Game Design Document

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Overview

Brief Details

Game Name: Leon's Battle: Journey of the Spark
Genre: Adventure RPG
Platform: PC

High view of the game: An open world adventure following Leon's journey to find the true meaning of how his father disappeared and where he is now.
Dimension: 3D
Perspective: 3rd person
Target Demographic: 18+ (gore, strong language, violence)
Tone of game: Futuristic, Gritty, Steampunk
Tags: Action, Adventure, RPG, Story Rich, Third-Person, Singleplayer, Stealth

Overview of the world setting

The game will be set in a futuristic fantasy world where space travel is real. In addition, it will mix the futuristic with the old in aspects such as weapons – they might shoot lasers, but their decals would be very old close to the weapons used in the 16th century. Furthermore, the way to traverse between worlds would be through large sailing vessels powered by solar energy and heat. These vessels could engage in battles with cannons that can have different types of ammunition.

Moreover, the game will have four main scenarios:

- **Remote Forest** in the home planet of the main character, **Kepler**, where the tutorial is going to happen (it only appears during prologue);
- The moon of the main character's home planet – the moon works as a port for space travelling (medium sized city): **Crescent Moon Harbour**
- Gas planet brimming with life (very large city): **Thor**
- Dark destroyed planet (where climax happens): **Hela**

Finally, people from this world often possess some type of robotic implant; in other words, people from this game can be completely cyborgs to normal humans. In addition, it also has complete robots that serve society.

Overview of Aesthetics

The aesthetics of the game will follow games with gritty sci-fi settings such as:
- *Mass Effect* (BioWare, 2007)
- *Fallout 4* (Bethesda Game Studios, 2015)
- *Horizon Zero Dawn* (Guerrilla Games, 2017)
- *Warframe* (Digital Extremes, 2013)
- *Deus Ex: Human Revolution* (Eidos Montréal, 2011)

Overview of Gameplay

The player is going to have to find the truth behind the father's disappearance, the aim of the game would be to progress with the main character while finishing the missions. In addition,

the game is very story driven, while having a complex combat system, RPG elements and different types of missions, such as, racing, main, exploration and secret missions.

Overview of Interface

The interface is going to consist of 1 health bar in the top-left corner of the screen, one stamina bar underneath the health bar and an experience bar underneath the stamina one. Next to the health bar, there is a circle which shows the player the current level. The other panels will be accessible by the player pressing the respective key.
The GUI includes multiple panels, such as a panel where the player can view his stats as well as armour and weapons equipped, one that displays the inventory, one that displays a list of missions and one that displays the available skills with the level for each branch and available points.

Extra useful context

Crafting System, Items and Inventory

Crafting

The game will utilise crafting to allow the player to create new types of ammunition. This new ammunition will give the player a new way to play such as a bullet that has higher damage but lower range. This will create new combat scenarios that they can use these different types of ammunition in.

Items and Inventory

The inventory will be where the player stores all their: armour, weapons, tools, and miscellaneous items. It will have a weight capacity that is dependent on the player's other stats and perks. Once this weight has been exceeded the player will only be able to stagger around.

To reduce the weight of a player, their items in their inventory can be: thrown, used in crafting, or traded.

Story and Characters (Pedro)

1.1 Backstory

A twelve-year-old boy called Leon Vinici, son of an adventurer and genius engineer, Nathan Vinici. Nathan invented an implant that works directly with the brain, called spark, which gives the person using it superhuman abilities; however, these abilities may come with great consequences for the brain, causing severe long-term damage if powerful skills are used. One day, a strange man that belonged to the Leon's father's crew goes to his house and talks to his mother, saying that Nathan disappeared trying to find a treasure that grants his founder any wish. Without saying much more, the man gives to the mother, a sword and diary that the crew managed to salvage from the father's tragic incident. Leon, completely devastated, makes a promise to himself and his mother: "Mom, I'm going to be a great engineer, just like father and find out what really happened to father". Six years later, having reached manhood, Leon sets out to the moon of his planet which functions as a space port and from that point the great adventure through the cosmos starts.

Story flow Template

Motivations of main character

External - Find what happened to his dad
Internal – Overcoming father's death and get out of father's great shadow.

Prologue – presents problem to the player. Creates empathy between lead and player. Makes clear what the lead wants to do in the storyline and states his external motivations. Meanwhile, presentation of tutorial.

<- 0%

Lead gathers all necessary things to set sail, such as:
Best Friend
His own crew
Father's old ship

<- 15%

<- 25%

Protagonist gets overconfident and tries to approach father's crew, discovering that his father is the antagonist. This interaction ends miserably with one of his close crewmates losing his life trying to save the lead's life.

<- 50%

The situation gets more dire as the crewmates go their separate ways, except the best friend. The best friend is relevant for motivation and healing after the abovementioned events.

<- 75%

They enter a process of gaining more skills, related to the internal conflict of the lead – being as good as his father was. This is potentially dangerous due to the side effects of the "spark".

<- 90%

Climax: the lead is confronted with his father, having the choice to either kill him or spare his life. Fight scene intercalated with flashbacks.

<- 100%

States the external objective: During this part Leon states external motivations to best friend and crew.

The low mid-point: During this part the lead tries to fix the problem, without really being prepared, therefore having of repercussions to his mental state

Hope: During this part Leon's best friend gives him hope and excellent idea to defeat his father, but idea might put his life at risk.

Climax: During this part the main character needs to go on missions to upgrade his status/ power to even stand a chance to his father. Overcomes internal struggles.

Prologue

This part of the story introduces the player to the mechanics of the game while giving the player a feel for how close Leon was to the father. This makes the player learn about the game without feeling bombarded with information. In addition, this section will be mainly played with the father instead of the main character.

Twelve hours before father departure

Leon is woken by the ringing of his alarm at 5:45 am, he immediately realises that he overslept 45 min and needs to hurry up since he must meet his father at 6 am sharp for the father to show him how to hunt. Leon quickly grabs his hunting clothes from the wardrobe and his hunting gear from a chest. He runs outside and notices a clear sky and his father waiting by the shadow of a great oak tree.

Father	Son
Good morning, son!	Morning, dad!
I see that you overslept!	I didn't, why?
Your shirt is inside out.	Ohhhh!!
Son, go to the cabin and in the chest there is a bow, bring it!	Yes, sir!
Try to hit the target on the big tree.	Easy!
Cocky!	See!
Right, now try to hit all the targets under 10 seconds.	Oh…
I see that you aren't that cocky anymore!	
If success	
Damn, you look like your dad back in the day.	Bet I did better than you.
If unsuccessful	
Better luck next time.	aHHHHH!

At this point the character being played is the father

Dialogue between son and father as they wander through the forest.	
Father	Come on, son! The hunt is just getting started.
Son	Dad, tell me about your new adventure!?
Father	I'm glad you asked! This is not the average adventure that I have gone on before. This adventure will change everything, it's an adventure to the end of the cosmos or "Bloody spark", spooky right?
Son	Not really, but why that name?
Father	Well, mainly it's because that sector of the cosmos is surrounded by a red nebula that makes the inside impossible to see!
Son	Ohh, spooky name for something like that.
Father	Did you hear that… that is the sound of tonight's dinner. Son, put this on your neck, just under your ear.
Son	What is that father?
Father	That is an implant created by me that will unlock a few functionalities in your brain, I like to call it **Spark**, but for now it's just basic stuff, we don't want to fry your brain just yet. For now, touch it and close your eyes, you probably have something that you can unlock.
Son	Yes, yes… ah.. ah… sound … sound perception.
Father	Now you just need to think of pressing and hold it.
Son	Ok… Done. It says *sound perception achieved*.
Father	Now can you hear it.
Son	Yes, I can hear a sound… sound approaching fast.
Father	What… get behind me.

As the father runs back to Leon, a monster appears behind him and immediately bites Leon's forearm off. As he does that, his father, full of rage, cuts the monster's head off with his samurai-style sword. After feeling a spike of pain Leon faints, but the father still has to finish a pack of Loborgs *(refer to list of characters for a detailed description)* and Fenrir *(refer to list of characters for a detailed description)*. Leon will then bounce in and out of consciousness as his father takes him home.

Dialogue between Leon, Camila, Nathan as they return home.	
Father	Son, everything is going to be ok.
Son	[…]
Father	Camila, open the door and prepare the lab!
Mother (Camila)	Oh my god… My son. How did you let this happen? What happened?
Father	CAMILA, CALM DOWN. What is important now is our son's life.
Mother	HAAAAAAAAAAAAAAAA…. We'll talk about this later, Nathan.

Already in the operation room, Leon keeps bouncing in and out of consciousness.

Dialogue between Leon, Camila, Nathan as Leon is operated.	
Father	Pass me the scalpel.
Son	Father… Mother…
Mother	Son, everything is going to be ok, your father is going to give an arm that looks like yours but even better.
Father	Don't you worry son.
Son	[…]
Father	After this I need to go, my crew is waiting for me!
Mother	Are you not going to talk to your son after what you just pulled?
Father	Unfortunately, you know I can't, no one crosses that man, not even being late.
Son	[…]

Leon wakes up in his bed 3 days later and on the seventh day, a man appears at his door.

Dialogue between Leon and father's crew member.	
Leon	Hello, who is it?

Strange Man	*[Man clears throat]* I am your father's crewmate, Mad Red. Could you bring your mom, I need to talk to her?
Leon	MOTHER!
Camila	Coming!
Mad Red	Hello, Camila you look beautiful as always.
Camila	Stop it. My man would kill you if heard you saying that.
Mad Red	About that Camila. Your husband disappeared or rather died in the great descent through the Bloody Spark. We could only salvage his sword and diary.

As the tearful mother grabs the items from the man's hand, she hears a loud banging door upstairs. She immediately realises that Leon was hearing the conversation. She quickly says goodbye to the man and composes herself.

Dialogue between Leon and his mother.	
Camila	Can I come in son?
Leon	Go away mom, I don't want to see anyone.
Camila	Son, come on let's talk
Leon	*[Tearful]* Why, mom?
Camila	*[Sad]* I know son, I know… Your father would like you to have this diary.
Leon	I want my dad, not his diary.
Camila	Son, your father might not be present, but he is alive. As long as you keep him in your heart, he will be alive.
Leon	[…]
Camila	*[Starts reading aloud]* "It is chaos outside. We just got caught in the blast from an exploding star, a supernova. It was the most frighting thing I have ever seen. I have never seen such a thing quite like it: it was as if a rainbow exploded; it was the view of the century. I only wish my son could witness something like this".
Leon	Mom, I will probably be sad for a while. But after that, mom, I promise I'll read the diary and I'll always remember father as long as I live. And one day mom, I will see the cosmos as my father did.

Act 1 – Part 1

This topic still has small tutorials such as, fast travel, ride small vehicles and finally pilot big ship. It also introduces characters as will be able to see below.

4 years after Leon's father disappeared.

Mission – Runaway engineer (runs away from guards with important item to upgrade spark)
Mission description – Leon steals important metal to upgrade spark, therefore gaining a new skill (metal detector) needed to progress in the story. When the mission starts Leon is already running for his life to his personal vehicle, the vehicle is a board with propulsors on the back and a sail that functions as a steering wheel. In addition, it powers the board (design close to a futuristic windsurf board).

Dialogue between Leon and facility guards	
Guards	Stop trespasser!
Leon	Just borrowed some stuff, don't need to get all riled up!
Leon	Need to chase them away!
Guard	We will start using lethal force!
Guards	Come here brat!

Act 1 – part 2

During this act the player starts in the **Crescent Moon Harbour**, Leon is going to meet a friend that he has feelings for: **Samantha Mancini**.

Dialogue between Leon, Samantha and Athena as they escape from guards	
Leon	Hey, Sam!
Samantha	Oh my god if it isn't my troublesome classmate. How are you doing?
Leon	Good, finally got to go on my adventure, and you?
Samantha	I'm quite busy, some thugs got my friend **Demetrius**.
Leon	Want some help?

Samantha	Yes, thank you so much! My friend **Athena** has been keeping track of his location. Put this intercommunication device on your ear.
Leon	*[clears throat]* Hel… *[Gets interrupted]*
Athena	You are being followed. **Gerard's** men are right behind you. Run and follow my directions, time for some parkour. *[Starts giving directions to Marquis' facility while chasing them away]*

Already on the facility, the player needs to approach the mission in a stealth manner so that the life of Demetrius doesn't get in danger. This mission introduces the player to the stealth mechanics of the game. Now with Demetrius, they steal a vehicle from the bandits that resembles a futuristic flying car and get by **Gerard** and his men.

Dialogue between Leon, Samantha, Demetrius and Athena as they escape		
	Samantha	Get in the car, Leon you drive. Demetrius, you and I will shoot.
	Leon	Sh*t… sh*t, Samantha you're one crazy lady.
	Samantha	Ahahahahah, love you too sweetheart. Ohhh, I feel the adrenaline pumping.
	Demetrius	Can you concentrate on the matter in question?
	Athena	Demi, is that you? Demi?
	Demetrius	Yes, my love it's me and in one piece.
	Athena	Thank you so much! Samantha and … friend.
	Leon	Leon…
	Athena	Thank you, so much! Demetrius so that you know I'm so going to punch you.
	Demetrius	You know your teddy bear is injured.
	Athena	Think about that before getting caught. Teddy bear, my as*. Man, sometimes… anyways, I uploaded coordinates for a safe point.

Meanwhile, enemies Lines	Gerard	Get them. Shoot them. I don't care, bring me their bodies.
	Gerard's man	You heard the boss! GET THEM!
	Gerard	Get here you filth!

