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Fractured Realm

Introduction

Game name: Fractured Realm

The elevator pitch: The game is an open world RPG with a dynamic and fluid, Character Action approach to Hack n' Slash combat. Lead a party of companions to save the continent from mysterious portals, while taking part in smaller stories and building a settlement to defend. tackle small and large scale issues, from personal stories, to closing the portals delivering chaos to the land.

Genre:

- RPG (Role-Playing Game)
- Hack n' Slash/Character Action
- Action
- Adventure

Ethos/player Mindset: The player should feel like a part of a large, expansive, and immersive world, yet powerful with the ability to take the fight to their enemies, while being a part of smaller, individual stories.

Targeted Platforms:

- **PC**
 - Windows (Priority)
 - Mac
 - Linux
- **Console**
 - PlayStation 4 (Priority)
 - Xbox One (Priority)
 - Nintendo Switch

The priority platforms were selected due to their substantial player bases and for being established in the industry. The other platforms listed are what the game would ideally release on however are not a priority, due to holding a small percentage of the market and most of the targeted audience already owning at least one of the priority platforms.

Handheld consoles were overlooked as the game would not run sufficiently on those platforms and the downgrading the game to a state where it would be playable would produce a significantly different game than the one proposed and would not gain back, in revenue and vision, what is sacrificed by losing the currently targeted platforms.

Monetisation Model:

- Initial release
 - This will be a full-priced release which will generate the bulk of the game's revenue.
 - The price will be around £40 in the UK and \$60 in USA to keep in line with current gaming pricing trends.
- Content expansions
 - This will be paid content in the form of DLC (downloadable content).

- There will be multiple expansions which will help maintain interest in the game and generate further revenue.
- These will be priced more competitively as the content on offer will be smaller than the full game and will have a price of around £15 and \$25 in the UK and USA, respectively.
- Season pass
 - A season pass will be purchasable alongside the initial game release, offering all DLCs for a reduced price.
 - This gives the consumer a good deal but also guarantees further revenue upfront, recouping more than if a consumer doesn't feel like purchasing all DLC individually.
 - The season pass will be priced at £25 and \$40.
- Ultimate Edition
 - After all of the planned expansions have been released, a new edition of the game will be released including; the base game, and all content expansions.
 - This will be released around the next holiday season to generate one last burst of revenue.
 - E.g. if the final expansion releases in May, the Ultimate Edition will release around December. If the final expansion releases late in the year, the Ultimate Edition will release at the next viable point, likely March/April.

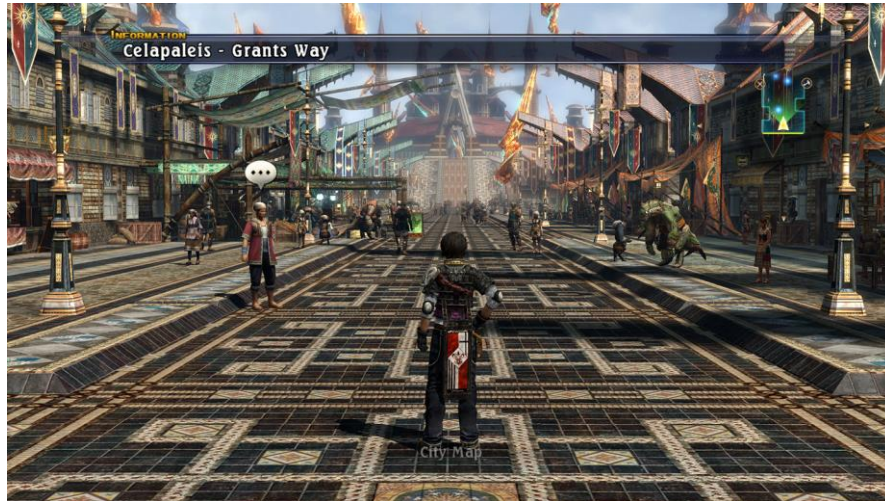
Unique Selling Point(s):

- Its blend of fleshed out RPG mechanics and genre unique combat system.
- A main campaign, along with many side stories and character driven plots from companions.
- The interconnectedness of different mechanics, with many complementing one another and giving them more weight.

Story & World

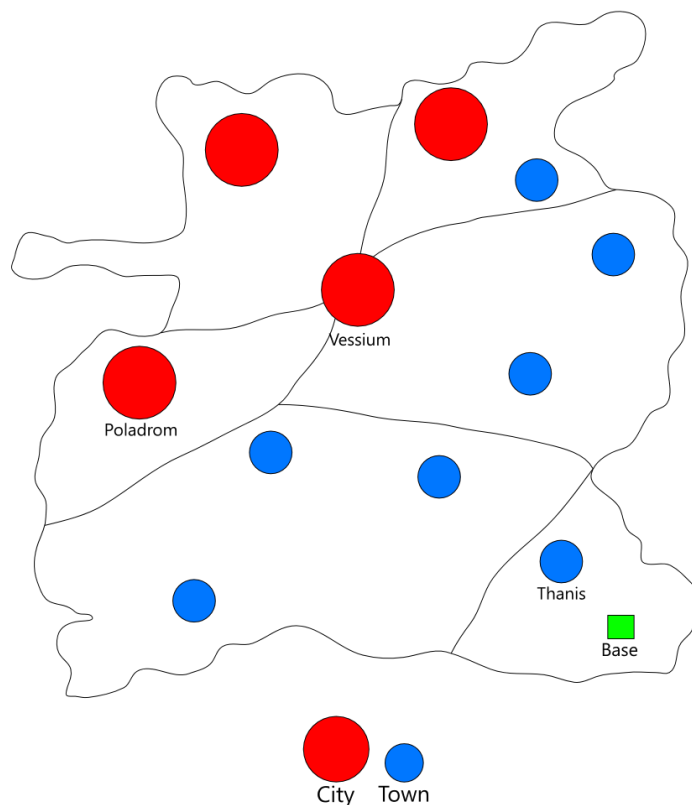
Setting:

The game has a traditional fantasy style, with technological elements. Technology is used aesthetically in the world's architecture and with things such as lighting and signs within cities. It is reminiscent of Final Fantasy and The Last Remnant.



[Reference image: *Final Fantasy XII*]

It is set on a fictional continent known as "Azul", which is split into multiple territories. Each territory has a 'territorial government' made up of the mayors of the settlements within that territory, similar to the USA's state governments. There is a 'central government' which resides in the capital which rules over the continent as a whole, similar to the USA's federal government. The continent is an island, meaning the water acts as the world barrier.

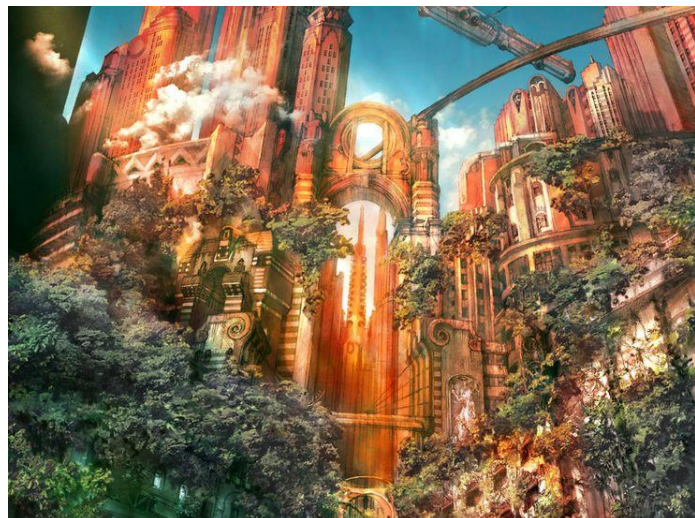


Gameplay wise, there are two sections of the continent: the wilderness, and settlements.

