**Game Design Document (GDD)**

**(Working Title)**

Version: 1.0

Created: 10/26/15

Last Updated: 10/30/15

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**1. Project Overview**

1.1 Executive Summary

This game design document (GDD) provides a complete representation of the design, basic gameplay, and general layout of (Working Title) by FromTheDesk Studios Ltd. The Methods of which this GDD is broken down into crucial factors, which helps reduce the time stuck in certain areas; as well it retains my attention to the necessary parts of this game. The result of this GDD should be as follows, increased productivity, polished core mechanics of a game, and allow for add-ons to the game after essential pieces of this game are finished. In conclusion this GDD will keep my work better organized.

1.2 High Concept

This is a one of a kind adventure RPG which focuses around exploration and weaving in the history and conflicts within the world that you have been thrown into. As well as dealing with internal struggles along your hero’s adventures.

1.3 Core Gameplay

(Working Title) is a multiplayer online medieval fantasy RPG, with artwork based off of the final fantasy series as well as the sword of man with classic 8-bit sounds.

1.4 Genre

Adventure RPG

1.5 Target Audience

The target audience of this game is those 12 and older because of the violence and are able to understand complex tasks/riddles as well as the intensity that I hope to provide in the quest line.

**2. Game Overview**

2.1 Overview

The game that I am working on creating is a non mundane RPG with a lot of nostalgia for older players with 16-bit graphics possibly to be increased to 32 or 64-bit in order to add more player interaction with appearance, and 8-bit sounds. This style is not out of pure laziness but that everyone loves a good 16-bit game. The premise is set in a fantasy world that is constantly at war, and during this there is a need for heroic actions, but in order to be heroic you have to start some where. This is why you start out in smaller areas and slowly work your way up until you are renowned making big changes in the world.

2.2 Story

In order to get a giant understanding of the world that I am creating please consult this document which contains the mapping of the world, story, characters, world geography, sciences, religions, and much more.

[Story.docx](Story%20(Working%20Title).docx)

2.3 Character

The character that you play at the most basic level varies depending on your race. But if you play the game with the depth through the races you will find different challenges based off of political problems, corruption, warring house and other problems. Your character is also determined by your morale choices in the game because there are moral questions in the game, they can be small or large questions too. You can choose to follow a religion to show faith of belief, or you can besiege the church and burn it to the ground, which will affect your reputation and how you are viewed in the eyes of people. A more in-depth view of how the character interacts with the environment and the quest line, please see the story document attached above.

2.4 Environment

The environment of this game ranges through out the world but the general feel is a detailed pixel art world hand created with no computer generation, that is for the main land I have been thinking of making it a possibility that if you are a certain level and find a secret pass through a mountain range it will bring you to an intense uncivilized world, with the exception of one town, filled with dangerous monsters and randomly generated terrain for the players to explore, not much will be gained here in regards to assets a player can gain, I plan to use a monochromatic sprite sheet, which will re use some of the sprites, but it will change the color in order to increase the amount of different areas you can encounter. For more info on the world itself please confer with the story document.

2.5 Raids and Dungeons

There are not so much levels as there are dungeons and raids which like all generic RPG games give off exclusive items, titles, and other things. Beating some of the major dungeons will perhaps give off new quest lines as well.

Dungeons Tiers

* Lair (Meant to be for people who are playing solo and have intermediate mechanics in the game and are relatively the same level as the dungeon)
* Dungeon (Meant for players who are in a group with intermediate skills, or solo players with high level characters and an experienced skill cap)
* Stronghold (Meant for players who are in an experienced group and know how to communicate and the combat mechanics of the games. Solo players must be higher level have an extremely high skill cap, knowledge of game mechanics, only hardcore soloers will be able to beat this)
* Legendary (Meant for a group of extremely hardcore group with communication, knowledge of game mechanics, and combat mechanics, must be equipped with Legendary items and only the best of the best can beat this. For a solo player this is an impossible task, anyone who clears this solo is nothing short of a god and will be granted with a special title a unique set of items, and a spot in the royal family of their race.