Having chased the enemies away and reached the check point the group can finally rest. Since the environment was calmer, Leon found the opportunity to ask Sam if she could come with him to the place that father's coordinates indicate.

Dialogue between Leon and Samantha	
Leon	Hey, Sam I actually wanted to talk about my father's diary with you.
Samantha	Still, with that crap? What about it?
Leon	It has some coordinates that I want to check, can you come with me?
Samantha	Hmn… That diary never brings you good things. But I will go with you, at least it's good to pass time.
Leon	Samantha, you're lucky I like you, sometimes that sarcasm is just too much.
Samantha	You… Yes, this time you're right, it is just that I don't like to see you killing yourself around that thing.

The coordinates lead to an abandoned warehouse full of guards, during this mission the player can choose to try and go unnoticed or go guns blazing and test close combats with the prosthetic arm. After going through the guards, they find a secret door that leads to a secret division in the warehouse, where a ship that belonged to the father can be found.

Dialogue between Leon and Samantha as they see the ship	
Samantha	Holy moly, Leon. I take back everything I said throughout those years, maybe your father was really great as you said he was.
Leon	See, you knucklehead. You need to start believing in me.

Samantha	I suppose you're right.
Leon	Hmn… So, the beauty needs a few fixes here and there and after I just need crewmembers.
Samantha	Count me in, no way I'm going to miss a chance to leave this sh*thole, and I bet Demetrius and Athena will want to as well, because of everything you did for them. Also, Demetrius is a guide *[people who know how to calculate routes through space: enables fast travel]* and Athena knows everything about computers.
Leon	That's four of us, we just need two more, a weapon's master and a sail's master.
Samantha	I know just the people, same as me they just want to leave this sh*ithole. **Jack *[aka Stinger]*** weapon's master and **Marquis Richman.**
Leon	Sorted, then I will go find them.

Following this event, the player must find these characters and give them a bit of convincing, this will be given by beating them in their respective challenges: race and cannon shooting. Following this Leon needs to hit three warehouses protected by Gerard and steal parts for the boat. On the last warehouse Leon is confronted by Gerard whom he needs to defeat and choose if he lives or not.

Entire crew:

Sail's master – **Marquis Richman**

Hyperspace engineer (necessary for fast travel). – **Demetrius's aka (Mad dog)**

Weapon's master – **Jack (Stinger)**

Hacker and computer's master – **Athena**

Vice-captain – **Samantha Mancini**

Captain and engineer – **Leon Vinici**

Act 2 – part 1

During this act the player travels to a gas planet called Thor with the biggest city of the game called, Avalon. But just before arriving, he gets ambushed by a pirate ship. Having defeated the pirates, the player is then allowed to dock in Avalon.

Act 2 – part 2

The player comes across a child running from an adult, the lead automatically wants to help the poor child. When confronting the kidnapper, he understands that humans have been waging war with the race of the **frost people**, to whom the kidnapper belongs to, and top of that the government doesn't seem to handle the situation. The player quickly discovers that the government and its leader, Red Hawk, does not really want to handle the situation. Player can choose to help:

- Humans
- Frost People
- Both

Act 2 – part 3

The player enters the government palace and kills Red Hawk's men. Ultimately this leads to fight to the death between him and the Boss Red Hawk. When Red Hawk is almost finished, his captain appears and kills him for being too weak. Instead of running Leon gets overconfident, ignoring crew's warnings and fights this man. He quickly realises he has no chance the man fights similar to him but better, by doing a last struggle he manages to break his mask. By being able to see his face he realises that the person behind the mask is indeed his father.

Leon gets shocked and almost gets killed by his father; in addition, the father says if he wants to meet him, he should go to the planet inside Bloody Spark, Hela. The crew manages to get Leon out of the situation, although they paid a heavy price, Stinger's life.

Final act – part 1

During this part Leon's overconfident actions result in the crewmembers going their own ways, except for Samantha. Sam makes him understand that his actions were not right. Afterwards, she proceeds to motivate him, saying that he should confront his internal struggles and get even better than his father ever was. During this scene if Leon says the correct lines, he unlocks side mission: Childhood Romance, which the player has the opportunity to do only during this part of the act; if the player completes the mission successfully by using the correct dialogue lines, he gets a girlfriend. Leon realises that his problems were not hearing his teammates and being too weak. Not being able to do both at the time he asks Samantha to gather his friends in 5 days, meanwhile he is going to push the spark to his limits, without putting his life on the line. During this sequence the player

unlocks exploration missions where he has to find rare materials in the city catacombs. After finishing these events he talks to the crew, and they get reunited.

Final act – climax

The player is asked if he is ready to travel to planet Hela. In this planet the two crews fight. Leon must fight his father Nathan, realising that he still can't beat him. Leon unlocks his spark's forbidden skill, Berserker putting his life on the line. By defeating the dad, the player must choose if he lets him live or die. Immediately before this decision, the father finally tells Leon what happened on his last adventure. This is told through a continuous flashback.

Flashback: On his last adventure, Nathan finds a treasure after defeating a series of enemies and exhausting himself. This treasure will concede one wish to the person that opens it, and Nathan wants it so Leon can have a normal arm again; however, you only get one chance to do so. At this point, he has used the majority of his spark; however, he manages to reach the chest and crack it open. As he is about to reach it, the guardian of the treasure emerges and he is faced with the choice of either running back to the ship and abandoning the treasure or defeating the guardian to get the wish. He picks the latter, using his spark to its maximum capacity. He is defeated, since he's exhausted and this leads to irreversible brain damage, leading to a complete shift in his personality. Following this event, Nathan is hungry for power and eventually becomes extremely powerful, controlling even the governments of planets and waging war in the process (for example, between humans and the frost people). Out of fear that someone might become more powerful than him, he fights those who attempt to unlock the treasure.

After the player witnesses this flashback, if he chooses to let his father live, he unlocks another mission which will consist of defeating the guardian to open the treasure and save his father. If he chooses to kill his father, he will use the spark to its maximum capacity and that results in what also happened to the father: irreversible brain damage.

Full list of characters:

Leon Vinici
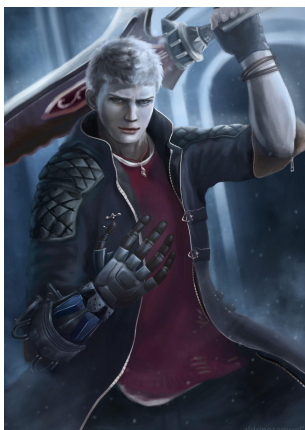
Background – Leon grows up in a remote place in the planet Kepler. Since a young age, Leon helped his father working on pieces of engineering showing great potential for the subject. After a tragic hunt with his father, he loses his forearm to a wild beast, consequently his father had to operate him to substitute his forearm with prosthetics. In addition, after this event his father departed in an adventure where he disappeared. This left a big hole in Leon's heart and led to a consequently traumatic childhood.

Physical description: stature (179cm), with grayish hair. Green eyes. Wears black clothes fit for stealth. Sleeve Tattoo on hand.

*Reference image for Leon Vinici (*Samuel A.*, 2019)*

Weapon preference: Prosthetic with sword, long-ranged weapon.

Skills: skills unlocked by spark.

Nathan Vinici

Background – Nathan was born in a rich family where he was always pushed to be better than others. Crumbling under the pressure, during the night Nathan runs from home and hides in a ship. The ship was composed by a team of treasure hunters and in here he was introduced to the wonders of the occupation, although treasure hunting is an extremely dangerous profession because of all the conflicts and treasures themselves, for example while Nathan got extremely powerful, the last treasure he found led to his insanity.

Reference image for Nathan Vinici (Wallpaper Flare, 2018)

Physical description: stature (191cm), with curly greyish hair. Green eyes. Wears a black armour with a red jewel on his chest, face is covered by a mask.

Weapon preference: Samurai sword and launches mini missiles from one hand.

Skills:
Dash attack
Long slash
Missile Bombardment

Ultimate skills:
Basic skills but with addition of combos

Camila Vinici

Physical description - Standing short and solidly built with fair skin, this woman has an intelligent feel about her. She has cold dark purple eyes and long black hair. She uses very feminine clothes, normally very dark.

Loborg

Physical description – normal robotic sized wolf, red eyes and grey fur.

Skills:
- o   360 tail
- o   Dash bite
- o   Jump attack

Fenrir

Physical description – 3-meter robotic wolf, greens eyes and black fur.

Skills:
- o   360 tail
- o   Dash bite
- o   Jump attack

Ultimate skills:

- ·   Long range bite attack
- ·   Gas spit

Samantha Mancini
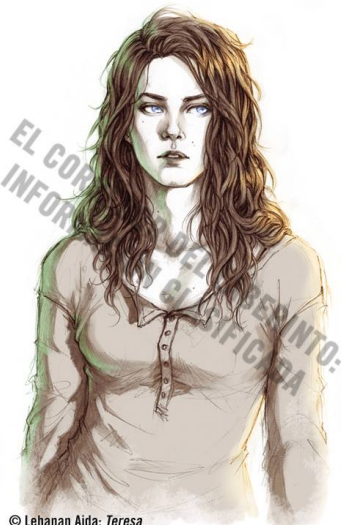
Background – Rebellious and spunky, Samantha was born in the planet Kepler. She has a short-temper and struggles with accepting orders. As a young girl, she ran away from home to **Crescent Moon Harbour,** where she learnt how to survive the many perils of the world, making her a really tough girl.

Physical description: average stature (163cm), with long dark brown hair and green eyes. Her eyelids are covered in black eyeliner, and her clothes hang loosely on her figure. Underneath them, she is slim yet strong.

Weapon preference: One-handed sword and pistol on other hand.

Marquis Richman

the

Physical description: Dark skin, stands at (190cm), dark skin with dark cornrows and black eyes.
He has strong tall build with bit of belly. Wears an unzipped shirt and jeans stained by alcohol.

*Reference image for Samantha Mancini(*Aida L*., 2015)*

Demetrius

Physical description: Dark skin, stands at 163cm, bald with small physique. Tattoos cover all of his body except his face. Uses a worn-down lab coat and shorts, no shirt.

Jack (Stinger)

Physical description: Bronzed skin (185cm), with long blond hair and blues eyes. An eye is covered by eye patch. Incredible physique wears very stylish clothes.

Athena

Physical description: Standing at 173cm tall with pale skin, this woman has an attractive feel about her. She has beady brown eyes and her short, shiny, black hair is un-styled. She usually wears new, fashionable clothes that are loose and flowing.

Red Hawk

Physical description: Standing tall and of average build with pale skin, this man has a depressed feel about him. He has distrustful dark brown eyes, and his short, greasy, dark brown hair features a fringe. He usually wears clean, sporty clothes that are slightly too small.

Gerard

Physical description: Standing 178cm tall with greyish skin, this man is aggressive. He has alert light brown eyes, and his very short, greasy, black hair features elaborately shaved patterns. He usually wears new, retro clothes that are loose.

Guardian

Physical description: Female human like body, 210cm tall with toned skin. Orange hair, white eyes and tattoos that radiated light. Wears very colourful robes and a scary necklace. In addition, carries a scythe all the time.

Skills:

- o   360 scythe
- o   Dash attack
- o   Jump attack
- o   Scythe throwing

Ultimate skills:

- ·   Long range slash
- ·   Eye beam
- ·   Meteor fall

RPG Elements (Marios)

4.RPG Elements

In this section of the document the RPG elements and mechanics of the game will be presented to portray an accurate view of how these systems will work and provide a general idea of a cohesive design philosophy.

4.1 Implementation

Following the idea that the story missions will remain linear in nature, the way in which the player chooses to engage with each, and any encounter will be left entirely up to them by providing choice and consequence through different scenarios. Each approach will be different depending on the build the player has in mind by complimenting the direction they've picked. These additional options will also allow for freedom of expression that will also impact the storyline (choice/consequence dynamic) and the side missions, affecting quest rewards, experience and possible payout based on each encounter through the game world. These systems are a part of the character creation/background creation, and the main attributes consist of: **Vigor, Dexterity, Reflexes, Intellect, Charm** and **Fortune**.

Vigor: Aggressive and defensive stat, each point increases the player's hit points by an additional 15 per attribute point (100 base +15) while also increasing the Carry

Weight limit by an additional 5 points (45 base + 5). Also increases the type of armor the character is able to wear, the higher the value the heavier the armor and ease of manoeuvres during combat encounters. Also increases damage dealt with heavy guns **(Pump Action Shotgun, Carlson's Repeater)**

Dexterity: Increases the player's attack speed by 10% per point (base 100 + 10) and the handling of light in nature weapons **(Nathan's Sword, Sharpened Dagger)** (and increases the chance critical hits by 1% per Attribute point invested).

Reflexes: Increases the player's damage with pistol-based weapons/bows (by +5%) Also increases the reload speed of any gun and bow weapons (**Bow, Magnum MKII, 5x Scoped Carbine Rifle**).

Intellect: Increases the experience gained per level (10%) as well as xp rewards from main quests and side missions. Increases efficiency with intellect-based abilities (-0.1 second per **Attribute Point** invested (-1 second from all abilities on **level 10 Intellect**)) while also provides additional **Wisdom** skill boost by 1%

Charm: Passively oriented tree with boosts to the main character's perception of the game world and its inhabitants. Directly affects dialogue and diplomacy skills while increasing the chance of buying/selling prices from vendors (10% per attribute point + 5% for every additional perk point gained), highlights several NPC's personality traits and dispositions along with it increasing the chance of the main character's discovery or understanding in contextual information, spread across NPC's, books, journals and different environmental clues, and increases the chance of the **Speech** skill.