- Wilderness
 - Anywhere outside of a settlement
 - Formerly known as “Grasslands” before the portals’ arrival.
 - Typical fantasy area
 - Filled with open, grassy plains
 - Features mountainous regions
 - Lakes etc.
 - More arid areas
 - Also features underground areas such as caves



- Settlements
 - Split into two types: towns and cities.
 - Settlements are where vendors, guilds and banks are found.
 - They have many NPCs, some of whom are non-interactable and just populate the world.
 - Towns are smaller settlements which may not include each type of guild or vendor.
 - Cities are bigger, often with more vendors and guilds and NPCs to help with side quests.



There are 7 towns and 3 cities within the game.

Examples:

Thanis:

- Small, starting town.
- Blacksmith and Propulsion Vendors.
- No guilds.
- A few side quests.

Poladrom:

- Bigger city.
- All types of vendors.
- Fighters and Bards guilds.
- Higher number of side quests.

Vassium:

- Continent's Capital; massive city.
- All types of vendors.
- All types of guilds.
- Many side quests.

Plot:

The player, known as "Sabre" begins on their farm the grasslands when they hear soldiers running past. They grab their father's old weapons, a sword and Propulsion Glove, and follow the soldiers to a mysterious portal. Beasts suddenly start pouring out, fighting the soldiers. Sabre tries to help but they're knocked towards the portal which has become unstable. Their hand goes through the portal which releases a burst of energy they absorb which flings them away from the area before losing consciousness and descending into a coma. They're found by Bess, a young woman, and taken back to her family home, a smallholding near the town of Thanis, by the grasslands.

Sabre awakes several weeks later during a bandit attack and fights them off, discovering the portal energy has given them powers and has bound the glove to their hand. Bess takes Sabre to the nearby town of Thanis and shows them around, explaining multiple portals have opened across the continent. She takes Sabre to the local mayor who sheltered them from government types who had been asking questions. Bess joins as a companion and the mayor asks for Sabre's help, in return for sheltering them, by helping his citizens. He also tells Sabre about someone, an expert on Propulsion technology in Poladron, who may be able to remove the glove from their hand. Once they've helped the citizens, he informs Sabre of a nearby abandoned fort they can use as their own.

Sabre sets out towards Poladron, crossing the wilderness and encountering smaller towns along the way. When they arrive, the city is closed due to the portal threat and a pass or loyalty test is required to enter. Sabre can buy a pass, find a forger and help them, or complete the test by hunting down and killing a vicious beast. Once they enter the city, Sabre searches for the expert but finds his apprentice, Vance, instead, who informs Sabre he's gone missing. Vance agrees to help Sabre find his

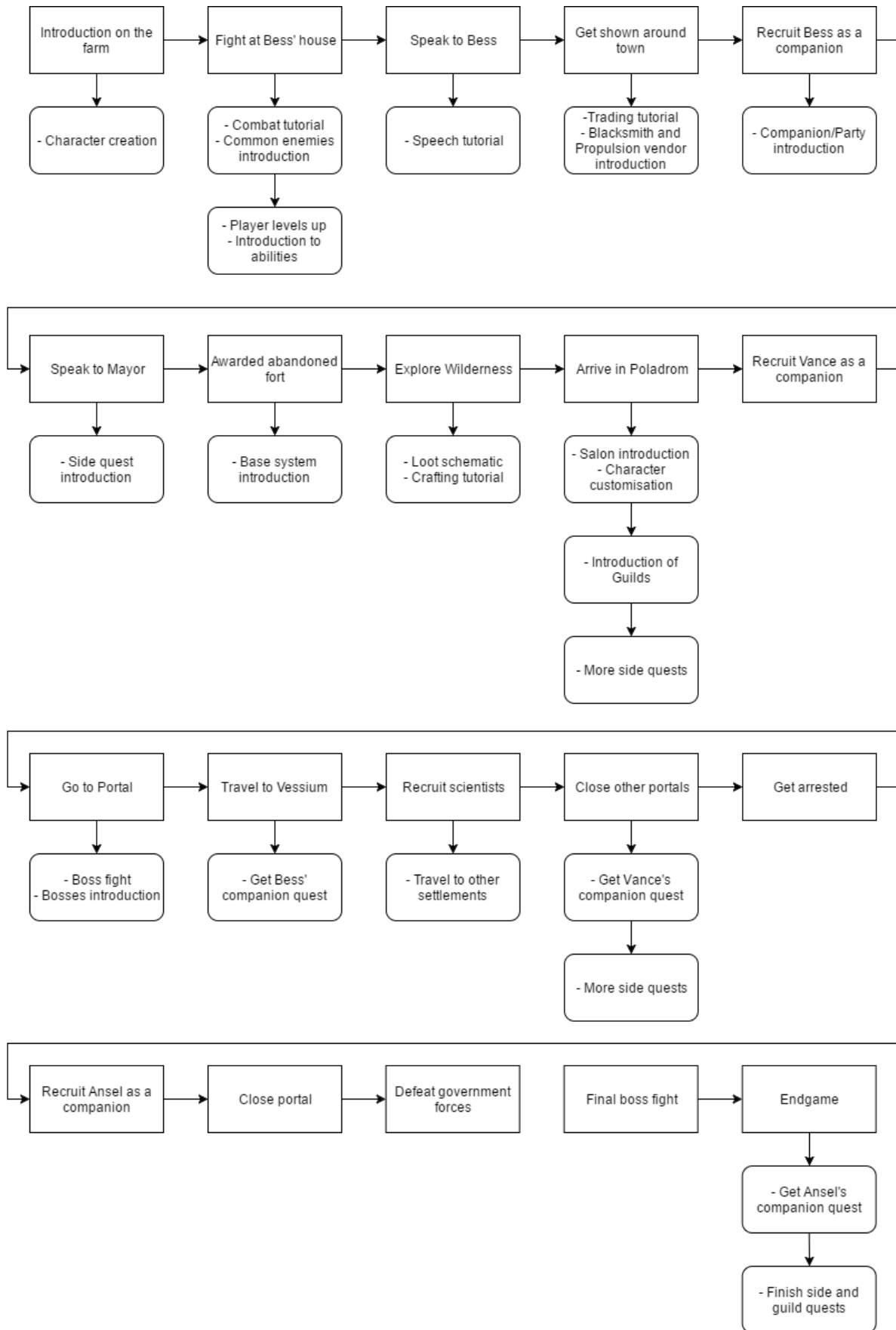


mentor, joining as a companion, and they search around, discovering he went to a cave out in the wilderness for research. They arrive, save him, and return to the city where he scans the glove and tells them to explore the city as it will take a while to go through the data. After a few days, Sabre returns and he tells them the glove has the same energy signature to the portal, meaning they're linked. He needs to see how it reacts with the portal so Sabre goes back to the original one. They fight beasts and defeat a boss before holding the glove to the portal, causing it to close and the glove to be drained of its link to the portal.