Raids in this game are multiplayer and group only, this raiding system is also very different from most raids because you may invade towns owned by enemies. You can control these towns for up to 24 hours your party size is limited so you can not simply very 24 hours reengage on a poor mining town and win. The troops and online players in the game can come to defend the town the larger the town the larger the allowed party size and the harder it is to capture.

Raid Tiers

* Easy (Party Size 2-4 players, examples are a small town which has a patrol as a defense)
* Medium (Party Size 4-10 players, examples are a small city with a guard have merchants coming in and out, walls, and have a variety of goods)
* Hard (Party Size 10-20 players, examples are a major city, but not a capital)
* Insane (Party Size 20-50 players, examples a capital, good luck taking this down because it can call upon an army)

**3. Gameplay**

3.1 Combat

The combat system in this game I hope to make extremely complex when you get deep into it and learn the combos and executing them while controlling the player. As well as the majority of ranged abilities or stab or other such abilities will be skill shots so it requires effort to fight and you can not simply land easy shots. Although this does sound complex I hope to make it user friendly so that a basic person can pick up the combat and be successful using simple combos.

Simple Combo Example

(Left) Rolling Thrust

A 🡪 A 🡪 1

Advanced Combo Example

Using Passive With Player Rolling

*Example Spell (ES)  
Passive: after rolling then using a ranged attack the target become stunned for 0.2 seconds*

*Active: Stunned targets take 2x the damage they would normally take (ignores armor)*

A 🡪 A 🡪 Ranged Attack (ES passive occurs) 🡪 Attack For Double Damage

Although player controlled combat is very important part of a combat system, another very important part that is often disregarded is the Enemy AI. AI is a very difficult topic to create but there are simply things that can be added to a minimal AI which will increase the realism and interactivity of the combat system, some simple add-ons are: if a player constantly dives to the left then constantly have the enemy aim to that position, which causes the player to react to this and move in different directions in order to take less damage. This is also done vice versa where instead the computer realizes where most of your abilities are placed and will attempt to predict this. In order to make this fairer for the player so that the odds are more in their favor, their will be an error percentage so that it might aim the enemy will aim the wrong way. As well as an error percentage in the accuracy so the ability may just go wide due to the error in percentage.

Comparison Of AI’s

Boring Requires Reaction From Player

Movement

Movement

Projectile

AI

Player

Collision

Player

Projectile

AI

Another important part of a combat system is the use of terrain to your advantage or if the enemy uses it to your disadvantage this is again another use of improving the AI system so that you have more of a challenge in the game.

3.2 Abilities

Abilities are a quintessential part of an RPG, but in order to get true joy out of using them you need to discover them in unique ways as well as having interesting mechanics to go along with the abilities them selves. So let’s break this down into three different parts: learning the spell, classification and use of an ability, and finally mechanics of an ability.

Starting of with learning an ability, I want the discovery of an ability to be unique. In order to do this, I have decided that in order to find abilities you must use your codex and place in runes, artifacts and other items with magical properties in order to discover an ability. Placing an item into the codex will simply not do. I intend to make it in a way a sort of a pattern using these items in logical sense to create a spell. You then have some sort of special effect happens around your body and your codex is updated and the new ability appears. You can then organize the spells in your HUD through the codex. Now you are thinking can’t I just create a level 80 spell at level one? The answer is no because some of the items that you need to acquire to learn spells are from quests and are in higher leveled areas.

Now onto the next topic, classification of abilities and usage. The classification of an ability varies from class to class but the generalization of these abilities are ranged (abilities that affect your ranged weapons), melee (abilities that affect your melee weapons), spells (abilities that are casted from range), Passives (abilities that occur on certain conditions, or occur in the background), Actives (abilities that are on and can drain resources from your character, do not occur in the background or on certain conditions). Passive and Actives can be combined together to toggle each other in order to create diverse abilities. These classifications of abilities help diversify how you plan out you combos. This also allows for infinite combos because of passives. Now for the usage part of the abilities. On the first use of an ability, you have no idea what it does, its name, or even its cost. Hell it could blow you up. This only occurs until the spell is cast, this encourages the player to mess around with the spell to learn what makes it tick. After the first use all of the information is updated. Now for a quick overview of the types of how the abilities interact with the environment. There are three classifications, first being skill shot (This requires accuracy to hit not a point and click ability), the second being a direct ability (Point and Click), the final Being untargeted abilities (Do not need a target can be a personal buff, or an aura all depends but it requires no targeting and is self cast).