Fortune: Passive and Aggressive focused tree that determines how overall lucky the main character is. It boosts the detection and pathfinding skills while highlighting hidden wealth/chests/treasures in a 3-mile radius located anywhere in the environment. In combat, it affects Critical Hit Chance and Damage (10% Crit Chance per attribute point + 2.5% Critical Hit Damage per perk point afterwards).

4.2 Starting out – The Journey

The main character (preset) will begin with a value of 1 in each attribute by default (and a 10% default value to each skill that raises to an extra 10% per attribute point (max attribute value: 10) and an additional 1% for each skill point invested).The main character will have 20 attribute points available to distribute in total between these 6 attributes. Focusing on a specific playstyle will be highly encouraged so that the character has obvious strengths and weaknesses but the option of an average build at start will also be viable but less efficient (Jack of all trades).

The Maximum level is <u>25</u>, where <u>5</u> **Attribute Points** (every 5 levels) will be awarded.

(level 5, level 10, level 15, level 20, level 25). Each level will also award the player with 15 **skill points** (to be distributed between the **8** available skills) and **1 perk point to invest or keep for later**.

The default values in which the main character will begin is 100HP (Health Points), 100SP (Stamina Points),. There is no resource cost for using abilities, however, increasing the **Intelligence** attribute and choosing the right perks increases their efficiency and decreases their cooldown.

Underneath the 6 main attributes, a sub-system of **Perks** and **Skills** that correspond to each attribute will also be implemented in which the player will have the option to further enhance their roleplaying aspect by carefully picking which of these perks/skills will be the most prominent and which will be left behind. Each perk can be further improved by increasing their **tiers** if the player chooses to do so. In order for the player to unlock high level perks, they have to first invest to the corresponding rank of the right **Attribute**.

The Skill Check **cap is up to <u>150%</u>.** When the cap is reached, then the player receives that percentage as additional XP points. When all thresholds have been hit, the player is no longer awarded with attribute/skill/perk points and instead receives that amount as currency.(units)

4.3 Perks List

Perks affected from the main Attributes:

Vigor

Tier 1

(Attribute Requirement Level: 1) Pack Rat: (Increases additional Carry Weight Capacity by 10 points per attribute point and an additional 5 points per perk point – cap 200 KG). The character can carry extra items in their inventory and Heavy Guns (Pump Action Shotgun, Carlson's Repeater) and Armor weigh lighter.

Tier 2

Further increases the Carry Weight Capacity by 20 points and all heavy Armor and Guns weigh even lighter.

Tier 3

Increases Carry Weight Capacity by 50 points and Heavy Guns and Armor now are even lighter. If the main character wears Heavy armor exclusively (set) then the overall armor stat is being increased by an additional 20%.

Tier 1

(Attribute Requirement Level: 2) Bandit: Increases additional Melee Damage by 10 points (+10points per attribute point and an additional 5 points per perk point – cap 300 extra damage points). The main character gains additional melee damage against all opponents.

Tier 2

Increases additional Melee Damage to all opponents by 25 points and has a 15% chance to critically would an opponent (finisher) below 25% health.

Tier 3

Increases additional Melee Damage to all opponents by 75 points per target and has an increased 25% chance to critically wound an opponent (finisher) below 35% health

Tier 1

(Attribute Requirement Level: 3) Heavy Framed: Increases the main character's manoeuvrability when wearing Heavy Armor and costs less stamina (10% per attribute point plus 5% reduction per perk point – cap 100%) to run with one by 10%.

Tier 2

Further reduces stamina cost when wearing Heavy Armor by 30% and are able to move faster and sleeker when attacking with Heavy Guns.

Tier 3

Reduces all penalties induced by wearing Heavy Armor (when wearing a set) while stamina cost is further reduced to 50% and the wearer gains an additional 50 armor per Heavy Armor piece equipped.

Tier 1

(Attribute Requirement Level: 4) Shielded: The main character increases their efficiency with their shield prosthetic and is able to block all upcoming projectiles for the next 3 seconds.

Tier 2

In addition to the previous ranks bonuses, the main character also gains a 15% movement boost for the duration of the shield's cooldown.

Tier 1

(Attribute Requirement Level: 5) Entrenched: The main character increases their Damage Resistance from all sources by 35% for 7 seconds when remaining in one place during combat. (25 second cooldown).

Tier 2

The main character increases their Damage Resistance from all sources by a 50% for 8 seconds when remaining in one place during combat. (25 second cooldown).

Tier 1

(Attribute Requirement Level: 6) Supreme Stomach: The main character is able to restore an additional 15 points of health per second for 3 seconds when consuming food and drink items (10 second cooldown per item use)

Tier 2

The main character is able to restore an additional 30 points of health per second for 5 seconds when consuming food and drink items and their maximum health points will increase for an extra 100 hit points (15 second cooldown per item use)

Tier 3

The main character is able to restore *instantly* 50 points of health and an additional 20 points per second for 8 seconds while providing 150 extra hit points (7 second cooldown per item use)

Tier 1

(Attribute Requirement Level: 7) INDESTRUCTIBLE! The main character gains a 25% chance of avoiding limb damage and crippling effect during combat

Tier 2

Further increases the chance of avoiding limb damage and crippling effect by 35% during combat while restoring stamina passively for 1HP point per second when out of combat

Tier 3

Further increases the chance of avoiding limb damage and crippling effect by 50% during combat while restoring Stamina and HP passively for 3 points per second when out of combat

Tier 1

(Attribute Requirement Level: 8) SEEIN' RED: When the main character drops below 20% HP he gains an extra 100% armor and extra Melee Damage for 7 seconds to all enemies.

Tier 2

Additionally, to the 100% armor and Melee Damage increase, main character has increased stamina regeneration by 50% and cannot be staggered during combat.

Tier 1

(Attribute Requirement Level: 9) DomiNATION: If the main character kills 3 enemies in rapid succession without getting hit during combat, they enter the state of "DomiNATION" where each additional kill restores 4% of their maximum HP and Stamina

Tier 2

If the main character kills 3 enemies in rapid succession without getting hit during combat, they enter the state of "DomiNATION" where each additional kill restores 8% of their maximum HP and Stamina

Tier 1

(Attribute Requirement Level: 10) BOOgeyman: When the main character enters combat, for the next 40 seconds (100 second cooldown),they gain a bonus 20% increased movement speed, 150 points of additional armor and an extra 50 points of bonus damage and ignores 70% of armor to all enemies in the area. They gain the "Terrorize" buff which causes all enemies in close proximity (10-meter radius) to flee for 4 seconds before re-engaging in combat (60 second cooldown).

Dexterity

Tier 1

(Attribute Requirement Level: 1) Catlike: Increases movement speed by 10% and evasion by 5%

Tier 2

Further increases movement speed by 15% and evasion by 8% while decreasing fall damage by 50%.

Tier 3

Increases movement speed by 25% and evasion by 15% while removing fall damage entirely

Tier 1

(Attribute Requirement Level: 2) <u>Eagle Eyed:</u> The main character has the ability to mark all enemies ahead (25 meters) and can move more silently

Tier 2

The marking radius is increased to 35 meters while the main character is able to view possible weak spots by pointing their gun/focusing on them.

Tier 3

The marking radius is increased to 50 meters, all weak spots are automatically highlighted, and for every stealth kill the character succeeds undetected, they gain a burst of 40% movement speed for 3 seconds (10 seconds cooldown)

Tier 1

(Attribute Requirement Level: 3) <u>Infiltrator:</u> The main character gains the ability to disguise themselves (effective cloaking) as the enemy for 60 seconds where all enemies remain friendly until that cloak breaks (120 second cooldown)

Tier 2

The effective cloaking ability recharges faster (90 second cooldown)

Tier 3

The effective cloaking ability recharges even faster (70) second cooldown and for every successful kill while cloaked, the duration extends by 15 seconds (120 seconds maximum cap).

Tier 1

(Attribute Requirement Level: 4) <u>Rogue:</u> The main character gains the ability to walk past enemy traps and mechanisms unharmed and undetected.

Tier 2

The main character is able to disarm enemy traps and mines and acquire them in their inventory. Additionally, they can break these traps down and gain raw materials.

Tier 1

(Attribute Requirement Level: 5) <u>Lightweight:</u> The main character has 25% increased armor if they are wearing a light armor set.

Tier 2

The main character has 50% increased armor if they are wearing a light armor set and muffles their movement to any type of terrain.

Tier 1

(Attribute Requirement Level: 6) <u>Night Lover:</u> The main character gains a permanent 30% boost to evasion during nighttime.

Tier 2

Along with the 30% boost to evasion, during nighttime the main character gains the ability to see in the dark and increases their damage output by 15%

Tier 3

In addition to previous bonuses, the main character can regenerate 2% of their missing health every 3 seconds

Tier 1

(Attribute Requirement Level: 7) <u>Serpent's Embrace:</u> The main character gains the ability to dip their melee weapons in poison, damaging enemies for (5% of their maximum health each second for 5 seconds).

Tier 2

The poison duration is now twice more effective and damages enemies for (10% of their maximum health each second for 10 seconds).

Tier 3

The poison effect is even stronger, damaging enemies for (20% of their maximum health each second) and remains permanent until the selected target is killed.

Tier 1

(Attribute Requirement Level: 8) Silent Touch: The main character is able to reload, pickpocket, picklock and take down targets silently much faster

Tier 2

Along with the previous bonuses, the main character is also able to plant a bomb, mine or explosive device in unaware enemies' pockets.

Tier 1

(Attribute Requirement Level: 9) Scale Trooper: The main character gains access to the Scale Tool which enables passage to higher grounds and vantage points

Tier 2

In addition to the previous bonuses the main character gains the ability to take down unaware enemies with the Scale Tool or draw them closer to them.

Tier 1

(Attribute Requirement Level: 10) Ninja: The main character gains access to throwable knives and stilettos that have the ability to bypass enemy armor entirely and poison them until their target is dead. For enemies with higher armor than others, the knives and stilettos deal an additional 100% damage. If the main character is undetected, then the throwable knives and stilettos on headshot damage kill instantly.

Reflexes

Tier 1

(Attribute Requirement Level: 1) Gunslinger: Increases damage dealt by 10% and reloading speed by 12% with all gun-based weapons.

Tier 2

Further increases damage dealt by 25% and reloading speed by 20% along with the ability to scavenge more bullets from fallen enemies during combat.

Tier 3

Further increases damage dealt by 35%, reloading speed by 25% and applies a critical chance of 15% per successful headshot.

Tier 1

(Attribute Requirement Level: 2) Desperado: The main character gains the ability to slow down time for 3.5 seconds upon entering combat, increasing his accuracy by 10% and the chance (25%) to dismember enemies.

Tier 2

Further extends the duration to slow time to 5 seconds.

Tier 3

For every enemy killed while the "Desperado" ability is active, headshot damage is increased to 100% and the timer is refreshed after consecutive kills.

Tier 1

(Attribute Requirement Level: 3) Mr Shanks: The main character deals 20% more damage with all bladed-melee type weapons along with an extra 15% critical hit chance and damage when they damage enemies from behind.

Tier 2

When the main character kills someone from behind, they make no noise.

Tier 3

When killing someone from behind, the main character is able to automatically loot the enemy.

Tier 1

(Attribute Requirement Level: 4) Bladedancer: The main character gains the ability to whirl their blade for 4 seconds, damaging all enemies in the immediate radius and applying the bleeding debuff, damaging enemies for 9HP per second for 10 seconds (3 second duration - 15 second cooldown).

Tier 2

Increases the damage of the bleeding debuff to 25 HP per second for 10 seconds while for every enemy killed by said effect, the whirl ability extends its duration by 1.5 seconds.

Tier 1

(Attribute Requirement Level: 5) BOWlicious: The main character has an increased damage output of 50% with bows while reloading speed is increased by an additional 30%

Tier 2

Further to the previous rank's bonuses, all bows have an increased damage output of 110% and when fired from stealth, they take down enemies silently.

Tier 3

The main character gains the ability to pick up incoming arrows and projectiles and throw them back to the attacker.

Tier 1

(Attribute Requirement Level: 6) BOW Down!: The main character gains the ability to move faster while aiming down the sights of any bow and increases their accuracy by 25%.

Tier 2

In addition to the previous rank, the main character can now aim for specific body parts that impair enemy movement and accuracy and causing them to take 25% increased damage from all sources for 7 seconds (15 second cooldown).

Tier 1

(Attribute Requirement Level: 7) Reckless Landing: The main character gains the ability to jump off of higher ground on top of an enemy and instantly kill them when

equipped with any bladed-type melee weapon causing any nearby enemies to flee in terror for 1.5 seconds.

Tier 2

The terror duration is increased to 3 seconds and enemies take 30% increased damage for the next 6 seconds (30 second cooldown).

Tier 1

(Attribute Requirement Level: 8) Major Leagues: The main character gains the ability to swing their melee weapon and send enemies flying! (3 second cooldown).

Tier 2

The "Major Leagues" ability has no cooldown, and the main character gains an invulnerability status for the next 3 seconds during combat.

Tier 1

(Attribute Requirement Level: 9) Bloodthirsty: When the main character kills a target during combat he/she gains the "Bloodthirsty" ability which increases their damage by 25% and an additional 10% for any enemy killed for the next 3.5 seconds (stacks up to 4 times and has a cooldown of 30 seconds).

Tier 2

In addition to the previous rank, the main character is able to restore 15% of their maximum health for any successful kill in rapid succession (3 second duration).

Tier 1

(Attribute Requirement Level: 10) Blademaster: The main character has a guaranteed chance to apply bleeding to every enemy in the area for the next 10 seconds and gains a 35% increased damage (60 second cooldown). For every enemy killed during that time, his/her attack speed increases to 60% and every enemy in the area has a 20% reduction in their overall armor.