This event causes a reaction from the other portals and more, stronger beasts emerge from them. The expert tells Sabre about some scientists in the continent's capital, Vessium, who may be able to power the glove back up so they head off towards it, across the wilderness. Once Sabre arrives, they're escorted by government agents for interrogation. They try to remove the glove and, upon realising its futility, agree to help power it in return for Sabre's help. Sabre is told the science team disbanded and needs to be reunited and so they set off to recruit the scientists. They travel to four new settlements to get the scientists and bring them back to Vessium. The reunited team informs Sabre of a potential power source, a crystal far off in the wilderness. Sabre retrieves the crystal and the scientists forge a power source from it, powering the glove's portal link, while informing Sabre they've identified a central, control portal which is drawing its power from the others. This control portal is too strong and the surrounding area is unstable however closing more portals should weaken it and stabilise the area. Sabre is dispatched to close two more portals, doing so then returning, where they're promptly arrested, learning the central government wants to harness the power of the portal rather than close it. With the help of Ansel, a high-ranking defecting soldier, Sabre escapes the prison and the capital with Ansel joining as a companion.

Sabre goes after the control portal but realises the government are there in force, having erected a force field powered by the portal. They must close another portal to weaken it, doing so, then returning before fighting through the government forces to the portal. The government's tampering with the portal has had a negative effect on it, causing a very large beast to appear and threaten the entire continent. Sabre fights and takes down this beast; the leaders of the government are killed in the chaos. This means Sabre will be left alone by the central government for now and they realise many beasts still remain across the continent and the job of clean-up falls to them as well as helping the people that still require it.

Game Flow and Progression:



Characters

Protagonist - "Sabre"

- The player character is a young adult, in their early-mid 20s, customised visually how the player wishes (see Character Creation for more).
- They live on a farm by themselves at the beginning of the story.
- Their father was an adventurer so they have a sword and a Propulsion glove the protagonist grabs at the start of the game.
- Their name is determined by the player however their nickname is "Sabre" due to their proficiency with a sword when they were younger, which is what other characters refer to them as.
- Their backstory is not rigidly determined and the player can decide this if and when an NPC questions them about it, such as asking about their parents etc., to which the player can answer how they wish and craft the protagonist's backstory.

Companions:

Bess Harmony

- Female, short blonde hair, around 5'4 in height.
- She's younger than the player character, around 20.
- Very talkative, with a chipper and upbeat personality.
- She lives with her parents on a modest smallholding just outside the town of Thanis. She has longed to escape that life for adventure.
- She's quite scrappy and 'street smart.'
- Bess joins the player as a companion early on and is with the player throughout the game.
- Specialisation: Light Melee (see Specialisations/Class System for more)

Vance Travar

- Male, short brown hair, around 6" tall, thin build.
- He's an apprentice to the expert on Propulsion technology.
- He's elegant and well-spoken, coming from a formal background, in complete contrast to Bess. He's typically very selective of his company and initially considers some of the poorer, working class to be beneath him; not worth his time. His character development sees these views change as he becomes more welcoming.
- Specialisation: Earth Propulsion

Ansel Winbrook

- Male, shaved head, around 5'8, with a big build.
- He's a high-ranking career soldier who has recently become disillusioned with the central government.
- He came from an aristocratic family but served long enough to be familiar with the poorer sections of society, drawing some of his demeanour from it. This means he's polite but won't hesitate to confront if required.
- Specialisation: Heavy Melee

Lore

Propulsion

Propulsion is a type of in-game technology and will be referenced throughout this document. In the game's lore, it is a liquid-based technology which is utilised for many things, the most pertinent of which being combat and consumption.

For combat, the liquid has been refined into an energy which is then captured in "Propulsion Runes", otherwise called "spells." These spells can be put into either a "Propulsion Glove" which people can wear and fire projectiles at enemies or heal others, or a "Propulsion Staff" which is an amplified version people carry, similar to traditional spell staffs.

Since it's a liquid-based technology, it has been converted into potions/consumables which can yield benefits such as health bonuses and other combat enhancements (see Combat for more).

Portals

Portals are large, oval-shaped conjurations from which portal beasts emerge. They are green with slight black tints towards the edges.



[Portals as shown in *Elder Scrolls IV: Oblivion* and *The Witcher 3*]

Closing portals:

Portals are closed by the player passively, rather than actively. There is no specific gameplay required; the player will automatically raise their glove to the portal, after defeating any enemies, and it will start rippling before shrinking down and disappearing.

Maps

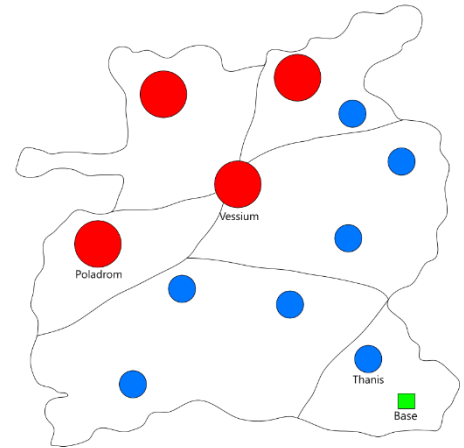
World Map:

- Shows where the player is in relation to the entire continent.
- Displays world areas such as settlements and the wilderness.
- Player can select an area to zoom in on it, opening the Area Map for that particular area.

This map is not necessarily an accurate representation of the game world in terms of distance relative to the player; some abstraction.



[World Map example: *Dragon Age: Inquisition*]



[Mock-up of World Map]

Area Map:

- Provides an overview of the area the player is in - such as city or a part of the wilderness.
- Shows player location, quest markers and player waypoints, quest givers, objectives, vendors, guilds, landmarks, banks, and 'nav stations'.
- Player can place their own waypoint.
- Can zoom in and out to encompass that area.

The distance on this map is more accurate than the world map, with less abstraction.

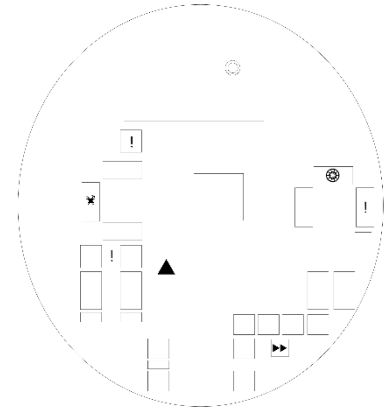


[Map example: *The Witcher 3*]

Local Map:

- Far more accurate, zoomed in, map which shows more world detail, such as the layout for a house or cave.
- Can be toggled to from the Area Map.
- Still shows player location, quest markers, player waypoints, quest gives, vendors, guilds, landmarks, banks, and nav stations.
- Can zoom in and out - can't zoom out to the same degree as the Area Map.

The most accurate map in terms of distance relative to the player.



[Map examples: *Runescape*, *Elder Scrolls V: Skyrim*]

[Mock-up of Local Map]

Minimap:

- Present during gameplay in the bottom left corner.
- Shows a limited version of the Local Map, updated in real-time with player movements.
- Also shows NPCs such as enemies and party members.
- Always has the player in the centre.



[Map examples: *Runescape*, *Grand Theft Auto V*]

Zones

Zones designate what type of gameplay is possible in a particular area.

Two types of 'zone' in the game:

- The Wilderness
 - Outside of settlements.
 - Combat is typically enabled here.
 - Typically high amounts of enemies here.
- Safe Zones
 - Often settlements/the base.
 - Typically highly NPC populated.
 - Combat is not enabled here and the player will be unable to swing their weapons/cast spells - weapons automatically sheathed.
 - If required (perhaps by a quest), a safe zone may temporarily enable combat however level design will ensure no NPCs are there to be attacked

Pursuing enemies will stop following the player as they approach a safe zone and begin to run back to their start position, preventing the player from exploiting safe zones for combat purposes.