No finally on to the mechanics of an ability. The mechanics of an ability can be executed through combos. But the general mechanics of an ability range from stuns to blinding. Here is a complete list of what each mechanic does

Mechanics List

* Blind
  + Stops entity from using their weapons, although the entities can move and use abilities
* Burn
  + Over a long period of a time a small portion of true damage is inflicted on the entity
* Embargo
  + Stops an entity from using consumables over a duration of time
* Flinch
  + Stops entity from casting an ability
* Grievous Wounds
  + Reduces the healing an entity takes over a duration of time
* Slow
  + Movement speed of an entity is reduced
* Snare
  + Stops entity from moving, but enemies can still use abilities while snared, and if there are movement actions in a spell they are disregarded
* Stun
  + Stops entity from moving and casting abilities as well as displays a swirly particle above the head, interrupts abilities in cast
* Suppression (Pet Ability)
  + Stops Entities from moving, attacking, and casting abilities and interrupts an ability in cast.

3.3 Score

Your score as a player is based of how much of a reputation you have, what level you are, what level you have, and the tier of equipment you have, as well as the number of dungeons and raids you have completed. Your score is not a very important aspect of the game but a way to compare yourself to other players in the game.

3.4 Equipment

The equipment is an essential part of an RPG as seen in games such as World of Warcraft and combat games. They increase your stats and help you take less damage take down bigger bosses, as well as showing of your bling. First let’s talk about armor then weapons. There are a few different aspects of the armor, there is the classification of armors, the tiers, and how the armor interacts with combat and the game, then we will go into some other small details about armor that I would like to disscus . The first thing I would like to speak about with armor are the classifications so that we can get that simple part out of the way. Because the most important part of the game is creating armor that helps keep the killers and achievers happy. Ok enough rambling. The classifications of armor are the at the most basic grounds are the parts that they protect or are worn on. The list of them are

|  |  |  |
| --- | --- | --- |
| Name | Protects | Description |
| Helmet | Head | Lessens shot damage form ranged weapons that are headshots, they also supply base armor. |
| Chest plate | Chest  And  Back | Lessens damage taken from physical damage, some chest plates can come with base magic resist, but they typically have magic resist in extra stats. |
| Pants | Legs | Lessen all damage give both base magic and physical damage, and have extra protection stats. |
| Boots | Feet | Lessen magic damage not many extra stats but they do have speed as an added base stat along with magic resist. |
| Cloak | Back | Lessen magic damage, come with base magic resist and have extra stats. |
| Rings | N/A | Provide unique abilities that are activated during battle, such as small shields, temporary immunity, or a healing surge, provide small magic resist and maybe some extra stats. |
| Bracers | Wrists | Provide base armor, and so you take reduced physical damage, have a few extra stats. |

Now that we have gotten the basic classifications out of the way lets talk about some of the extra stats and classify them as I mentioned before. The extra stats that I mentioned before. The extra stats are statistics that allow you to take less damage from certain types of creature races, such as Undead protection, or sword protection, these are some small protection types that allow for diverse types of armor protection. The list of these are as shown.

|  |  |
| --- | --- |
| Name | Protects |
| Undead | Takes less damage from undead mobs |
| Bestial | Takes less damage from land mobs |
| Humanoid | Takes less damage from human-like mobs |
| Maritime | Takes less damage from marine creatures |
| Critters | Takes less damage from small animals such as mice |
| Demon | Takes less damage from demons |
| Dragonkin | Takes less damage from dragonkin |
| Elemental | Takes less damage from elements |
| Mechanical | Takes less damage from mechanical mobs |
| Giants | Takes less damage from giants |
| Fire | Takes less damage from burn status affects |
| Focus | Stun time is lessened by x seconds |
| Tenacity | Slow speed is decreased by x the original amount |
| Stamina | Prevents flinching |

Now that we have finished that set of classifications there is one last quick classification which are, if the item is death bound or not, if an item is death bound the item can not be sold for an amount of money, but can be sold on the auction for an amount of currency. Ok classifications are now complete, in review we have classified resistances and the types of armors, as well as death bound items. On to the tier list of an item, the tier of an item is determined by the color of the name, and the text on the right side of an items tool tip.