Intellect

Tier 1

(Attribute Requirement Level: 1) Outdoorsman: Grants the main character an extra 5% XP points from all sources (quests, new location discoveries, kills, dialogue/skill check passes).

Tier 2

Further increases XP gain from all sources to 12% and provides the main character with a higher discovery radius (from 5 meters to 15 meters).

Tier 3

Additionally to the bonuses provided by the previous ranks, the main character gains 50 XP points for every book, journal and letter read.

Tier 1

(Attribute Requirement Level: 2) Genius: The main character gains a 15% additional XP gain from all quest type rewards

Tier 2

Further increases XP gain by 20% from all quest type rewards and the main character has a 10% chance to receive double the amount of units on quest completion.

Tier 1

(Attribute Requirement Level: 3) Well Mannered: Unlocks the ability to receive extra crucial information (hidden locations) from NPCs that have a polite **Disposition** towards the main character.

Tier 2

Further to the previous rank's bonuses, the character will now receive a boost to the **Speech** Skill by 20% for the next 60 minutes (120 minutes cooldown).

Tier 1

(Attribute Requirement Level: 4) <u>Lunar Dash:</u> Upon learning the **Lunar Dash** ability, the main character is able to dash forward or backwards (can be used in and out of combat) (5 second cooldown).

Tier 2

Along with the previous rank's bonuses, the main character's **Lunar Dash** cooldown is halved (2.5 second) cooldown.

Tier 1

(Attribute Requirement Level: 5) <u>Lunar Defenses:</u> When the main character's **Lunar Dash** is used during combat, it provides him with 15 points of additional armor.

Tier 2

Further to the previous rank's bonuses, the main character gains 25 points of additional armor and 10% boost to movement speed during combat.

Tier 3

Additionally to the previous rank's bonuses, the main character has 35 points of additional armor, 15 boost to movement speed during combat and increased resistances from all sources by 25% for 3 seconds (10 second cooldown).

Tier 1

(Attribute Requirement Level: 6) <u>Body and Mind:</u> The main character gains 25% more XP for each enemy killed instantly (1-hit) during combat.

Tier 2

In addition to the previous rank, the main character can regenerate 15 Stamina Points per second for 5 seconds (15 seconds cooldown).

Tier 1

(Attribute Requirement Level: 7) <u>Combat Physician</u> The main character gains the ability to heal himself 50% more effectively while slowly restoring any crippling effects from limbs during combat.

Tier 2

Further to the bonuses above, the main character can now restore 25% of his used stamina instantly when killing an enemy during combat (7 seconds cooldown).

Tier 1

(Attribute Requirement Level: 8) Intergalactic Phantom: The main character gains the ability to become invulnerable for the next 5 seconds during combat (25 seconds cooldown)

Tier 2

In addition to the previous rank, while the main character is in the "Invulnerable" state, each kill grants them 50 extra points of XP and extends the duration of "Intergalactic Phantom" by 0.5 seconds.

Tier 1

(Attribute Requirement Level: 9) Severance: The main character gains the ability to use his prosthetic sword and slash through enemies killing them instantly.

Tier 2

In addition to the previous rank, the main character is now able to chain 3 additional kills with his prosthetic sword instantly, and for every enemy killed they are able to automatically loot the fallen opponent.

Tier 1

(Attribute Requirement Level: 10) Hela's Wrath: The main character gains the ability of "Hela's Wrath". While active for the next 10 seconds (60 seconds cooldown), the main character gains 50% more attack speed, 50% more damage against all opponents during combat and for every fallen opponent while under this effect, the main character is able to restore 25HP. If the main character has managed to kill all enemies in the area while using "Hela's Wrath" then the cooldown of this ability is halved (from 60 seconds to 30 seconds).

Charm

Tier 1

(Attribute Requirement Level: 1) Diplomat: Increases the possibility to pass a dialogue check by 10% while providing the main character with the NPC's **Disposition** and attitude through observation of their facial expressions.

Tier 2

Further increases the ability to pass a dialogue check by 15% while providing more clues about an NPC's **Disposition** and personality.

Tier 3

The ability to now pass a dialogue check is a lot more possible, boosting the chance of succession to 25% while the entire personality and **Disposition** is being displayed with all characteristics of an NPC highlighted.

Tier 1

(Attribute Requirement Level: 2) Roaming Trader: Increases the selling prices by 10% to any vendor NPC and reduces the cost of buying any items by 10%.

Tier 2

Further the selling prices by 25% to any vendor NPC and decreases the buying price of any items by 25%

Tier 3

Increases the selling prices by 50% to any vendor NPC and decreases the buying price of any items by 50% while also allowing all vendors to carry an additional 5000 units.

Tier 1

(Attribute Requirement Level: 3) Opportunist: When the main character is able to successfully identify an NPC's **Disposition,** they are able to demand more units than the initially agreed payout and grants then 5% more XP and units earned (this only applies to Vendor, Side Quest and Main Quest NPCs).

Tier 2

Further increases the payout in units and XP earned to an additional 10% by successfully identifying an NPC's **Disposition**.

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Tier 3

Significantly boosts the payout in units and XP earned to an additional 25% by successfully identifying an NPC's **Disposition** and adds the "Shakedown" dialogue option. By selecting this option the character has a 30% chance (can be further improved by investing more points to the **Charm** Attribute) to forcibly extract a bonus of 50% additional units payout. *If the main character succeeds, they also are awarded with a bonus of 100 XP points. If they fail however, the NPC will remember their actions and permanently increase the buying prices specifically for them by 200% (This outcome is irreversible).*

Tier 1

(Attribute Requirement Level: 4) Imposing Presence: The main character's **Attribute Checks** have a 25% chance of being more successful during dialogue

Tier 2

The main character's **Attribute Checks** are now 50% more likely to be successful during dialogue and 100% guaranteed in the open world interactions.

Tier 1

(Attribute Requirement Level: 5) Sweet Talker: The main character increases their damage output by 10% during combat and 30% during dialogue to the opposite sex.

Tier 2

Further increases the main character's damage output by 25% during combat and 50% during dialogue to the opposite sex

Tier 1

(Attribute Requirement Level: 6) Lying Bastard: The main character has a higher chance to convince an NPC (**Lie**) by 30% during dialogue. *If the main character fails while lying, combat will ensue. If they are successful in combat, the main character gains a bonus of 30 points of XP. (Additional **Attribute Points** in Charm can raise the chance of a successful **Lie** action).*

Tier 2

Further increases the chance of lying successfully to an NPC by 50% during dialogue and grants the player with 100 points of XP.

Tier 1

(Attribute Requirement Level: 7) Master Negotiator: The main character gains a 30% increased chance to exploit any personality weaknesses highlighted to an NPC during a **Disposition** interaction and is able to (**Promise**) their way out of paying the full amount of an item for 15 in game days (30% reduction in price). *If the main character does not fulfil their purchase in these 15 in game days, then the vendor will not interact with the main character until the full price has been paid twice (Additional **Attribute Points** in Charm can raise the chance of a successful **Promise** action).*

Tier 1

(Attribute Requirement Level: 8) Animal Charmer: The main character gains the ability to charm animals around him and have them as companions.

Tier 2

Additionally, the main character can charm wildlife animals that would be otherwise dangerous to them and can be used during combat encounters *(The wildlife animals will need to be on the same level or lower as the character in order to become companions).*

Tier 1

(Attribute Requirement Level: 9) Master Fellonist: The main character is able to (**Bribe)** the authorities when they perform an action of illegal nature.

Tier 2

If the main character is now also able to (**Bribe**) the authorities up to 3 times of being caught and can reduce the amount of attention they get when they perform an illegal action

Tier 1

(Attribute Requirement Level: 10) Cult Figure: The main character gains an extra 5 points to all dialogue-based skills. Additionally, for every successful dialogue option, **Attribute Check**, or Skill check, the main character is awarded with the "**Famous"** Status that can be applied to multiple planets-areas. When the "Famous" Status is active, NPCs on the street will recognize the player and make a remark on their travels, heroic feats and other gestures. They will gain free items given by

vendors (weapons, armor, units) while authorities will turn a blind eye to any and all illegal actions that the main character commits, permanently.

Fortune

Tier 1

(Attribute Requirement Level: 1) Looter: Increases the probability of finding extra ammunition or weapons on fallen opponents or containers by 30%

Tier 2

Further increases the probability of finding extra ammunition or weapons on fallen opponents or containers by 50%.

Tier 3

In addition to the previous rank's bonuses, the main character has now a 30% chance to find an extra valuable item in a fallen opponent's pockets.

Tier 1

(Attribute Requirement Level: 2) Striker: Increases the main character's accuracy with any ranged weapon by 20%

Tier 2

Further increases the main character's accuracy by 30% and highlights weak points on enemies that damage them for an extra 30% critical damage.

Tier 3

The accuracy of all ranged weapons has increased to 50% and weak spot critical damage is now 60% more powerful. Headshots also have a 50% chance to instantly kill a target.

Tier 1

(Attribute Requirement Level: 3) Amped Up!: When the main character uses a melee weapon while undetected, the damage dealt by the player is x2 times more powerful than normal.

Tier 2

Further increases the damage dealt by the player if undetected by x 3 times while giving the main character the option to carry the body of a fallen combatant faster.

Tier 3

For every enemy killed while undetected, the main character gains the "Demon" buff that for the next 5 seconds all critical hit chance and damage are being doubled (5 second cooldown).

Tier 1

(Attribute Requirement Level: 4) Vicious Stance: The main character unlocks the "Vicious Stance" ability (toggle) that increases critical damage by 25% on all targets at the cost of Stamina Points (-8SP per second) (toggle).

Tier 2

Increases the "Vicious Stance" critical damage by 50% and ignores the armor of all targets by 25% while the SP cost is halved (-4SP per second).

Tier 1

(Attribute Requirement Level: 5) Evasive Target: The main character gains the ability to increase their evasion during combat by (45%) and heal themselves passively for 10HP and Stamina per second for 7 seconds (7 seconds cooldown)

Tier 2

Further increases the main character's evasion by 70% while the passive HP and Stamina gain is doubled (20HP – Stamina per second for 7 seconds).

Tier 1

(Attribute Requirement Level: 6) Weak Point Exposure: The main character gains 50% critical chance and 50% critical damage when they target weak points and unaware targets

Tier 2

Additionally to the bonuses of the previous rank, the main character gains the ability to (**Hide**) and become invisible for 8 seconds at the cost of 30 Stamina Points per second (toggle).

Tier 1

(Attribute Requirement Level: 7) Avarice: The main character unlocks the ability to highlight any hidden wealth scattered throughout the world (chests, treasure chests, valuables, additional units on fallen opponents).

Tier 1

(Attribute Requirement Level: 8) Brutalise: The main character unlocks the ability to lethally take town targets with brutal attacks against opponents and permanently grants them 30% critical chance and 40% critical strike damage against opponents with less than 50% HP.

Tier 2

In addition to the above, when enemies witness one of their own being "Brutalised" at the hands of the player, they become terrified for the next 2 seconds (15 second cooldown).

Tier 1

(Attribute Requirement Level: 9) Assassin's Mark: The main character unlocks the ability to place a "mark of death" against their enemies that lower their defences by 50% for 8 seconds (15 seconds cooldown) and they deal an extra 25% critical hit damage for every "marked" opponent. If enemies are killed while the mark is active, the ability's cooldown refreshes and is ready to be used again

Tier 2

Additionally to the above, the mark now lasts for 15 seconds instead and critical hit damage against all "marked" opponents is increased to 40%

Tier 1

(Attribute Requirement Level: 10) Mirage: For the next 15 seconds the main character unlocks the "Mirage" ability that increases their critical strike chance and

damage by 100% when enemies are below 50% HP. Upon re-activating this ability the main character cleanses all negative effects on them and gains an additional 50% evasion and Stamina regeneration (60 second cooldown). For every enemy killed while the "Mirage" ability is activated a second time, the main character gains guaranteed 100% critical strike damage based on the number of enemies fallen at the time (If 4 enemies died during Mirage, then 4 guaranteed 100% critical strikes are being provided).

4.4 Skill Checks

Skill Checks can be utilised during dialogue and while exploring the open world. Their default values are 10% and during character creation the player has the option to tag 3 skills of their choice (1 at a time) that raises their value to 20% per 1 tag. For example if **lockpicking** starts at 10% by tagging this skill it raises its value to 20%.

After character creation, the player will receive 15 points to distribute to each skill available to them and the cap for these skills is a value of 100%

The Skill Checks available are:

Picklock: The ability to unlock doors, chests, safes while also opening different pathways during a mission. Thresholds apply to 25% - 50% - 75%- 100% with each threshold corresponding to **easy, medium, hard, very hard**

Speech: The ability to resolve different encounters non-violently and pursue a more peaceful solution. If speech checks are successful, in certain scenarios the character will receive additional XP and units rewards. Thresholds apply to 25% - 50% - 75%-100% with each threshold corresponding to **easy, medium, hard, very hard**

Explosives Expertise: A skill that increases proficiency with any kind of explosives available in the world. The higher the percentage, the more options will become available to the player to both dialogue and combat. With high enough percentage value, this skill can also blow-up open doors, safes, and chests. Thresholds apply to

25% - 50% - 75%- 100% with each threshold corresponding to **easy, medium, hard, very hard**

Small Arms: Increases proficiency with smaller weapon types such as **Nathan's Sword, Sharpened Dagger**. Each threshold of 25% increases the damage dealt with these weapons by 25 points of damage. With a maxed-out value of 100% the additional damage on top results in 100 points of extra damage (flat).

