | Negative |
| 1 | Optimistic Energy | Despondent Energy |
| 2 | Joyful Energy | Sorrowful Energy |
| 3 | Contented Energy | Regretful Energy |
| 4 | Calm Energy | Anxious Energy |
| 5 | Devoted Energy | Dismissive Energy |
| 6 | Inspired Energy | Disheartened Energy |
| 7 | Relieved Energy | Tormented Energy |
| 8 | Delighted Energy | Enraged Energy |
| 9 | Passionate Energy | Apathetic Energy |
| 10 | Confident Energy | Hesitant Energy |
| 11 | Loved Energy | Lonely Energy |

Dowsing might provide a way to get to know Rella through occasional flashbacks

#### Hunting

This skill gives the player the ability to track and hunt animals for fur that can be attached to armour and special ingredients to be used in the Chemistry and Carpentry skills.

### Artisan Skills

#### Smithing

This skill allows players to create melee weapons and armour. This skill also allows players to craft tools for a range of other skills

Smithing is a two process skill, you need to smelt ore into a metal bar before it can be crafted into anything worthwhile.

Smelting

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tokanum Bar | Level 1 |  |
| Gray | | |
|  | Sachium Bar | Level 10 |  |
| Rust Brown | | |
|  | Perseum Bar | Level 20 |  |
| Desaturated green | | |
|  | Fortifidium Bar | Level 30 |  |
| Blue | | |
|  | Aglemium Bar | Level 40 |  |
| Silver | | |
|  | Ukinum Bar | Level 50 |  |
| Orange | | |
|  | Melium Bar | Level 60 |  |
| Purple | | |
|  | Frauws Bar | Level 70 |  |
| Light Blue | | |
|  | Pyranidium Bar | Level 80 |  |
| Dark Red | | |
|  | Aresem Bar | Level 90 |  |
| Transparent Teal | | |
|  | Ellexium Bar | Level 100 |  |
| Golden | | |

Smithing

#### Cookery

This skill gives the player the ability to cook food, which can be used to heal in the middle of a fight.

|  |  |  |
| --- | --- | --- |
| Tanihi | Level 1 |  |
| Small | | |
| Okawi | Level 10 |  |
| Bony | | |
| Portfish | Level 20 |  |
| Symbiotic relationship with humans, beautiful but tends to eat waste. | | |
| Amahu | Level 30 |  |
|  | | |
| Bluwood | Level 40 |  |
| Eats driftwood | | |
| Yimak | Level 50 |  |
| Can survive in saltwater and rivers, breeds upstream | | |
| Deeplair | Level 60 |  |
| Ugly as sin | | |
| Red Adyin | Level 70 |  |
| Oily, most experienced fishers lose this after they’ve caught it by accidentally letting it slip back into the ocean | | |
| Bulwerk | Level 80 |  |
| Highly armoured, very few weak points | | |
| Forscyth | Level 90 |  |
| Sharp fins, kills by swimming past it’s pray | | |
| Pulseor | Level 100 |  |
| Slightly magically enhanced fish, the energy courses through their body as they swim | | |

#### Chemistry

This skill gives the player the ability to mix potions that can be used to boost their capabilities in combat or enhance their ability to gather resources.

#### Crafting

This skill allows players to create stronger archery armour.

#### Fletching

This skill allows players to create stronger archery weapons such as bows and arrows.

Bows

|  |  |  |  |
| --- | --- | --- | --- |
|  | Dridych Bow | Level 1 |  |
| Hollow, lives by rivers | | |
|  | Redring Bow | Level 10 |  |
| The truck and branches contain a red spiral pattern made of sap | | |
|  | Arnach Bow | Level 20 |  |
| The leaves are sharp | | |
|  | Twainleaf Bow | Level 30 |  |
|  | | |
|  | Barowin Bow | Level 40 |  |
| Trees are different colours depending on climate | | |
|  | Augerwood Bow | Level 50 |  |
| The leaves have eyes used by certain gods and skilled greenseers to watch over the forests | | |
|  | Wahieyle Bow | Level 60 |  |
| Named after the god, they have holes throughout that whistle as the wind passes through them, at night they tend to frighten kinds | | |
|  | Nadela Bow | Level 70 |  |
| Absorbs nutrients from ores and grows slightly metallic | | |
|  | Sunderfrond Bow | Level 80 |  |
|  | | |
|  | Evehnscrest Bow | Level 90 |  |
| Named after a god nobody has seen in a long time | | |
|  | Dayveil Bow | Level 100 |  |
| Branches grow over a wide area. The leaves completely absorb the sunlight. | | |