Tier List

* Gray names – Common
* Green names – Uncommon
* Blue names – Rare
* Orange names- Epic
* Purple names – Legendary
* Light Gray Names – Angelic
* Dark Red Names – Demonic (Same Tier as Angelic)

Obviously the list progressively increases from top to bottom, just because an armor has a certain color in their text does not mean that they will be that record, just for clarification. A classification that I forgot about armor is that it has different materials that it is made of and can only be used by certain classes in order to balance out classes. This is so that classes with huge damage, get low armor so they get killed quickly. Where as there are people who deal medium damage and have high armor. This helps to balance out the game. The types of armor are

|  |  |
| --- | --- |
| Name | Classes |
| Plated | Warrior at higher level |
| Chain | Warrior, Paladin |
| Leather | Hunter, Rouge, Therianthrope |
| Cloth | Priest, Mage, Warlock |

Now to talk about these classifications. Each type of armor obviously gives you a idea that plate will protect you from the most damage, and cloth from the least you may think that I will balance out the armors through extra stats, but I will not because defense is not the primary focus of a mage, but casting their combos from a safe range is.

Now let us talk about armors interaction with combat and the game. First lets talk about combat because combat is always fun. Armor obviously stops damage from being taken, in the grand order of how damage is dealt which starts with the base stats then leads to multipliers, then to armor, then to armor penetration, then to true damage. Then for magic it works the same, base damage, multipliers, magic resistance, magic pen, true damage. Here is a quick diagram to show off how the order of damage is dealt to players or enemies.

That is the interaction of armor in that case with combat. Some other unique affects are that armor can have on-hit abilities, although not extreme on hit affects, only minor things such as a 5s embargo, or a quick healing debuff after maybe the third auto attack a person has taken. That is a quick unique part about the armor. Now a little bit with how armor interacts with the game and the environment around you. For instance, if you are rouge class and perhaps the color of you armor matches the ground around you, your stealth lasts for longer. This also works if you have a rouge specific armor piece which allows you to dye your armor to match in with the environment. That’s an example of a nifty interaction with the world. Some quick interactions with the game besides combat are that, your armor runs out of durability over time and needs to be repaired. As well as if you profession in blacksmithing you can upgrade your

Pene

tration

Armr

Mag R.

Multi

pliers

Base

dmg

Metal armor types, such as chain and plate through that, and with tailoring you can do the same thing accept for leather and cloth.

Now that we have talked about armor lets get on to weapons, which should be a little shorter because the tier list applies to weapons as well, and the extra stats are basically the same but instead of resistance deal damage. We shall start with classification again. Ok good, the types of weapons are listed out below.

|  |  |  |
| --- | --- | --- |
| Type | One/Two handed  Shield | Usable by |
| Dagger | One Handed | Warrior, Rouge, Paladin |
| Staff | Two Handed | Warlock, Mage, Therianthrope, Priest |
| Wand | One Handed | Warlock, Mage, Therianthrope, Priest |
| Long-Sword | Two Handed | Paladin, Warrior |
| Axe | One Handed | Warrior, Rouge |
| Battle Axe | Two Handed | Warrior, Paladin |
| Cross Bow | Two Handed | Hunter |
| Rifle | Two Handed | Hunter |
| Short Mace | One Handed | Paladin, Warrior |
| Large Mace | Two Handed | Paladin |
| Long Shield | One Handed | Paladin, Warrior |
| Short Shield | One Handed | Paladin, Warrior |

Great all of these classifications are done now on to the extra stats, then we will talk about their interactions and uses.

|  |  |
| --- | --- |
| Name | Protects |
| Undead | To damage from undead mobs |
| Bestial | To damage from land mobs |
| Humanoid | To damage from human-like mobs |
| Maritime | To damage from marine creatures |
| Critters | To damage from small animals such as mice |
| Demon | To damage from demons |
| Dragonkin | To damage from dragonkin |
| Elemental | To damage from elements |
| Mechanical | To damage from mechanical mobs |
| Giants | To damage from giants |
| Fire | To damage from burn status affects |
| Focus | Stun time is increased by x seconds |
| Heavy Hands | Slow speed is increased by x the original amount |
| Strong Will | Causes flinching flinching |

Weapons do not have to much of a mechanics because the uses for them are mostly though auto attacks and abilities that we talked about earlier they don’t have many affects added on to them. All though through blacksmithing you can increase the damage on a metal weapon, but for ranged weapons it requires wood working. Although some basic mechanics are added in such as blocking with your shield, and that the weapons do need to be repaired due to running out of durability.