Travelling/Movement

On-Foot Movement:

- The player character and NPCs can move around the game world on foot.
- NPCs can move at the same speeds as the player, meaning they can easily match it if following.
- Any companions match the player's current speed to ensure the party doesn't get separated.
- The player can scale terrain to a certain incline until it becomes impossible. Doing so changes the animation slightly to indicate more of a struggle to climb.
- Players are forced to walk if they're 'over-encumbered' (see Inventory System).

Movement speeds:

- Walking
 - A slow movement speed
 - Can be toggled if on PC or through use of analogue stick (see Controls for more).
- Running
 - A light jog
 - Default movement speed
- Sprinting
 - Much faster pace
 - Requires Stamina (For the player)
 - Stamina is depleted when the player sprints and is restored passively when not sprinting, or through the use of a consumable.
 - Player starts with 300 stamina.

- 30 stamina is used per second initially, meaning the player can sprint for 10 seconds.
- A button is pressed/held down to activate this speed (see Controls for more).
- Typically disabled when in a building to help with navigating smaller environments.

Fast Travelling:

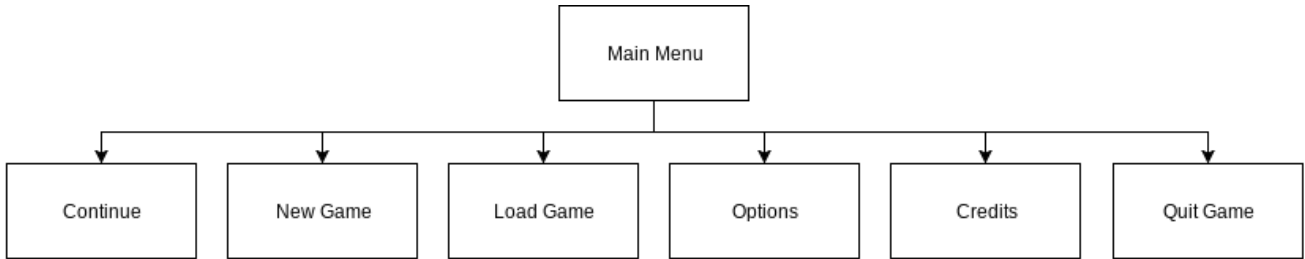
The player can fast travel by utilising a “Nav Station.” This provides quick transport across the map, rather than forcing the player to traipse back and forth to places they’ve already been.

- To prevent abuse of this system:
 - The player must first reach a Nav Station before they can use it to fast travel.
 - They can only travel from a Nav Station, not just from any point in the world.
- Fast travelling is free, not requiring a resource, such as credits, to use; travelling to the station for the first time is a cost in itself.
- Nav Station are positioned across the map; within settlements, at the base, and throughout the wilderness.
 - There may be multiple Nav Stations in a settlement depending on its size.
- Fast travelling advances the in-game time (see Time system).
- The player can’t fast travel if they’re ‘over-encumbered’.

Menus

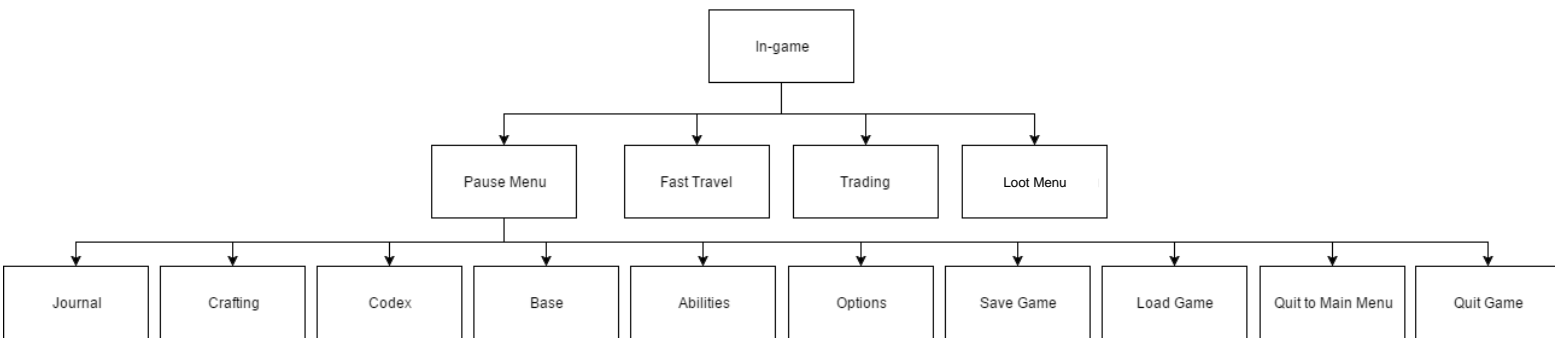
Main Menu:

This is what the player sees when they start up the game.



In-Game:

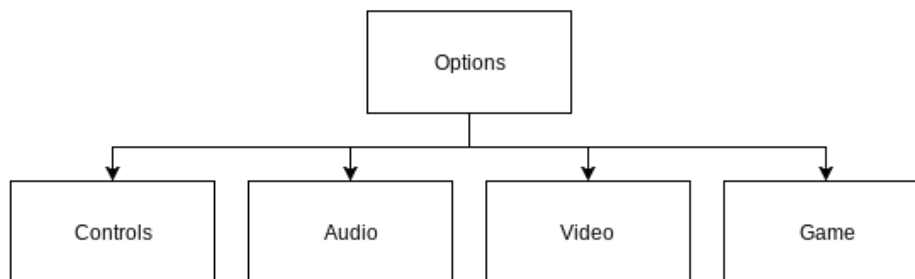
Accessible when playing the game.



Options:

The options menu provides game customisation.

- 'Controls' shows the player the control scheme and allow them to rebind keys (on PC).
- Audio allows the player to change the audio levels for music, effects, and dialogue, and toggle subtitles.
- 'Video' provides graphics customisation options for PC players.
- 'Game' lets the player customise the difficulty, language, control sensitivity, and toggle hints and tutorials.

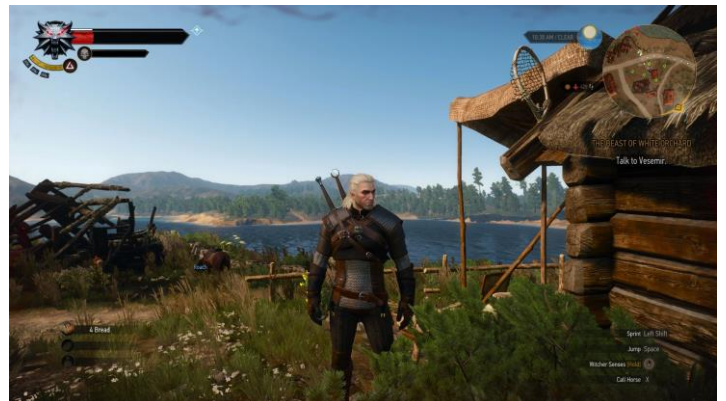


HuD

The 'Head-up Display', or HuD, provides information to the player non-invasively. Not all HuD elements are displayed at all times to prevent cognitive overload from clogging the screen.