Heavy Weapons: Increases proficiency with heavy weapon types such as **Pump Action Shotgun, Carlson's Repeater**. Each threshold of 25% increases the damage dealt with these weapons by 25 points of damage. With a maxed-out value of 100% the additional damage on top results in 100 points of extra damage (flat).

Godlike Speed: Increases the reloading speed with any weapons that require ammunition such as **guns**, and **bows (Bow, Magnum MKII, 5x Scoped Carbine Rifle).** Each threshold of 25% increases the reloading speed of said weapons by 15% each time a threshold value of 25% is reached (15% increase on 25%, 30% increase on 50%, 45% increase on 75% and 60% increase at 100%).

Throwing Mastery: For every 25% achieved in the "Throwing Mastery" skill, the character gains the skill to throw more objects at once (**daggers, stilettos**). At 25% mastery they can throw one object, at 50% two, at 75% 3 and at 100% 4 objects at once.

Wisdom: This skill unlocks the potential of all abilities to randomly refresh instantly, gaining the titles: (25% - Above Average– 50% Clever- 75% Observant– 100% Know-It-All). For each rank of wisdom achieved the character ends up gaining a 25% refund on all his abilities that are on cooldown. Additionally, Wisdom can also be used during dialogue to highlight how wise the player is. Thresholds apply to 25% - 50% - 75%- 100% with each threshold corresponding to **easy, medium, hard, very hard** during conversation. If the required skill checks are passed, the character gains (Easy – 25% - Medium – 50% - Hard – 75% - Very Hard – 100%) more experience points.

4.5 Attribute Checks: Main Attributes Usage During Conversation – Open World

Depending on the points invested in each attribute, the player will also have a choice to use these attributes effectively during dialogue or other Open World activities.

Vigor: If the player has a Vigor Attribute value of 7 points or higher (the character is considered fearsome and big in size causing NPC's to be terrified of their presence), they will be able during conversation to *intimidate* NPC's and get their desired outcome without needing the necessary skills. They will also be able to kick down open doors.

Dexterity: If the player has a Dexterity Attribute value of 7 points or higher (the character is considered to be well-versed in combat effectively causing the NPC's to not want to get in the player's way), they will be able during conversation to use *Deftness* against an NPC's and get their desired outcome without needing the necessary skills. They will also be able to use *Deftness* to use a sleeping dart against targets and continue through unnoticed.

Reflexes: If the player has a Reflexes Attribute value of 7 points or higher (the character is considered to be very fast in combat effectively causing the NPC's struggle keeping track of where the player is at any given time), they will be able during conversation to use *Invisible Strikes* to terrorize NPCs and get their desired outcome without needing the necessary skills. They also gain the *Acrobatics* (passive) skill to reach higher areas that would otherwise be inaccessible.

Intellect: If the player has an Intellect Attribute value of 7 points or higher, during open world exploration they can highlight or create new paths to reach their goals with the use of magic while in conversation, they can outwit an NPC's argument by using logic and reason. They can also invoke the *Observation* skill to diffuse any possible combat encounters that may take place.

Charm: If the player has a Charm Attribute value of 7 points or higher, during open world exploration they can ask other NPC's for directions and information hidden throughout secret paths. They can also use *Haggling* when they speak to a vendor NPC and can get a permanent discount of 15% on all items.

Fortune: If the player has a Fortune Attribute value of 7 points or higher, during open world exploration, they can "stumble" upon valuables and generate more units as a reward that otherwise would not be there in the first place. During dialogue they can

also use _Lucky_, which enables them to get out of a dicey situation by unveiling extra information based on an NPC's **Disposition.**

4.6 Disposition Traits and NPC Behaviour – Characteristics

When the player character enters conversation with another NPC, they will be able to understand what kind of personality the NPC they are talking to is possessed by. Small pieces of information will be given to the player through dialogue such as, hints in the tone of the NPC's voice, their facial expression, and their body language.

The 4 main Disposition Traits are:

Neutral: When an NPC is talking to the player, and their facial movement is portrayed by simple expressions and natural animations, if the player chooses the right Disposition Trait then this will result in the NPC liking the player's personality and awarding them with more XP

Indifferent: If an NPC is talking to the player character and does not exhibit any obvious behaviour, with no movement of his hands and a still facial expression then the player will be able to deduce that this NPC is indifferent. By choosing the right dialogue option, the NPC will react with a little bit more enthusiasm and award the player with extra information/possibilities to enter a level.

Rude: Aggressive in nature NPC's will directly antagonize the player character in every dialogue option and response with intense facial expression and a confronting body posture. If the player character sees through this and chooses the right option (Neutral) then the NPC will calm down and recognize that the player is in power, apologising and granting the player with extra XP.

Polite: Polite NPC's will readily try to help the player and guide them through any questions and problems. They are polite in nature and will try to be as helpful as possible. This can be observed by the open hand gesture and posture while exhibiting excitement to be of service. If the player character chooses the right dialogue option (Polite) then they will be awarded with extra XP and other material rewards.

4.7 User Interface and Widget Screen Locations

The ideology of the User Interface is one that embraces minimalism. When outside of combat scenarios, players tend to prefer their screen free of unnecessary information by using a fade-styled mechanic, where elements like health bar, action bar and compass are hidden.

Top Left: Health bar with numbers displaying the current amount of Health available/missing

Underneath the Health bar an experience bar, thin and as long as the health bar displaying how much experience points have been gained and providing the player with a visual representation of how much is left until the next level can be achieved. When not in combat, with a delay of 5 seconds, these bars will disappear.

Bottom Center: The abilities gained throughout levelling. This will be in a grid like view of a 9x9 and the option of additional bars stacked on top of one another, with a maximum of 3 stacks will be made available. When not in combat, these bars will disappear from the screen.

Bottom Left: Minimap that will remain persistent out of combat in order to provide a sense of direction to the player. While in combat, enemies in the area will be highlighted in red circles when close to the player (2-metre radius).

Combat System and Enemies (Peter Stuart)

Details of Combat System

Overview of Combat System

The combat system is based around a sword and shield duality at its core. The player will gain the ability to use ranged weaponry and projectiles but they will diminish and run out of ammo.

Below is an example of how close quarters combat works using a number to represent the effectiveness of each attack. In a calculation of damage, this number will be multiplied by the rest of the equation. Each attack will have an advantage against each type of enemy stance. This will reduce player button spamming and create a much more tactical flow to their swordplay.

		Enemy State			
		Idle	Attacking	Blocking	Jumping
Player Action	Light Attack	1	1.5	0.5	1
	Heavy Attack	2	3	1	1
	Jump Stab	1	1	1.5	2
	Slide Slice	0.5	1	2	0

		Player State			
		Idle	Attacking	Shielding	Jumping
Enemy Action	Light Attack	1	1.5	0.5	1
	Heavy Attack	2	3	1	1
	Jump Stab	1	1	1	2
	Slide Slice	1	1	2	0

Combat Initiation

How combat is initiated

Combat between a player and an enemy is triggered:
- When the player enters their sight radius
- When the enemy is hit by the player
- The player loudly attacks their ally in the near vicinity

Combat Mode

When a player wishes to enter combat or has been detected then they will be put into *combat mode*. *Combat mode* is identifiable by the riveting music playing and the display of the enemy they are attacking HP bar in their HUD.

Ways *combat mode* can be exited:

- Player is defeated
- Player defeats enemy/enemies
- Player runs far enough away from the enemy
- Player finds cover and moves to a place the enemy cannot see

The Spark and its link to progression system within combat

The Spark is a chip that is implanted in the player and it acts as a levelling system. Upon levelling up, the player can upgrade their abilities in a variety of areas. Therefore, this will be used to create a progression system that allows the player to wield new weapons as they advance through the story.

Along with being able to wield more powerful weapons as they progress, the player will also be able to perform an array of differing moves with said upgraded weapons. **The Spark** will give the player the option to improve their knowhow with weapons to a point where they can use them in differing ways. For example, a player will be able to craft sticky grenades, which can affect their combat strategies, by learning the grenade crafter skill through **the spark**.

Arm Prosthetics

The arm prosthetics that the player is given at the start of the game set them up for the many combat scenarios in future. The sword and shield acts as the yin and yang that the player must be aware of. They can only use either the shield or the sword at any given time so they must choose tactically if they want to be in attack or defence mode.

Sword

The sword attachment can be used to light attack or heavy attack enemies. It can be seen as an unbreakable melee weapon. It can be used to quickly dispatch enemies through rapid swipes and light attacks. Alternatively the player can focus their energy into heavy attacks and jump stabs to bring their opponents down in a crushing manner.

Shield

The shield is the protagonist's other option in terms of unbreakable close quarters tools. The shield offers unmatched defensive abilities when out in a combat heavy environment. However, its prowess is held back by its limited timed use.

Varied combat scenarios and how tactical choice is created

Environment and Stealth

The use of cleverly placed pieces of debris, vehicles, and buildings will give the player a method to show off their stealth. Using cover will make the player almost invulnerable to enemy fire, depending on the cover's height, width, and material.

If a player successfully manages to use cover to evade an enemy's eyeline then they can sneak up on them and use their sword to kill them instantly.

Most levels will be designed to be completed in a guns blazing method or a stealth approach. The player can choose between the two or can mix them both up. Cover will always be supplied in some form to allow for the stealth method to be undertaken.

Environment and Combat

The use of cover can also greatly help the "wait and snipe player". The cover can be used to peep around and aim down before returning to the safety of it. As well as cover, the environment can lead this type of player to high ground where they will be able to pick off enemies at a much greater advantage.

The cover can also be used by a "spray and pray player" who wishes to blindly fire their firearm above or around the cover without being able to aim. This is an effective method at not getting damaged, but the damage output can be extremely low with the reduced accuracy of this method.

Damage Calculations

Overview of Damage Equations

To calculate damage taken and given there will be many algorithms at play with the equation variables being directly linked to the stats of both enemies and the player.

The player HP will be presented as a percent ranging from **0-100%**. This will be shown to the player as a whole number from **0-Current Max Health**.

When a player enters combat with an enemy there will be many algorithms carried out to dictate who wins the battle.

The Maths

To calculate the winner of the battle between player and enemy, the following variables will be at play:

Variable	Data type	Effect on combat
PlayerWeaponAttack	Float	Base attack stat for the player
EnemyWeaponAttack	Float	Base attack stat for the enemy
PlayerProjectileAttack	Float	How much the weapon attack needs to be multiplied by depending on projectile type (melee has this set to 1)

EnemyProjectileAttack	Float	How much the weapon attack needs to be multiplied by depending on projectile type (melee has this set to 1)
HitShield	Bool	If the attack hits the shield then the damage will need to be dealt to the shield instead
ShieldEffectiveness	Float	How good the shield is at deflecting bullets without letting any through
PlayerCurrentHealth	Float	What to take the damage dealt away from
EnemyCurrentHealth	Float	What to take the damage dealt away from
PlayerArmourTotal	Float	The total of all player armour defence added together
EnemyArmourTotal	Float	The total of all enemy armour defence added together
EnemyAttackStrength	Float	The base of how powerful every attack the enemy performs is
VigorAttack	Integer	The base of how powerful every attack the player performs is
VigorDefense	Integer	The base of how much resistance they put up to every attack the player suffers
CritChanceBase	Float	Base of critical chance for enemy and player
Fortune	Integer	The increased percent chance of a critical hit
TotalDamage	Float	The result from all the calculations

Below will be the base equation for the player attacking an enemy and an enemy attacking the player

Base Equation for the player attacking an enemy

TotalDamage = 0

TotalDamage = (((PlayerWeaponAttack * PlayerProjectileAttack) * VigorStrength) - (EnemyArmourTotal / 5))

If (d100 < CritChanceBase * Fortune)
{
        TotalDamage = TotalDamage * 5
}

EnemyCurrentHealth = EnemyCurrentHealth - TotalDamage

Base Equation for enemy attacking the player

TotalDamage = 0

TotalDamage = (((EnemyWeaponAttack * EnemyProjectileAttack) * EnemyAttackStrength) - ((PlayerArmourTotal / 5) * VigorDefense))

If (d100 < CritChanceBase)
{
        TotalDamage = TotalDamage * 5
}

If (HitShield == true)
{
   TotalDamage = Total Damage / ShieldEffectiveness
}

PlayerCurrentHealth = PlayerCurrentHealth - TotalDamage

Logical reasoning behind calculation methods used and how to maintain player engagement through progression

The reason for the calculation methods used, is due to the ever changing of the player's and enemies' attributes. The calculations work in such a way that as the player progresses through the game, the fights against enemies take roughly the same time. To make the player feel like the game is getting more challenging, the fights against enemies will slightly increase at a scale unnoticeable between, for example, levels 1-2 but will be clear between levels 1-6.

The algorithm for this increase will use the enemies levels to act as a hidden buffer. This way the player will not realise how the fights take longer but instead feel like the world around them is growing more powerful and more challenging.