Arrows

|  |  |  |  |
| --- | --- | --- | --- |
|  | Tokanum Arrows | Level 1 |  |
| Gray | | |
|  | Sachium Arrows | Level 10 |  |
| Rust Brown | | |
|  | Perseum Arrows | Level 20 |  |
| Desaturated green | | |
|  | Fortifidium Arrows | Level 30 |  |
| Blue | | |
|  | Aglemium Arrows | Level 40 |  |
| Silver | | |
|  | Ukinum Arrows | Level 50 |  |
| Orange | | |
|  | Melium Arrows | Level 60 |  |
| Purple | | |
|  | Frauws Arrows | Level 70 |  |
| Light Blue | | |
|  | Pyranidium Arrows | Level 80 |  |
| Dark Red | | |
|  | Aresem Arrows | Level 90 |  |
| Transparent Teal | | |
|  | Ellexium Arrows | Level 100 |  |
| Golden | | |

#### Imbuing

This skill allows players to create stronger magic weapons and armour.

### Support Skills

#### Carpentry

Allows the player to build and improve structures that will benefit them over the long run. Long term plan involves letting the player build their own houses.

Planks

|  |  |  |  |
| --- | --- | --- | --- |
|  | Dridych Bow | Level 1 |  |
| Hollow, lives by rivers | | |
|  | Redring Bow | Level 10 |  |
| The truck and branches contain a red spiral pattern made of sap | | |
|  | Arnach Bow | Level 20 |  |
| The leaves are sharp | | |
|  | Twainleaf Bow | Level 30 |  |
|  | | |
|  | Barowin Bow | Level 40 |  |
| Trees are different colours depending on climate | | |
|  | Augerwood Bow | Level 50 |  |
| The leaves have eyes used by certain gods and skilled greenseers to watch over the forests | | |
|  | Wahieyle Bow | Level 60 |  |
| Named after the god, they have holes throughout that whistle as the wind passes through them, at night they tend to frighten kinds | | |
|  | Nadela Bow | Level 70 |  |
| Absorbs nutrients from ores and grows slightly metallic | | |
|  | Sunderfrond Bow | Level 80 |  |
|  | | |
|  | Evehnscrest Bow | Level 90 |  |
| Named after a god nobody has seen in a long time | | |
|  | Dayveil Bow | Level 100 |  |
| Branches grow over a wide area. The leaves completely absorb the sunlight. | | |

#### Firelighting

Allows players to light fires that can be cooked on, increases visibility in dark environments, provides health boosts and allows players to heal in combat if close enough to a fire.

Kindling is used to start a fire. It can be cut from logs if there is an axe in the players inventory.

Fires will provide a source of light, which can be useful in darker areas. As a fire begins to die down, you can add logs to fires to keep them lit. You can also cook food at fires

When enough logs have been added to a fire, it will become a bonfire.

Fires

|  |  |  |  |
| --- | --- | --- | --- |
|  | Dridych Bow | Level 1 |  |
| Hollow, lives by rivers | | |
|  | Redring Bow | Level 10 |  |
| The truck and branches contain a red spiral pattern made of sap | | |
|  | Arnach Bow | Level 20 |  |
| The leaves are sharp | | |
|  | Twainleaf Bow | Level 30 |  |
|  | | |
|  | Barowin Bow | Level 40 |  |
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|  | Sunderfrond Bow | Level 80 |  |
|  | | |
|  | Evehnscrest Bow | Level 90 |  |
| Named after a god nobody has seen in a long time | | |
|  | Dayveil Bow | Level 100 |  |
| Branches grow over a wide area. The leaves completely absorb the sunlight. | | |

#### Larceny

#### Athleticism

Boosts movement speed, reduces run recharge and provides shortcuts

#### Camaraderie

Gives the player buffs when working alongside other players or special follower NPCs

#### Bounty Hunting

Breaks up the monotony of combat, kills on task give increased experience rewards and handing them in will provide a large amount of experience and money.

## Art Direction