HuD elements:

- Always displayed (except when in speech/dialogue state)
 - Compass
 - Minimap
- Displayed during combat state - (fade away after combat)
 - Player health
 - Glove power level
 - Enemy name, health, and level
 - Combo counter
 - Equipped abilities
 - Adrenaline meter
 - Selected super ability
 - XP bar
 - Current companions
- Displayed when sprinting
 - Player stamina - (fades away when full and not sprinting)
- Context sensitive
 - Interact with the environment: vendors, fast travel etc. - (only present when within range)



[HuD examples: *DC Universe Online*, *Mass Effect 3*, *Elder Scrolls V: Skyrim*, *The Witcher 3*]

Saving/Loading

Character Profiles:

The player can have multiple game campaigns attempted at once by utilising a profile system, similar to Mass Effect's 'Career' system. They can create as many characters as they want, all of whom have their own saves, independent from one another. The player can select which character they want to play as, then load a save from there. Each new game the player begins creates a new character profile.



[Careers/Character Profile System as shown in *Mass Effect 3*]

Saving:

When the game is saved, it stores the game data verbatim. When the game is loaded, it won't load it from a checkpoint or at the start of a quest etc. it will load exactly as it saved, with the exact player coordinates and status.

Saving can occur at any time, except for the following:

- During dialogue
- During combat
- During a cutscene
- When trading

Three types of save:

- Manual Save
 - Accessed from the pause menu.
 - The player can have as many manual saves as they wish. They can choose to save as a new save or overwrite a previous save.
 - Player can name their save file.
- Autosave
 - An automatic save, decided by the game rather than the player.
 - This happens at various points:
 - Fast travelling

- Completing a quest
 - After a cutscene
 - After a loading screen - such as entering a settlement
 - There are two autosaves stored at any given time. A new autosave overwrites the oldest one.
 - Given a name - "autosave 1", "autosave 2" etc.
- Quicksave
 - Similar to a manual save however only one can be stored at any given time.
 - Bound to a keyboard hotkey, making it much quicker than pausing and saving.
 - Can't be done on console due to lack of buttons and possibility of accidental saving.
 - Can't name them like manual saves, just named "Quicksave."

Loading:

The player can load a save up whenever they want, without the same restrictions placed on saving. This is because they player may wish to return to an earlier save and it could be tedious to force them to sit through something, only to load the game after that anyway.

Types of loading:

- Manual Load
 - Accessible from the main menu and pause menu.
 - The player can load any save from here, not just manual saves. They can load autosaves as well as quicksaves.
- Quick Load
 - The player can quick load with a hotkey on PC. This is not available with a controller to prevent accidental loading.
 - This loads the current quicksave.
- Continue
 - Reloads the most recent save.
 - Accessed from the main menu and upon game over/player death.

Each save stores information that's shown to the player when they wish to load the game.

Information displayed:

- Save name/type
- Character name
- Character level
- Active quest
- Current Area
- Playtime



[Saving menu from *Mass Effect 2*]

Loading Screens:

When the player loads a save, they'll be met with a brief loading screen as the game's content is prepared. They'll also see a loading screen when they transition to a new area, such as entering a city, and when they fast travel. Loading screens display:

- An image of the game world
- Loading bar
- Gameplay hints

Gameplay States

The game has a series of 'states' which enable and disable certain things. They determine what the player can do at a particular point.

Exploration:

- This is the default gameplay state.
- It allows movement as normal.
- The player can interact with people and the world.
- They can engage in combat (enters the combat state).
- Saving and loading enabled.
- Minimal HUD (see HUD for more)
 - Compass
 - Minimap
 - Stamina (when sprinting)
 - Context sensitive prompts

Combat:

- Entered when an enemy 'aggros' on the player.
- Combat HUD elements appear.
- Saving not enabled; loading is enabled.
- Can access menus.
- Can't equip items.
- Can use consumables.
- Ended when enemies defeated or fled from.

Dialogue:

- Entered when the player speaks to an NPC.
- HUD elements disappear.
- Speech system is enabled.
- Character/camera movement is disabled.
- Can't use consumables or equip items.
- Game can be paused.
- Can't access other menus.
- Saving not enabled; loading is enabled.
- Finishing the dialogue exits the state.

Cutscene:

- Entered when a cutscene is triggered - during a main quest.
- Hud elements disappear and the camera becomes cinematic.
- Saving/loading disabled.
- Control is removed from the player here and cutscenes will play out linearly.
- The game can be paused but only allows for the skipping of a cutscene.
- Exited when the cutscene ends.

Trading:

- Entered when speaking to a vendor.
- Opens the trading menu and enables trading.
- Other menus can't be accessed.
- Movement disabled.
- Saving/loading disabled.
- Exited when the player closes the trading menu.

Paused:

- Entered when the player opens a menu.
- The game world is paused, meaning any simulation is stopped.
- Saving/loading depends on the other states.
- Exited when the player exits the menu.

Controls

Two control inputs are natively supported:

- Mouse & Keyboard (PC)
- Controller (Console and PC)

The controls allow for different things depending on the gameplay state. PC controls can be fully customised/rebound in the options menu.

Exploration:

The player must be able to:

- Move the character
 - Including sprinting and walking
- Access menus - pause the game
- Interact with the world

Combat:

The player must be able to:

- Light melee attack
- Heavy melee attack
- Cast spell
- Use consumable
- Block

- Dodge
- Select and use 3 abilities and super ability

Dialogue:

- Select speech option
- Confirm speech option

Cutscene:

- No control

Inventory:

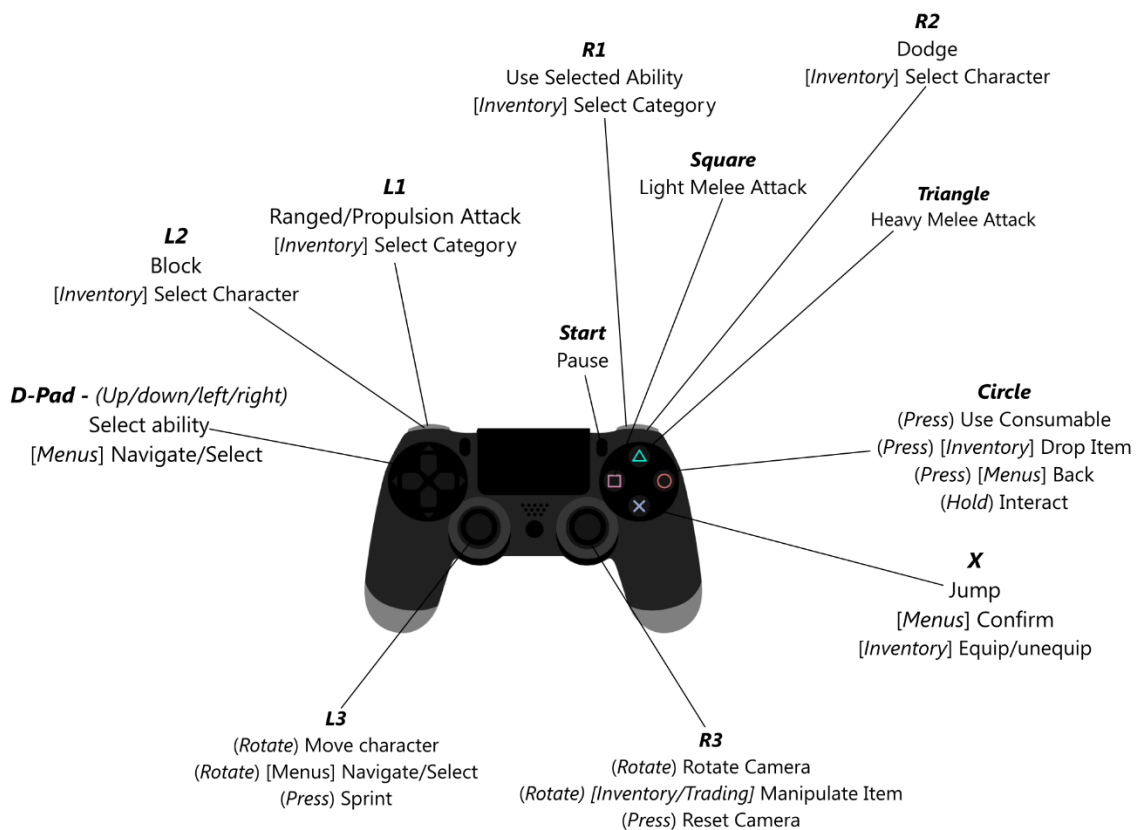
- Switch category
- Switch character
- Select item
- Equip/unequip
- Manipulate item
- Drop