The algorithm will simply use the enemy's level in the combat equation to create a gentle increase in fight time by. Just before the enemy's health is taken away their level is taken away from the player's attack. This is a linear equation, so therefore as the game progresses the enemies will always have a slight advantage to always give a challenge to the player. This can be shown by this graph where the red line is the enemy's defence and the blue is the player's defence.
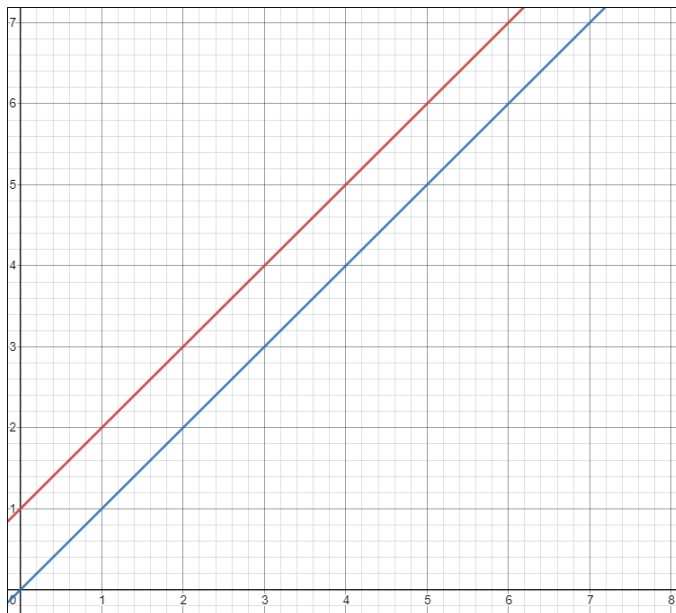
How progression affects variables used in the calculations

When a player reaches a new level they will increase points in attributes such as: Vigor, Reflexes and Fortune. The combat calculations must allow for a change in said stats to make sure the combat time is not drastically affected by the increase in player progression.

How these attributes affect comat can be noted above in the RPG Elements Section. To summarise, the variables of each attribute will directly affect the combat equations and the dynamism of said variables means they will always be accounted for as the player progresses through the game.

Details of Enemies

Overview of Enemies and Taxonomy

The core theory for the enemies is to have an instancing system in place for any non-named or non-boss enemy. The instancing of each enemy will be categorised in a taxonomy to allow the effective use of classes with method and attribute borrowing. For instance, wolves will be an enemy of the player throughout the game as a basic animal with many variations.

The taxonomy of this example wolf (and other animals for reference) can be displayed like:
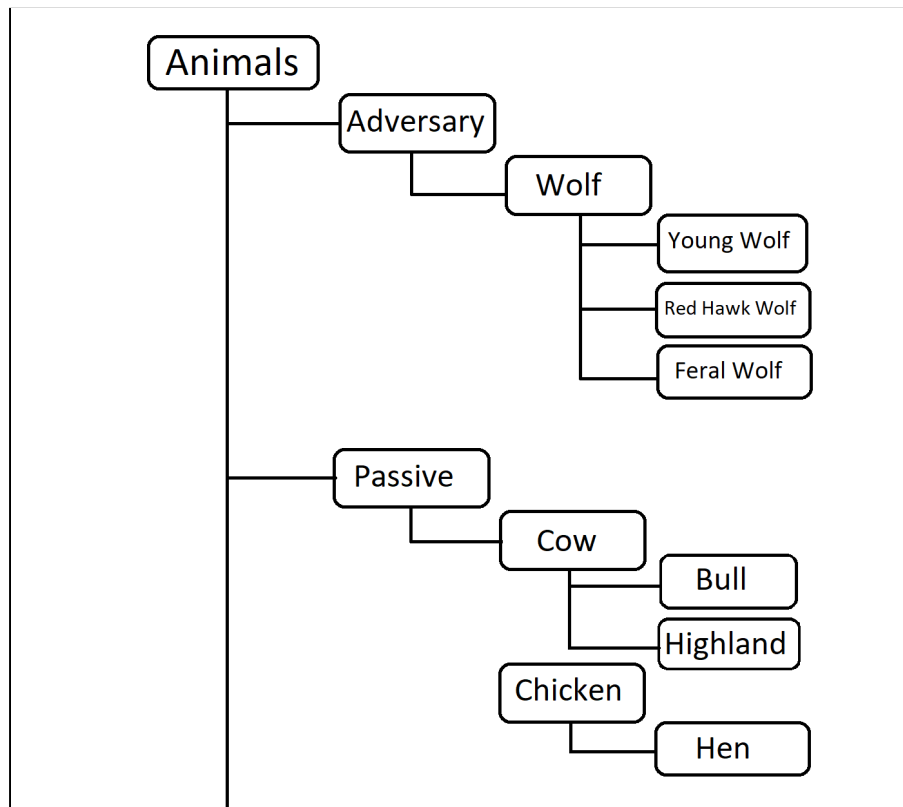
Enemy Variety

Enemies will be scattered throughout the game world. There will be enemies that have a multiplicity of variation and there will also be enemies that are singletons. The multiplicity of enemies will be created by instancing a blueprint of each enemy type. The enemies that fall into the singleton category will be the bosses, named enemies and plot centric enemies.

How variation is created

Enemies that are instanced will need to be varied in appearance, names, and stats to make the player believe that they are fighting characters with purpose, as opposed to nameless hordes of the same skin.

Each enemy will have necessary information that will need to be filled out using random variables created within a set range. For example, a level 5 enemy will have a range of max health between 40-60.

Each enemy will also have some kind of clothing, which could consist of armour, this will be randomly generated for colours and armour stats. The colour will be a hex value on a scale that fits the context (no luminous yellow on a muggy soldier). The armour stats will be on a range similar to the health.

Enemy Taxonomy Detailed

- Human
  - Soldiers
    - Grenadier (specials
      - Grenade thrower
      - Rocketeer
    - Grunt (No fear)
      - Melee only
      - Dual wielder
    - Commander (Tactical)
      - Auto cover-user
      - Sniper
- Animals
  - Wolves
    - Young wolf
    - Red Hawk's wolf
      - Attack wolf
      - Armoured wolf
    - Feral Wolf
      - Infected feral wolf
  - Bear
    - Black bear
      - Kermode bear
    - Brown bear
      - Grizzly bear
      - Kodiak bear
    - Sun bear
  - Cougar
    - Puma
      - Rapid Puma
    - Panther
      - Black Panther
        - Stealthy black panther
      - White Panther
- Frost people
  - The greater Frost person (leader)
  - Frost tacticians (tactical)
    - Ice manipulator
    - Freezer
    - Blizzard caller
  - Frost grunt (no fear)
    - Melee only
    - Dual wielder

Enemy AI

Aggro

When an enemy has been attacked or alerted then they will enter *aggro mode* towards the player. Once in aggro mode the enemy will act a certain way depending on what type of enemy they are.

Human -> Soldier -> Grunt (No fear) -> Dual wielder

This type of enemy will have the aggro pattern of rushing out to the player. The grunt type means that they will show no fear in the face of pain. The dual wielder grunt will specifically use 2 guns of the same kind and spray these at the player until they run out of ammo. Due to the grunt type having no fear, they will then reload these guns out in the open.

Human -> Soldier -> Commander (Tactical) -> Auto cover-user

This type of enemy will have the aggro pattern that means the second they spot the player, they will dive to cover. Once in the cover they will peep out to attack the player sporadically. They will reload behind cover too. Being a more tactical enemy, they will be much harder to defeat and the player may end up losing more health during these battles. The enemy AI will allow the player to shoot very small areas of their body that are not totally hidden behind cover.

Animal -> Cougar -> Panther -> Stealthy black panther

This type of enemy is one that will have a very large detection radius. Once the player has been spotted, the panther will use its speed to hide among the area it is using its stealth. Once it recognises the player has lost it, it will pounce before attempting to run away again.

De-aggro

The way every enemy will de-aggro is the same and will follow the traffic light system of:
Patrol area

This phase is where the enemy will patrol the area that the player was last seen in.
Wary

This phase is where the enemy is on the lookout and acknowledges that the player is still around.
Returning to normal

This phase sees the enemy going back to their spawn point area and forgetting all about the player. During this phase the enemy will regenerate all their health to prevent the player from abusing this de-aggro cycle.

Different Enemy's Fighting Styles

Each enemy will pose the player a distinct new threat.

A sniper will prevent passage and must be dealt with either extremely far away or extremely close range.

A grunt will pose the player a threat to their health and make use of their fast thinking to be able to dodge all bullets until they run out of ammo and are vulnerable.

Mistakes

To give the player a chance in every battle, the enemies will make scripted mistakes. This can include:
- Reloading slowly
- Sticking body parts out of cover unknowingly
- Missing melee attacks
- Aiming out of a sniper for too long, revealing the glare
- Inaccuracy in shooting

Enemy Drops

Their gun
Their armour
The gun's ammo
Animal meat

Enemy Examples

Enemy 1 - Tutorial Wolf

This specific wolf is introduced in the prologue before the player has their arm prosthetics. It will be used as an introduction to ranged combat mechanics. The player will be using a bow to attack the wolf from a distance. The wolf will use patterned attacks so the player is not overwhelmed by its attacks. The fight against this wolf is scripted and the player will always eventually lose this fight.

Name	Wolf	**HP**	10
Taxonomy	Animal	**Attack strength**	1
Faction	None (feral animal)	**Amour strength**	0
Multiple?	Singleton	**Speed**	1

Key Info	Description
Strengths and weaknesses	Long range attacks will stun them
Tactics (AI)	Rushes at the player in a straight line. Poor turning circle. Tries to bite player and hold them down for a damage of 1 per second pinned down
Spawn/Location	Set to one location and cannot respawn.

Drops and rewards	Meat and hide
Variation (if applicable)	N/A

Enemy 2 - Red Hawk's Grunt

Name	Grunt	HP	80+d40
Taxonomy	Human	**Attack strength**	35+d20
Faction	Red Hawk	**Amour strength**	5+d10
Multiple?	Instanced	**Speed**	40+d10

Key Info	Description
Strengths and weaknesses	Strong for their level Extremely fast firing No tactical awareness
Tactics (AI)	Reloads out in the open No fear when attacked
Spawn/Location	Random spawn within a Red Hawk base Spawn amount = base size capacity / (d5 -1)
Drops and rewards	Drops weapon, weapon has condition of 50+d35 Drops ammo remaining (starting ammo is magazine size * 3)
Variation (if applicable)	HP ranged with d40 Armour strength ranged with d10 Attack strength ranged with d20 Speed ranged with d10 Armour colour range of hex code between dark red - dark green

Enemy 3 - Nathan Vinici (Father)

Reference image for Nathan Vinici (*Wallpaper Flare*, 2018)

Mid-game

Name	Nathan Vinici	HP	500
Taxonomy	Human	Attack strength	300
Faction	Vinici's Army	Amour strength	200
Multiple?	Singleton	Speed	50

Key Info	Description
Strengths and weaknesses	Extremely strong for this level Quite slow Sword has large knockback potential
Tactics (AI)	Patterned attacks: ● Charge at the player ● Go for heavy attack ● Swipe 360 around the player ● Jump away from attack zone ● Repeat If the player dodges the heavy attack then Nathan will try to jump stab the player instead
Spawn/Location	Set spawn point where the player will trigger a cutscene No respawn as this is the end of the mission

Drops and rewards	Not dead but drops: ● Map for next mission ● Credits ● Strong armour
Variation (if applicable)	N/A

End-game

Name	Nathan Vinici	**HP**	800
Family	Human	**Attack strength**	500
Faction	Vinici's Army	**Defence strength**	350
Multi	Singleton	**Speed**	150

Key Info	Description
Strengths and weaknesses	Much quicker than previous fight Stronger and more defensive now too Pistols now give a ranged advantage Patterned attacks that the player can learn Doesn't let the player sit still for too long Pistols give elemental damage to the player
Tactics (AI)	Patterned attacks: ● Charge at the player ● Go for heavy attack ● Swipe 360 around the player ● Push player away ● Repeat If the player dodges the heavy attack then Nathan will try to slide slice the player instead. Once weakened to half HP, Nathan will pull his pistols out. ● If player rushes they will be kneecapped with FMJ bullets and slowed down ● If player hangs back too long they will be shot with incendiary bullets and set alight
Spawn/Location	End game area Triggered by cutscene Player can see him from distance so can choose when they attack

Drops and rewards	If kill:
	   ● Maximum **Spark** ability
	   ● Nathan's chestplate
	If spare:
	   ● Nathan's helmet
	   ● Nathan's dual pistols

Variation (if applicable)	Depends on how the player dealt with Nathan in the previous fight:
	   ● Damaged armour
	   ● Cuts
	   ● Scratched sword

As Nathan Vinici will serve as the final boss, it is integral to have his stats reflect a huge accomplishment for the player to defeat.

Details of Weapons

Overview of Weapons and How They Favour Different Circumstances

Weapons can be broken down into these distinct categories:
- Melee
- Pistol
- Short-ranged spray
- Medium-ranged rifle
- Long-ranged rifle
- Explosive projectile

The player may **use only one weapon type at a time**, but may carry as many as their weight carrying abilities allow. The only exception to this is the arm attachment, this can be out at the same time as any other weapon type. This can make for interesting combat where the player could snipe someone long range and then instantly stab someone sneaking up on them, all without changing out weapons.

An example weapon set could look like this:

Close Combat
Ranged Combat
Projectile

Weapon Type	Weapon Example
Arm Attachment	Nathan's Sword
Melee	Sharpened Dagger

Ranged Primitive	Basic Bow
Hand Gun	Magnum mk.2
Short-Ranged Spray	Pump-action Shotgun
Medium-Ranged Rifle	Carlson's Repeater
Long-Ranged Rifle	5x Scoped Carbine Rifle
Projectile	Pulse Mine

Each of these weapons will put the player at an advantage depending on the scenario and will allow them to use tactical choice.

Scenario

The player has the low ground and is being bombarded with fire from multiple sniper enemies hidden inside a building. They are peeping out the window and the player has access to this building but it is through a barrage of debris. The player must kill or manoeuvre around these enemies as they are blocking them from the mission's path.

Approach 1

In this scenario a **projectile** could be an option if the player has the correct angle and sufficient grenades available.

Approach 2

Alternatively, the player could risk sniping the enemies from afar with their **long-ranged rifle**. However, this will reveal their location due to the scope's glare.

