**GODRIDDEN**

Game Design Document - Portfolio Extract

**📋 CONCEPT SUMMARY**

**Vision:** A third-person action-adventure game where the player embodies a rider capable of controlling increasingly powerful creatures, culminating with divine entities. The experience emphasizes the grandeur of nature and difficult moral choices.

**Genre:** Action/Adventure/ARPG Third-person  
**Target Audience:** Demanding players seeking solo challenges, "pay once" economic model  
**References:** FromSoftware (Elden Ring, Dark Souls), Shadow of the Colossus, God of War

**🎮 CORE MECHANICS**

**Creature Control System**

* **Nervendaggers:** Ritual weapons allowing possession of dying creatures
* **Symbiotic progression:** The more the player uses their mount, the stronger it becomes
* **Moral choices:** Abandoning current mount to control a more powerful one
* **Consolidation:** Aquatic checkpoints to save progress

**Advanced Combat Mechanics**

* **Dynamic combat:** Non-telegraphed movements with randomization based on enemy level
* **Trait system:** 25+ special abilities (Clawed, Horned, Winged, etc.)
* **Psychological powers:** Unique mental abilities per rider-mount dyad
* **Intentional delay:** Latency in movements to simulate controlling a creature

**🌍 WORLD DESIGN**

**Interconnected Environments**

Clay Cabbage Valleys → Cerulean Lake → Green Cordillera →  
Republic's Garden → Peace Garden

* Semi-open interconnected world with secret passages
* Living ecosystem: Autonomous animal interactions, natural predation
* Peaceful landmarks: Romantic viewpoints accessible after bosses
* Vertical progression: Unlock sky then Titans' lands

**Hierarchical Bestiary**

* **Animals (12 species)** - Passive or aggressive, all dietary regimes
* **Monsters (12 species)** - Always aggressive, mandatory "Handed" trait
* **Sacred Beasts (4 species)** - Rare bosses, vulnerable to 1 psychological power
* **Titans (7 species)** - Super-bosses, immune except to 1 psychological power

**⚙️ PROGRESSION SYSTEMS**

**Main Stats**

* **Health:** Mount and rider life (separate)
* **Energy:** Running, dodging, jumping
* **Concentration:** Psychological attacks
* **Strength:** Physical damage and weapon carrying
* **Speed:** Movement and dodging
* **Mental:** Psychological power efficiency
* **Bond:** Intensity of rider-mount connection

**Organic Inventory System**

* Biological bags deployed by Nervendaggers
* Umbilical cord feeding from the daggers
* Dietary regimes: Herbivore, Carnivore, Omnivore (stat impact)
* Passive upgrades: Injections, armor, weapons based on creature size

**🎯 STRONG NARRATIVE ELEMENTS**

**Backstory**

Centuries ago, the tradition of creature riders flourished. Now considered cruel, it has been forgotten. Monsters rule, humans survive in caves, and the Unridden God-Demon sows chaos by instinct.

**Narrative Arc**

* **Heritage:** Receiving Nervendaggers from dying master
* **Awakening:** First control of a wounded Elkersire
* **Ascension:** Progression through territories and bosses
* **Apotheosis:** Final battle against the God-Demon
* **Sacrifice:** Becoming the new protector of the world

**🔧 TECHNICAL INNOVATIONS**

**Minimalist User Interface**

* Clean HUD: Focus on environment
* Separate health bars: Rider (base) + Mount (upper)
* Contextual indicators: Poison, disease, bond level
* Rider-centered camera to enhance epic scale

**Specialized Controls**

* 8 attack types based on mount traits
* Multi-target locking system
* Contextual weapon switching based on abilities
* Rich environmental interaction

**📊 REPLAYABILITY VALUE**

**Replay Factors**

* **Trait combinations:** 25+ mutable abilities
* **Mount choices:** Impact on gameplay and psychological powers
* **Secret psychological powers:** Discovery through experimentation
* **Alternative paths:** Hidden passages and avoidance strategies
* **Evolutionary mutations:** Crusbones modifying creature abilities

**Progressive Challenges**

* **FromSoftware difficulty curve:** Patience and observation rewarded
* **Unique bosses:** No respawn, memorable fights
* **Resource economy:** Strategic food/energy management
* **Rewarded exploration:** Hidden secrets and shortcuts

This GDD demonstrates a complex systemic approach to game design, combining innovative mechanics, coherent worldbuilding, and strong emotional progression. The emphasis on moral choices and the symbiotic rider-mount relationship creates a unique narrative experience in the Action-RPG genre.