Trading:

- Select item
- Manipulate item
- Confirm buy/sell

Paused (menus):

- Select
- Confirm selection
- Go back



Keyboard	Action
W/A/S/D	Move character
1/2/3/4	Use abilities and super ability
Q	Ranged/Propulsion Attack
G	Use Consumable
Left Shift	Sprint
Right Shift	Walk
Spacebar	Jump
Ctrl	Block
Alt	Dodge
E	Confirm Interact
R	Drop Item
F5	Quicksave
F9	Quickload
Esc	Pause Back
Mouse	
Left Mouse Button	Light Melee Attack Select on Menus/Interfaces Manipulate Item
Right Mouse Button	Heavy Melee Attack
Mouse Wheel	Zoom In/Out – Manipulate Item
Move	Rotate Camera

Camera

Player Camera (3rd person):

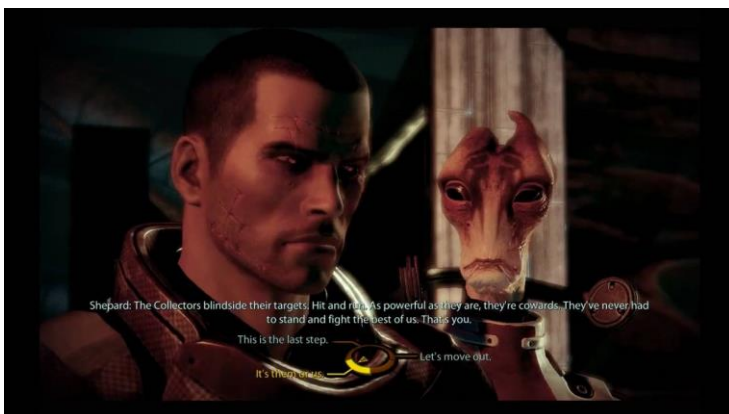
When the player has control over their character, such as exploring the world or in combat, the game has a 3rd person camera. The player retains full control over this camera, being able to manipulate it at all times. If the player moves their character in any direction, including during combat, the camera will slowly pan until it's behind the character.



[3rd person camera as shown in *The Witcher 3*]

Dialogue Camera:

When engaged in speech with an NPC, the camera remains 3rd person however the player loses control over it as it becomes more cinematic, cutting to different shots depending on what's being said and by whom.



[Speech cameras as shown in *Mass Effect 2* and *Mass Effect*]

Cutscenes:

Cutscenes also feature a more cinematic approach, with the camera being utilised in a similar manner to other video game cutscenes, more in line with films/movies. The player also cannot control this camera.

Note on cutscenes: They're all in-engine, rather than pre-rendered, to allow any player/companion customisation to be shown.



[Cutscene examples from *The Last of Us* and *Metal Gear Solid 4*]

XP System

XP (Experience Points) can be earned by the player in various ways.

XP is tied to the level system and enables players to 'level up' once they collect enough.

The player can gain XP via four methods:

Killing enemies:

- Each enemy has a 'base XP' value
- This base value is affected by a multiplier that increases by 0.1 every level
 - Level 1 = 1 multiplier
 - Level 5 = 1.5 multiplier etc.
- XP received also depends on the hit counter (see Combat for more).
 - The counter value, when an enemy is killed, is divided by 10 and that amount (percentage) is given as bonus XP.

Example:

Enemy	Base XP	Enemy Level	Multiplier	Hit Counter	XP Awarded
Bandit	100	7	1.7	18 (1.8% bonus)	$(100 * 1.7) = 170 + 3.06$ bonus
Hydra	230	12	2.2	7 (0.7% bonus)	$(230 * 2.2) = 506 + 3.54$ bonus
Golem	500	30	4	43 (4.3% bonus)	$(500 * 4) = 2000 + 86$ bonus



[XP bar example from *Elder Scrolls Online*]

Completing quests:

- The amount awarded varies for each quest depending on the quest type and level.
- Higher level quests typically award more XP.
- Main quests will typically offer more XP than other quests of the same level.

Discovering new locations:

- Awarded upon entering a new area for the first time.
- The amount of XP awarded is dependent on the area discovered, set by the designers based on how difficult they believe reaching that area will be.

Getting new codex entries:

- Awarded upon discovering something new and receiving a new codex entry. They don't have to read the entry.
- The amount of XP awarded varies depending on the discovery, and is more arbitrary, rather than following a specific structure.

Base Siege victories: (see Base system)

- When the base successfully repels an attack, XP is awarded.
- The amount of XP given depends on the size of the attack, with bigger attacks giving more XP.

Level System

The level system is designed to provide a metric for progression, showing the player how much they've strengthened their character over the course of the game.

Levels are utilised throughout, on:

- Player Character and companions
- NPCs
- Quests
- Items

Player character and companions

- The player character and companions all have a level which can be increased by the player collecting XP.
- A certain amount of XP is required to graduate to the next level.
- Player and companion levels are tied; when the player levels up, so do their companions, regardless of whether or not they're with the player at that moment in time.
- Levelling up:
 - Increases health, base attack, and base defence stats
 - Gives 2 ability points for player, 1 for companions (see Ability System)
 - The ability to use items of that level
- Levelling up happens automatically when enough XP is gained.
- The amount of XP required each level increases by 40%.

Example:

Level	XP Until Next Level	Total XP Required
1	100	100
2	140	240
3	196	436
4	274	710

NPCs:

- Any NPC who engages in combat also has a level.
- As the game progresses, the levels of these NPCs increase.
- Their levels aren't tied to the player. Instead, they correspond with areas and main quest progression.
- NPC health, damage, and loot drops scale with their level.

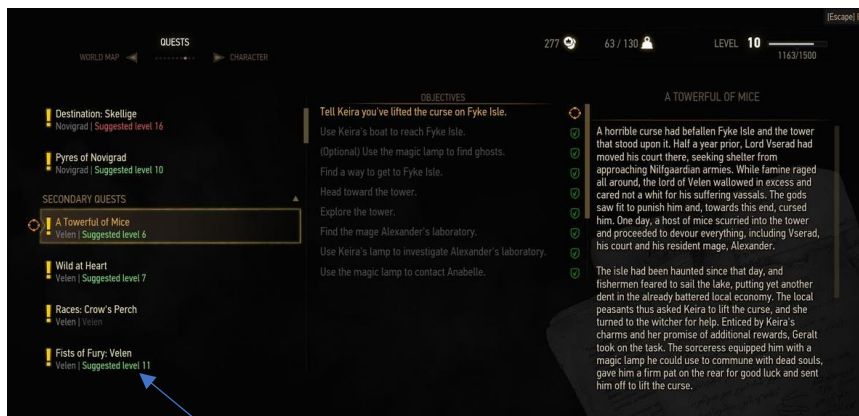
- The higher level an enemy, the more health has, the more damage it deals, and the more likely it is to drop better loot.