Approach 3

Furthermore, the player could instead sneak through the debris and use it as cover. They can then enter the building and silently assassinate each sniper with their **melee weapon** (such as Nathan's Sword).

Approach 4

Finally, the player could sneak through like in *Approach 3* but spare the enemies instead.

Special Weapon - Nathan's Sword

Picture representing how the sword could look (Rejman, L., 2020)

This specific weapon will be the player's permanent "starter weapon". This means that the player cannot remove nor sell this weapon. Furthermore, the weapon will not wear and break like every other in the game. To ensure the believability of this permanence, the weapon is literally attached to the player and thus it is a part of them. This is the *iconic weapon* of the game and the player will form a personal connection to it due to its relevance to the story and how the player first acquires it.

The sword is created by the player's father using his own sword, this is noted in the story section of this document.

Weapon Examples

Weapon 1 - Ranged Primitive - Basic Bow
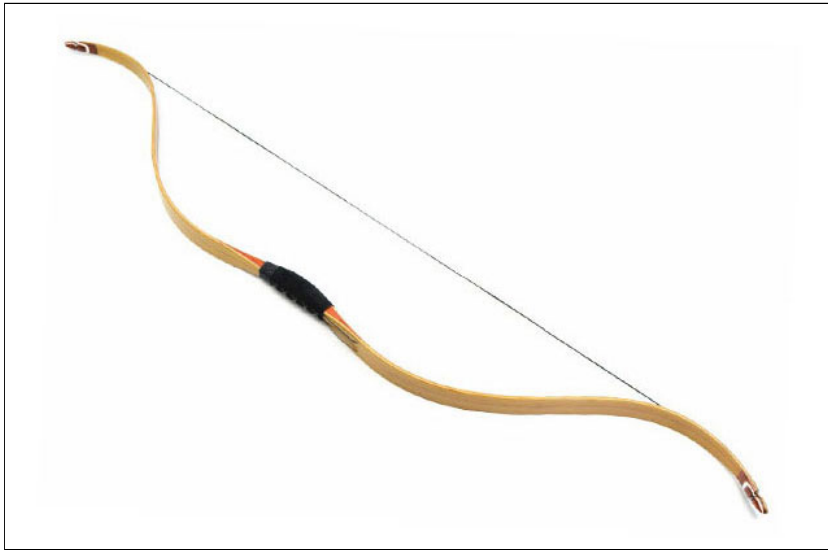
Picture representing how the basic bow could look (*Archery360*, 2020)

Name	Basic Bow	Damage	1
Weapon Type	Ranged Primitive	Accuracy	100/100
Condition	100/100. -1 per shot	Fire Rate	0.5 / per second
Weight	1	Magazine Capacity	1/15
Level Required	1	Ammo Type	Arrow
Range	150m	DPS	0.5
Value	1		

The basic arrow is the player's first introduction to ranged combat. It is extremely weak and can therefore be used as the starting point for all combat calculations due to its easily calculated stats.

It is given as the default ranged weapon in the prologue and the player can use it to get a feel for ranged combat and also clearly show how range drop off works.

It starts on a 100/100 condition. After firing this weapon multiple times, the condition will start to drop. This particular weapon goes off a formula that for every shot, it is -1 to the condition. This means that after 100 shots the weapon will be unusable. Better designed weapons, more specifically bows, will feature a much slower condition drop off, such as -1 per every 5 shots. Once a weapon reaches 0/100 condition it will break apart and leave the player's inventory.

Picture representing how the slightly worn Carlson's repeater could look (*Battle Orders*, 2016)

Name	Carlson's Repeater	Damage	10
Weapon Type	Medium-Ranged Rifle	Accuracy	68/100
Condition	76/100	Fire Rate	3 / per second
Weight	10	Magazine Capacity	16/80
Level Required	4	Ammo Type	Rifle Bullets
Range	200m	DPS	30
Value	19		

This is a representation of what kind of repeater rifle the player could find as they progress through the game.

As it is a weapon that could be found on an enemy, friendly, or perhaps elsewhere; there is no guarantee that this weapon will be at 100% condition. Due to its lower condition the player will not be able to use this rifle for as long as they may desire. This encourages the player to constantly switch guns and vary their style of play when their weapons begin to diminish.

Due to the lack of sight on this gun, it has a reduced accuracy and therefore the player will have to be more careful when firing at longer distances.

The level required for this gun is 4 because it is a much more powerful gun than the player will be used to in level 1-2, it is not right to allow them a weapon that could make starting areas of the game end too quick or be too easy.

The value of this weapon is slightly lower due to its lower condition and therefore vendors will give the player much less money than if it was in 100% perfect condition.

Taking the fire rate and the damage, we can give the player a DPS (damage per second) to help them understand quickly how much damage their gun will do. This will especially be helpful later when the numbers become too complex and large.

Weapon 3 - Projectile - Proximity Pulse Mine

Picture representing how the proximity pulse mine could look (*Fallout: New Vegas*, 2010)

Name	Pulse Mine	Damage	Knockback
Weapon Type	Projectile	Fuse Time/ Trigger	On 1m radius proximity
Weight	5	Grenade Type	Proximity Mine
Level Required	6	Blast Radius	5m
Value	50		

This specific type of projectile is used to knockback the opponent instead of actually damaging them. This means the player may opt to use this in a situation where the enemy is too tough to defeat for their current ability, but it could be possible to evade them to progress

the level. Therefore, this will be used to knock over the opponent to a potential of 5 metres away and allow the player easy access to the mission's next area.

Due to its usefulness, this weapon is very expensive for how little useage you get per mine.

The trigger on this projectile is if the enemy walks within a 1 metre radius, when this happens it will instantly trigger and send them back as far as the blast radius allows.

Ammo

Types

The type of ammo can be broken down into a taxonomy like:
- **Arrow**
  - Wood
    - Regular
    - Fast flight
    - Sharpened
  - Incidendary
    - Regular
    - Fast flight
    - Explosive
  - Metallic
    - Regular
    - Fast flight
    - Sharpened
- **Bullet**
  - Handgun
    - Magnum round
      - Regular
      - Cowboy's split point
    - Pistol round
      - Regular
  - Rifle
    - Repeater
      - Regular
      - High velocity
    - Carbine
      - Regular
      - High velocity
    - Sniper
      - Regular
      - High velocity
      - FMJ
  - Shotgun
    - Shells
      - Slug
      - Short burst

- **Projectile**
  - Mines
    - Contact
      - Pulse
      - Explosive
      - Singularity
    - Proximity
      - Pulse
      - Explosive
      - Singularity
  - Grenades
    - Pulse
      - Regular
      - Short fuse
      - Sticky
    - Explosive
      - Regular
      - Short fuse
      - Sticky
    - Singularity
      - Regular
      - Short fuse
      - Large knockback

Modifications

The weapons themselves will not be moddable.

The ammo used for each weapon will all have variations that the player can create if they have the correct resources and if they have the right knowledge from their **Spark**. The crafting can be done at any time as long as the player is not being damaged or in a cut scene.

Mod 1 - Arrow -> Wood -> Sharpened
Resources required: 1 wood arrow
Spark skill required: none
How to: using the arm attachment's sword, sharpen end of arrow
Result: 2x arrow damage, 0.5x arrow range

Mod 2 - Bullet -> Rifle -> Carbine -> High Velocity
Resources required: 1 carbine rifle bullet
Spark skill required: bullet merchant
How to: using the arm attachment's sword, cut bullet in half
Result: 2x bullet range (less drop off), 0.5x bullet damage

Mod 3 - Projectile -> Grenades -> Pulse -> Sticky
Resources required: 1 pulse grenade, 1 hair gel
Spark skill required: grenade crafter

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How to: rub hair gel round pulse grenade
Result: attaches to enemy on impact

The scarcity of ammo will be something that the player will have to be aware of as they progress through the game. The ammo will be supplied only through: enemy drops, ammo crates, and mission rewards.
This further utilises the arm attachment's sword and how it will never wear down and does not use ammunition.

The player should enter combat knowing that the enemies will drop the ammo that is related to the gun that they are holding. Therefore, they should not waste ammunition of a different kind in these battles as they do not know where it will next appear in a crate. The enemies will only hold weapons that the player can also use due to the wearability on the player's weapons diminishing over time. Once a weapon reaches 0/100 condition it will break apart.

UI

The UI will clearly show:
- Ammo type
- Ammo magazine left
- Ammo total left

Details of Defensive Elements

Overview of Defensive Elements and Their Effects

The defensive elements within this game will be used by the player to affect how their character receives damage points when in combat scenarios. This game will feature two different types of defensive elements, the first is armour in the traditional sense where the player wears clothing that reduces the damage dealt to them from attacks, and the second is a shield-based system that can be used to reduce damage likelihood and also deflect hits.

The effects of both defensive elements will be broken down into:
- Armour - absorption of damage
- Shield - deflection

Defensive Element - Armour

The armour worn by the player throughout the game will reflect the level they are currently at and the progression through the story. The effects of this armour will be the **absorption of damage**.

Defensive Element - Shield

The shielding system will work as an extension from the player's prosthetic arm much like the sword weapon mentioned earlier. The player will be able to create an energy shield that will emit from their prosthetic implant by using the **Spark** to capture their brainwave's energy.

This in turn will work with the **Spark** to allow a progression system where skills can be learned through the **Spark** that will increase the shields: **size** and **effectiveness**
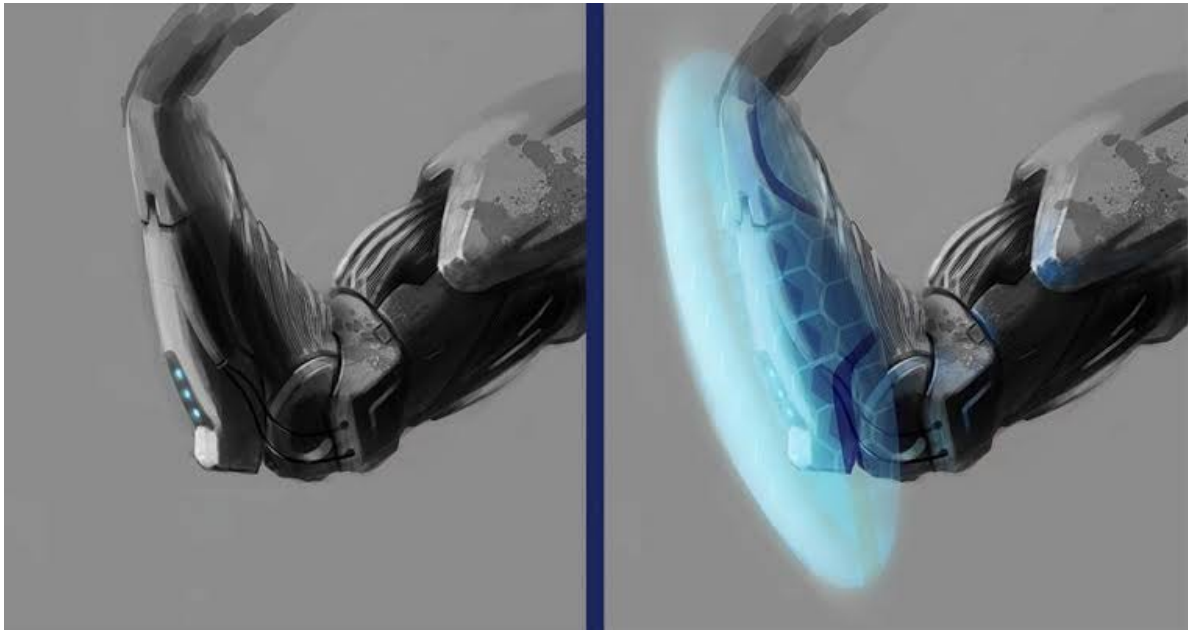
Picture representing how the shield could look (Juhász, K., 2021)

Defensive Element Equipping

Shield

The shield will be always available to be used and does not take up any equipping slot.

Armour

The armour will be equipped by the player in the same way clothes would be. The slots will be as followed:
- Head
- Torso
- Legs
- Feet

The armour will then be broken down into
- Light - fast movement, poor damage absorption
- Medium - medium movement, medium absorption
- Heavy - slow movement, great damage absorption

For enemies the armour can differentiate based on the type of enemy, for instance a wolf will only have:
- Harness

Defensive Element Durability

Shield

The shield has a time limit of how long it can be active due to its immunity potential. The time limit will always be the same throughout the game. The limit will be **5 seconds**.

To recharge the shield the player must stop using it. The charging works by instantly starting the moment it is unequipped and it takes **10 seconds to fully** recharge a completely depleted shield (this can be written as **double the time it has been active for**). Say the shield is in use for 1 second, then taken off and not used again; it will take 2 seconds to reach a fully charged shield again.

Armour

The armour has durability in a much more traditional sense. Each time the player takes damage, 1/5 of that damage will be absorbed by the armour and therefore taken away from its condition. The more armour the player has equipped, the greater the spread of absorption and so the longer it takes for each armour to be worn down.

Defensive Element Design

Due to the simplicity of the armour design, the player will be able to choose the colour of each piece of armour. Each armour will feature a tabard over the top that can be customised to the player's desire.

Armour Examples

Armour 1 - Heavy full metal armour body

Armour Slot	Name	Heaviness	Defence
Head	Metal helmet	Heavy	20
Torso	Metal chestplate	Heavy	40
Legs	Metal trousers	Heavy	30
Feet	Metal shoes	Heavy	10
		Heavy	100

Armour 2 - Cloth tunic

Armour Slot	Name	Heaviness	Defence
Head	-	-	-

Torso	Cloth tunic	Light	5
Legs	-	-	-
Feet	-	-	-
		Light	5

Defensive Element 3 - Armour - Ionised Gallium leggings and cowboy hat

Armour Slot	Name	Heaviness	Defence
Head	Cowboy hat	Light	2
Torso		-	-
Legs	Ionised Gallium	Medium	15
Feet	-	-	-
		Medium	17

3.Missions and Achievements(Ioan-Rares Burdulea) :

This section of the game design document is going to present and describe the chosen mission pathway, different type of missions and also a list of achievement for the proposed game.