3.5 Leveling

Leveling in this game is a sign of progression and improves you base stats. As well as at certain levels it can unlock things you didn’t have before, such as mounts, or the ability to use items you couldn’t before. Leveling also improves your base stats so that you can move on to tougher areas to explore with out being destroyed by enemy mobs. It also allows you to enter dungeons that you couldn’t before. Some ways to level are to follow the quest line, explore new areas, kill animals, complete dungeons, raid, and many other ways to do this.

3.6 Classes

Classes are one of the other unique aspects to the game, I have already explained how abilities are learned, but something I have not touched on yet is the skill tree. The skill tree is a very important part to the class because there are 3 different branches on the skill tree for each class, and each one is focused around the main skill areas of your class. But before I get more into the skill tree let me explain what the classes are first.

Classes

* Warrior – Melee Tanky / Damage class lower mobility
* Hunter – Ranged high damage class high mobility and a pet
* Rouge – Melee Stealth very high damage class high mobility
* Mage – Ranged spell caster does fair amount of damage low mobility
* Warlock – Ranged Summoner can summon the undead as pets for short times and does burst damage
* Priest – Ranged Healer can use the light deals low damage, medium mobility
* Therianthrope – A Ranged/Melee class in which the player can shape shift forms and gets power from nature
* Paladin – Melee Medium damage and small healing, low mobility

Those are the classes. All classes start in the same area as any other person from their own RACE. Classes restrict the weapons and armors you can use but create diverse gameplay for each player through their skill tree. This is because the skill tree is not just based around combat, it is also based around your professions and skills in the sciences and the languages. You can put points into this tree every time you level up you can start putting points into your skill tree which is stored in your codex. Classes also come with a passive which helps diversify the classes even more and the skill tree diversifies the players within the classes. Also I will attempt to make the skill tree to be able to be built in any way possible and so that there is no one good way to do build the tree.

3.6 Race

Race is the most important part of character creation because of the different storyline and choices you will have to make through out the story, as well as the different look you character will physically take on. The race of a player also comes with a passive depending on the race.

The list of races are as follows

Races

* Human
* Dwarf
* Elf
* Troll
* Orc
* Undead

Every race provides a different view of how each person is brought up. This is essential for character because it gives you a built character with depth and an intriguing story, and with the choices that you go and create for your character a deep and important choices. But they can not ruin the depth already given, this is because of the character’s backstory, as well as the choices that they have to make depending on race. As well as each class gives you different stats depending on your class and how it matches up with your class.

3.7 Professions and Achievements

Professions are an essential part of an RPG because they add so much diversity to a character, whether they are a chef and a fisher or a hard core blacksmith and miner who create their perfect armor hand crafted to a perfect detail. Professions allow for a player to become even more engaged in the game. Professions sadly have mostly just been thrown into RPG’s to add in skills and more things for a player to do and they don’t necessarily tie into the quests or anything else again. My goal with the profession system is to allow for certain professions to make a quest easier. Now professions themselves are also important to be fun so I am going to try to make them as realistic as possible. This is going to be interesting for professions such as alchemy, which will involve science, and making so that you can chemistry with this profession. Now time to explain the professions I intend to have in the game.

|  |  |
| --- | --- |
| Name | Description |
| Alchemy | Alchemy is the use of elements and chemicals in order to create elixirs and to attempt to create gold. This power can also be used to create small explosives. |
| Blacksmithing | Blacksmithing is working metals and creating and upgrading the armor you have at your disposal, all though the materials for blacksmithing come from mining |
| Enchanting | Enchanting |
|  |  |
|  |  |
|  |  |
|  |  |