[NPC levels in *Dragon Age: Inquisition*]

Quests:

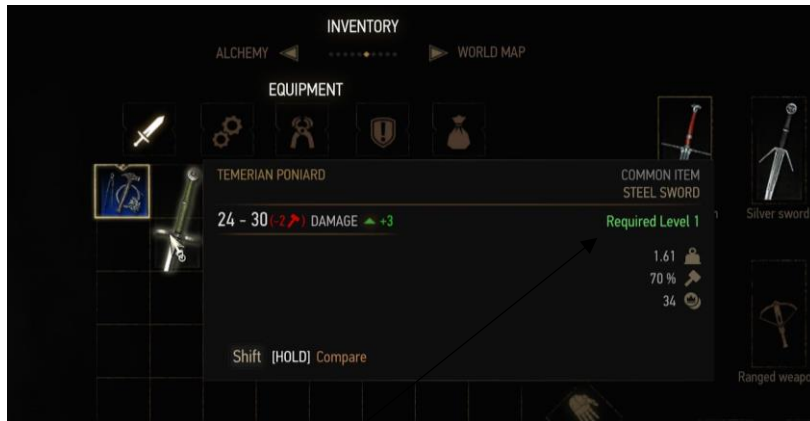
- Each quest has a level.
- As the game progresses, the levels will gradually increase, denoting a more difficult quest requiring a stronger character.
- Quests can be completed by any level character but they can be used to gate content if required, as a player may not be strong enough to complete it yet.
- Quest difficulty correlates with its level and the player's level. A level 10 player is expected to be able to complete quests around level 10 and below.



[Quest levels in *The Witcher 3*]

Items:

- All weapons, armour, and spells the player and companions can equip have a level.
- Unlike quests, this isn't simply a guideline. The player must be the stated level to equip and use the equipment.
 - E.g. If weapon is level 10, the player must be level 10 or higher to equip it.
- Item stats scale with its level, meaning a higher level item will likely have better stats than its lower level counterparts.
- Schematics are similar, as the player cannot craft using that schematic until they've reached the required level.



[Item level requirements as shown in *The Witcher 3*]

Quest System

Quests are the main activity for the player, providing rewards and progression throughout the game. The player can have one 'active quest' at a time, meaning it will appear on the HUD and any relevant waypoints will be displayed. Quests can be viewed and set as 'active' in the journal.

Quests often make use of the combat and exploration mechanics of the game, providing enemies to kill, resources to collect, and people to locate. Quests can't be failed due to the nature of these objectives. A typical quest structure would be as follows:

1. Set off in search of something.
2. It isn't at the first location but enemies are that must be defeated.
3. Return to the quest giver and determine the new location.
4. Go to the new location.
5. Defeat enemies and complete the objective.
6. Turn the quest in and get the reward.

Getting a quest:

- Each quest has a 'Quest giver'
 - Either an NPC or notice board located in towns and cities.
 - NPCs give quests in conversation through the speech system or sometimes in cutscenes for main quests.
 - Notice board quests still have a quest giver however the player doesn't have to interact with them to start the quest.
- Player can accept or refuse all quests except main and companion quests
 - They can return and accept them later if they're still available (see Time system for more).
- Quest rewards are revealed before accepting a quest
 - Loot is either revealed as a specific item if it's from an NPC, or just simply as "Treasure" if it's typical loot.

Turning in a quest:

- Each quest will have one or more people it can be turned in to, thereby completing it.
 - Some side quests will have a choice of whom to help and therefore turn the quest in to.
 - It will often be the 'quest giver' however some quests may vary depending on the quest's content.
 - Main quests may not have a specific person, but sometimes just a location, at which point a cutscene will play and the new quest may be given in the cutscene.
- The reward will be given upon completion, and turning in, of a quest.

Completing quests always rewards XP but can also include: story progression, Loot, Credits (money), base services and resources (see Guild and Base systems).

Types of quest: Main, Companion, Guild, and Side quests.

Main quest:

Main quests advance the story and are assigned by various story characters after the completion of other main quests, either through dialogue or in a cutscene. Once all quest objectives have been completed, the player must go to wherever the quest directs them, where they'll be given a new main quest. They're often a higher level than the player is expected to be at that point in the game to encourage them to focus on other quests and content. They're essential to the completion of the game and completing them all provides an end to the main story.

There will be around 20 main quests in the game.

Example:

Name: Searching for the Mentor

Level: 12

Journal Entry: "You arrived in Poladrom, only to find the expert missing and, in his place, his student, Vance. Vance has agreed to help you find him and has suggested you start by searching his office for any sign of his whereabouts."

Stages:

- Find a map with three caves circled.
- Speak to Vance and show him the note, who tells the player he was investigating a material found in caves in the wilderness.
- Search the caves in any order.
- Incorrect caves have bandits and portal beasts to defeat.
- When arriving at the correct cave, the entrance will be blocked.
- Vance mentions he has an experimental destruction spell back at the office.
- Return to the office, collect the spell, then go back to the cave.
- Cutscene: Vance uses the spell to blast the rubble blocking the cave entrance, clearing the rocks but destroying the spell upon use.
- Enter the cave where the expert is standing on some rocks, attempting to avoid portal beasts.
- Defeat the beasts, after which, the expert thanks the player and escorts them back to the office (quick transition).
- Speak to the expert and inform him of what's happening.
- Cutscene: Get the Propulsion Glove scanned and told to go explore the city as he's examining the data.
- Return to him after 7 in-game days.
- Cutscene: Player is told about the glove's link to the portal and asked to go to it.
- Quest completed and new quest started.

Reward: Story progression, 1650 XP, 250 credits.

Companion quest:

After travelling with a companion for a certain length of time (after reaching a certain story point or Guild quest completion for guild companions), a companion will ask the player to speak to them at the base, where they'll ask for a favour. This will be a separate, small narrative which is specific to

the companion. Completing companion quests unlocks a super ability for that companion to use in combat (see Ability system).

There will be a companion quest for each companion.

Example:

Name: Bess: Family Matters

Level: 26

Journal Entry: "After speaking to Bess, you've learned her family has gone missing and she's asked for your help locating them and getting them home safely."

Stages:

- Go to Bess' family home to search for clues.
- Arrive to find people ransacking the house.
- Defeat the enemies and discover letters addressed to the parents, revealing a large debt they owe.
- Speak to Bess and ask about the letters, which she had no idea about. She recognises the name of the sender, remarking he runs a band of mercenaries.
- Pay them a visit, only to discover the mercenary leader missing.
- Bess is frustrated at the lack of leads and the quest is put on hold for now.
- Speak to Bess at the base after 3 in-game days and she tells the player she may have a new lead; the mercenary leader was arrested for a petty crime.
- Go to the jail and pay his bail (500 credits).
- Speak to him and find out the parents owed a debt to the mercenaries for their help in defending the family home against bandits.
- He gives the location of the bandit camp as thanks for bailing him out.
- Go to the bandit camp and defeat some bandits.
- Bandit leader stops the fighting and asks what the player wants.
- Player can attempt to convince the bandit to release the parents, otherwise they have to fight her.
- Rescue the parents.
- Return to the family home.
- Speak to Bess, who will thank the player but ask for one last favour; to settle off the debt.
 - Pay 5000 credits to the mercenary leader
 - OR
 - Kill the mercenary leader
 - OR
 - Attempt to convince the mercenary leader
- Paying the debt will make the mercenary leader pledge soldiers (resources) to the base.
- Killing him will result in a conflict with the mercenaries.