3.1 Mission Pathway:

Following the linearity of the main story, the mission pathway is also linear meaning that it consists of a set of main missions which have the purpose to guide the player throughout the main story. This type of missions is mandatory for the continuity of the game. Upon completion of one of the main missions, the player will be rewarded with a fair amount of currency and a fair amount of experience. Throughout the main missions, there are some which will reward the player with upgrade parts for the Spark gadget. There are also other types of mission which are the side mission. The side missions are additional missions which the player can take up at any time by either talking with NPC or completing main missions. They can be added to the player's mission list which has a dedicated panel in the GUI. The player can have as many missions as he/she desires at one time, but he can follow just one at a time. The side missions break up into multiple types:

- **Race Missions** – the player is able to go to a specific location on the map and participate in ship races. These missions can have task modifiers which make the mission harder through shorter time or extra obstacles in exchange for higher rewards such as more money or experience.
- **Exploration Missions** – the player will be able to see a map of different planet locations that he will be able to visit. On the specific planets, the player will receive different tasks to complete depending on the mission, which will result in a special reward besides the generic money and experience. Certain exploration missions will require the character to progress through the main missions.
- **Secret Missions** – the player can "stumble upon" some secret missions which are minigames referencing other popular games. After completion, the player will be rewarded with specific weapon skins/ player clothes depending on the mission.

Both the main missions and the side missions will be presented with a "Recommended Level" status which shows the player the recommended level that it is required for that specific mission, regardless of the ability path the player chose to follow. The main missions will be automatically added to the player's list as they are required for gameplay continuity, but the side missions will require the player to talk to specific NPCs in order to activate them. The secret missions can be activated through two ways, either by talking with specific NPCs and selecting specific dialogue lines, which will lead to the mission, or going into unmarked places on the map and finding special items.

3.2 Mission GUI and Tracking System:

The mission tracking system is simple and intuitive, so the player will have no problems in managing the missions that he currently has. The missions can be easily managed using the "Missions" panel in the GUI. After pressing the button on the screen, the player will be taken to a new window which will be the mission menu.

The mission menu will provide the following:

- A list with all the mission titles
- Description of the mission under the title – brief explanation about the mission and how it relates to the story, the action the player has to do in order to complete the mission and the reward

The player will be able to clearly see the missions in the list and by clicking once on a mission it will expand revealing the description. Clicking twice on the mission will mark it as the "current" mission.

The "current" mission will be displayed on the mini-map and the player will have a string of arrows in the game leading him towards the mission area if applicable.

3.3 List of Missions:

Main Missions:

Act 1: The First Hunt

> The player learns the basic abilities through the father and son training

- **The Runaway Engineer**
  > The player is chased down by some guards after stealing upgrade parts for the Spark
- **To The Rescue**
  > The player helps the character's friends to save an individual

Act 2: Pirates on board

> The player together with his crew are ambushed by a group of pirates before arriving to their destination

- **A Difficult Situation**
  > The player is put to choose to help one or both sides of a war
- **Showdown**
  > The player is put up against the Red Hawk's army and Red Hawk himself.
- **A Strange Reunion**
  > The player engages in combat with Red Hawk and, right before striking the finishing blow, Red Hawk is killed by his captain which triggers another fight between the player and the captain.

Act 3: My Own Path

> The player is engaged in multiple missions to raise his level to the required level for the last mission.

- **The End is Near**

  > Here the player engages in a fight with his dad and his crew. The last moment of the mission, the player is requested to pick an ending, to spare his father or not. Depending on that, the ending cutscene may differ.

- **The Guardian (Requires the Good Ending)**

  > In the mission "The End is Near", if the player chooses to pick the good ending(sparing the father's life), this mission will be unblocked, which will consist of a boss fight with the guardian of the galactic treasure.

Race Missions:

- Galactic Clash
  > Race against a band of galactic racers
- MoonRun
  > Race around a small planet to stop a villain from destroying all life on it
- ShipStar
  > Race in the galactic championship of ship races

Exploration Missions:

- The Interstellar Mafia
  > Obtain a weapon from a military base
- Caught by Surprize

Retrieve your stolen ship from galactic pirates
- 　　　The Perfect Heist
　　　　　　　　Steal a rare weapon from a national museum
- 　　　Royal Escort
　　　　　　　　Escort a royal princess from her meeting points to the safe zone
- 　　　Free for All
　　　　　　　　All the members of the player's crew fight in a galactic dungeon for a special prize

Secret Missions:

- 　　　The Shura Way
　　　　　　　　Fight a mysterious samurai
- 　　　Galactic Devil
　　　　　　　　Defeat a group of demons attacking a town
- 　　　ChunkyFunky
　　　　　　　　Eat more dishes than the opponent
- 　　　Childhood Romance
　　　　　　　　Fight a group of bandits while having a conversation with your friend

3.4 Mission Examples:

This section will present three examples of missions. The missions will be described in detail by stating the goal of the mission, the tools that the player will have and the ways the mission can be achieved through.

1.　The First Hunt – Main Mission

Goal: Learn the basic character actions

This is the mission where the player gets accustomed with the character's basic actions and abilities. The mission starts with a cutscene where the son is called by his father to come to the forest near the house. After a bit of chat, the son is asked to get a bow from his chest. That is the first weapon that the player will encounter, which will trigger the first achievement "Ready for The Hunt". The son will be tasked by the father to hit a target. From that moment, the player will get in control over the character and the control keys will appear in a pop-up box, so the player knows exactly what to press in order to fulfil the mission. If the player fails to shoot the target, the father will keep saying encouraging things until the player manages to hit the target. The mission will not progress until the player will hit the target.

After completing the task by aiming and shooting the target, the character will have another short dialogue with the father, which will lead the player to a slight harder shooting task to both test the player's abilities and make sure that he/she is comfortable with the basic actions. The task will be to shoot multiple targets under 10 seconds. Compared with the first one, the second task does not require the player to fulfil the request, the mission will move forward regardless. The player's success on the task will only influence the after dialogue with the father.

The last task of the mission will be done by the father which will teach the player about the melee abilities of the game. There will be a cutscene where the father will have a dialogue with the son and suddenly, they are attacked by a pack of wolf-like creatures which injure the son and incapacitate him. The player will take control of the father now and the task will be to defeat the creatures. A pop-up box will appear again in front of the player to display the key for the melee actions and dodging as well as the new health bar in the top-left corner of the screen. The task will be to defeat

the creatures using the melee actions. The creatures will attack too, so if the player will lose all his health during the fight, he will have a short cutscene with the dying character, followed by being respawned at the start of the task. Killing all the creatures will allow for progression to the next stage of the task which is defeating the creature boss (bigger version of those creatures). The failing condition and action are the same as before, but killing the creature will lead the player to a final cutscene and the end of the mission itself. The player will be rewarded with experience, currency and the achievement "Start of the Journey".

Reward:

The reward for this mission is the unlocking of all the base skills that the player needs to start the adventure such as melee attacking, aiming, dodging and using the shield. He will also unlock the Spark which will help the player throughout the game and the prosthetic arm.

2. "The Interstellar Mafia" – Exploration Mission

Goal: Retrieve the special weapon

This mission will start with a cutscene, this way placing the player into the mission scene and explaining the goal of the missions as well. The Mafia has got their hands on a special weapon that can help the player in his journey and the player is tasked to retrieve the weapon from their base. The base is designed as a military base full of tents and fully-armed guards patrolling. The entire base is surrounded by a thick wall that does not allow the player to jump over or break. The base has 3 entry points, one is the main door which is heavily guarded, a side door that is guarded by 1 guard and a hidden tunnel in the back. The weapon will be placed in a chest inside the base.. The player will have to find the chest, retrieve the weapon and leave the area. The player will be placed outside the base, surrounded by different shops and NPCs. The size of the base is medium, roughly the size of half a football stadium. There are 104 guards patrolling all the time, 74 using melee weapons and 30 using long-range rifles. Out of all of them, 20 of them possess talking devices which can be used to gather more guards into one place.

As the player enters a guard's field of view, the guard will have a 1 second pause and start attacking/shooting the player. There are also special guards that possess talking devices. If the player is seen by one of those guards, they will call out other guards to help in killing the player.

Possible Mission Loot:

Throughout the base, there are chests that can be picklocked. Some of them may not be available to pick locks if the player doesn't have the Picklocking SKill. Depending on the player's Fortune level, he may "stumble" upon ammo or currency units. The sum may vary between 20 and 50 currency units, as for the ammo they can vary from 2 to 4.

 The guards also drop a small amount of ammo, experience and currency units with the same values as above.

Melee Approach:

There are multiple ways to approach this mission which are based on the player's preference. Depending on the chosen skills and level, the player can go through the main entrance and fight all the guards by himself and, after killing them all, search for the chest without minding being seen. That will require the player to have a higher level than the recommended one, which in this case will be 5, and have picked strength-type skills such as the Vigor skills. For this approach, the player can also ask for help from street gangs, found outside the camp, which can be bribed with money. The

gang members will help the player defeat the guards, but they can be eliminated quite quickly if the player does not fight.

This approach includes different ways of success, but the thing that they have in common is the fact that the player is focused on killing the guards in plain sight without worrying of being seen. This can be done through many ways by using melee weapons, rifles, grenades and different skill combinations, which gives the player freedom to achieve the mission the way he wants.

Stealth Approach:

The other approach is the stealth approach. The base also provides different hiding spots such as weapon stashes or empty boxes which the player can use to hide himself. There are also short tunnels under the ground which the player can use to travel unseen. By examining the camp around, the player will find that there is a secret tunnel behind the base which will allow the player to easily infiltrate below the wall without being seen. For this approach, skills such as the ones from the Dexterity branch will be preferable, but they are not required. Guard can be eliminated silently by either using a dagger for a stealth kill, or a shooting weapon with a silencer equipped, to minimise the sound. If a living guard sees a dead guard on the ground, they will start being suspicious and their movement speed will increase.

Other ways to infiltrate the base silently is to bribe the guard at the side door of the camp, which will require at least level 2 in the Charm skill branch. The guard will be set by default with the Rude Disposition Trait, which will not allow the player to persuade him without having the required level in the Charm branch.

Extra Help:

There are ways to gain extra help for this mission which are:

● Street Gang – The player can pay a street gang to help him in battle
● Mysterious Jinn – this is a special character that has 25% chance to appear next to a side mission area. In exchange for 40 currency units, he will help the player by providing useful information about the base such as secret entrances or map of guard's walking routes.

● The guard - There is a guard on one side of the base which guards a door. With the specific skills, the guard can be persuaded to let the player in.

Reward:

The reward for this mission is 1000 currency units, 500 experience points and a special gun that, based on the recommended level, is fairly powerful.

3. The Shura Way – Secret Mission

This is one of the secret missions of this game, which can be unlocked if the player kills 100 people with the melee attachment of his prosthetic arm. After completing this condition, a random NPC from the Crescent Moon Harbour will have an exclamation mark over his head, showing the player that he has a mission. The NPC will tell the player about an unknown samurai which heard about his adventures throughout the cosmos and challenged him to a duel. The mission will take the player to

a new planet, where the unknown samurai will wait the player inside of a Japanese-style building. The building has an interior garden, where the player will meet the samurai.

For this battle, the player will only be allowed to use his prosthetic sword. This battle does not have a recommended level, as it can be achieved regardless of the level. The key of this mission is to pay attention to the enemy's attack and dodge at the right time.

Reward:

The reward for this mission will be a skin for the player's prosthetic arm which will look like the Shura prosthetic arm of the character Sekiro from the game Sekiro: Shadows Die Twice (Sekiro: Shadows Die Twice, 2019)

3.5 Achievements:

This section will present the achievements that the player can get during the gameplay as well as the conditions the player has to meet.

3.6 List of Achievements:

- **Start of the Journey**

  Finish "The First Hunt" mission

- **Tech Savvy**

  Get "Spark"

- **Get Ready**

  Finish "The Runaway Engineer" mission

- **Got Them All**

  Finish "Get Them All" mission

- **Happy Family**

  Finish "The Team is The Key" mission

- **Set Sails**

  Finish "On Board" mission

- **That Was Fun**

  Finish "A Strange Reunion" mission

- **My Soul**

  Finish "My Own Path" mission

- **Galactic Master**

  Finish "The End is Near" mission with the good ending

- **Galactic Tyrant**

  Finish "The End is Near" mission with the evil ending

- **Samurai Master**

  Finish "The Shura Way" mission

- **The Devil May Cry**

Finish "Galactic Devil" mission

- **Mnom Mnom**

    Finish "ChunkyFunky" mission

- **Money Rulez**

    Spent over 5000 currency units in the shops

- **Ninja**

    Kill 50 guards silently

- **Strong as a Bull**

    Reach level 10 in the Vigor skill branch

- **Fast as The Wind**

    Reach level 10 in the Dexterity skill branch

- **Best in the West**

    Reach level 10 in the Reflexes skill branch

- **Bookworm**

    Reach level 10 in the Intellect skill branch

- **Smooth Talk**

    Reach level 10 in the Charm skill branch

- **Lucky**

    Reach level 10 in the Fortune skill branch

- **Brawler**

    Kill 100 guards unarmed

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