Reward: 3500 XP, Bess' Super Ability unlocked for purchase, 300 Base resources (if paid/convinced).

Guild quest:

Guilds have quests for the player to help guild members. They are standard quests however they are within the context of guilds and feature guild characters. New quests are made available as the player advances the main story. There are guilds in multiple settlements, meaning they can assign

multiple quests at the same time, however only one quest from each location. Completing these quests makes guild vendors and resources available at the base (see Guild and Base systems).

There will be 3-4 quests per guild, per location.

Example:

Name: Bards: The Lost Flute

Level: 16

Journal Entry: "After speaking to Bromhel, of the Bards guild, you've learned of a lost, legendary flute. He's asked you to find this flute and bring it back."

Stages:

- Speak to Bromhel about the flute.
- Learn they've discovered its supposed resting place, in a cave on the far reaches of the continent.
- Travel out to the location and enter the cave.
- Defeat bandits in the cave and reach a door that is locked.
- Activate levers in a certain order to open the door (hints in the cave).
- Search for the flute only to find a letter with its real resting place, a buried near the cave.
- Leave the cave and head to the burial site, to find a large beast (boss) guarding it.
- Defeat the beast (boss) and retrieve the flute.
- Return the flute to Bromhel.

Reward: Guild quest completion, 2000 XP, 800 credits.

Side quest:

These are smaller, more frequent (ranging in the hundreds), quests found throughout the game which help flesh out characters and the world and encourage the player to kill enemies and level up. They sometimes have multiple ways to be completed which usually affects who the player turns the quest in to. Some NPCs will take up refuge at the base upon completing a quest (see Base system).

Example:

Name: Missing Brother

Level: 6

Journal Entry: "Barthom, a resident of Thanis, has a missing brother and he's asked you to find him."

Stages:

- Ask around to see if anyone knows where he might have gone.
- Find out he had been talking of some treasure and allegedly went to try and claim it.
- Search his home for clues of the treasure.
- Find a treasure map with the location.
- Go to the location to find a bandit trap, luring people in.
- Defeat the bandits until their leader reveals himself as the brother.
- Can attempt to convince him to give it up and go home, or fight him.
- Return to Barthom and tell him what happened.

Reward: 650 XP, 250 credits (if killed), 400 credits (if convinced).

Speech System

Speech is a core mechanic of the game and enables all direct communication between the player and NPCs.

Many NPCs can be interacted with using the speech system, including:

- NPCs involved in quests
- Vendors
- Other general NPCs who may provide the player with information.

The player can **not** engage in dialogue with every NPC. A lot of them are there to populate areas and thus belong to the background.

Dialogue options:

To initiate a conversation, the player must approach a 'speech-eligible' NPC and interact with them when prompted.

When in conversation, a series of options are presented in a 'dialogue wheel', with different purposes:

- Progress
 - Advances the conversation linearly - always leads to the same outcome
 - May be more than one 'Progress' option
 - **Icon:** forward arrow
- Question
 - Explanatory, won't advance the conversation
 - **Icon:** question mark
- Decision
 - Advances the conversation in a more non-linear manner
 - Differs from 'Progress' as it steers the conversation/narrative in a particular manner
 - **Icon:** two branching arrows
- Convince
 - Attempts the 'Convince' mechanic (see below for more)
 - Advances the conversation if it succeeds
 - **Icon:** exclamation point
- More
 - Shows more dialogue options
 - Player doesn't say anything
 - **Icon:** ellipsis (3 dots)
- Return
 - Returns from 'More' back to the main dialogue tree
 - Player doesn't say anything
 - **Icon:** return arrow

The dialogue is abbreviated or summarised as “Convince” to ensure it doesn’t clog up the screen but it shows the full dialogue when the player hovers over an option.



[Dialogue as shown in *Deus Ex: Human Revolution*, abbreviated dialogue as shown in *Mass Effect*]

A dialogue wheel was chosen as it can present many dialogue options, it can be easily controlled with both a controller and mouse, and it’s a familiar system for players.

Convincing:

- Some NPCs are reluctant to do certain things (context specific) however the player has the opportunity to convince them to do it.
 - This may be a way out of having to complete a task or it may be required as part of a task etc.
- The convince attempt dialogue option will have a percentage of how likely it is to succeed.
- If they fail, the option is removed and the player must progress the conversation another way.
- The player has a Speech ability which can be upgraded to improve how likely they are to succeed with a convincing attempt.
 - The player has a speech value that can be increased as an ability. The player’s speech value is compared to a hidden value for every convince attempt to generate the likelihood (percentage) of success.
 - E.g. the player has a speech value of 50, while the convince attempt has a value of 100, giving a 50% chance of success.
- As the game progresses, the convince attempts become more difficult to perform, as they have higher values.

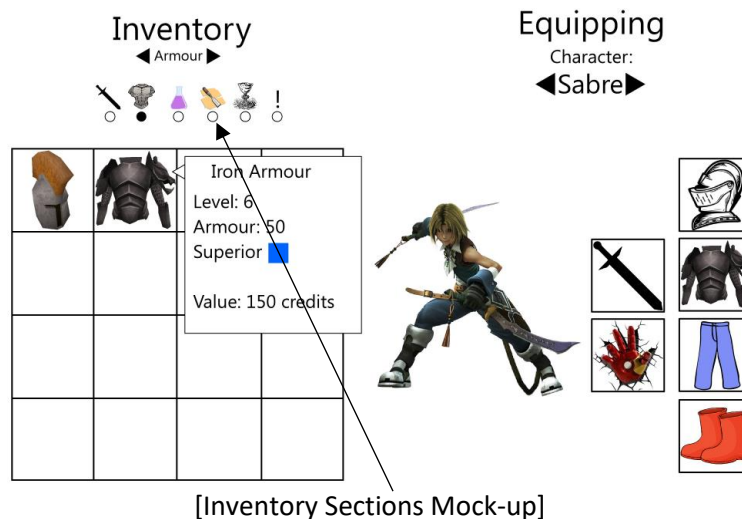
Examples:

- 1) If the player’s task requires some information, they may be able to convince someone to give that information up.
- 2) An NPC may have a task for a player in return for something, however the player may be able to convince the NPC to give them without completing the task.

Inventory System

The inventory serves as a container for various items for the player. It's broken down into sections depending on the item in question. Inventory sections:

- Weapons/Spells
- Armour
- Consumables
 - Potions etc.
- Crafting (see Crafting for more)
 - Contains crafting materials and unread schematics.
 - Materials can be used to craft items based off schematics.
- Misc.
 - Includes 'Junk' items - things which don't have a use however they can be sold to generate money for the player.
 - Includes 'Base' items - things which can be purchased for base customisation and defence.
- Quest Items
 - Items which can't be dropped and are essential to a quest's completion.



The player can drop items from their inventory and they will be placed in a bag on the floor so they can be picked back up. This will remain on the floor until that area of the game world is reloaded.

Items for companions are carried by the player, not each individual member. The player can equip a companion with an item, removing it from their inventory. If the player wants to carry around multiple weapons/armour for a party member, it will impact on the player's carry weight.

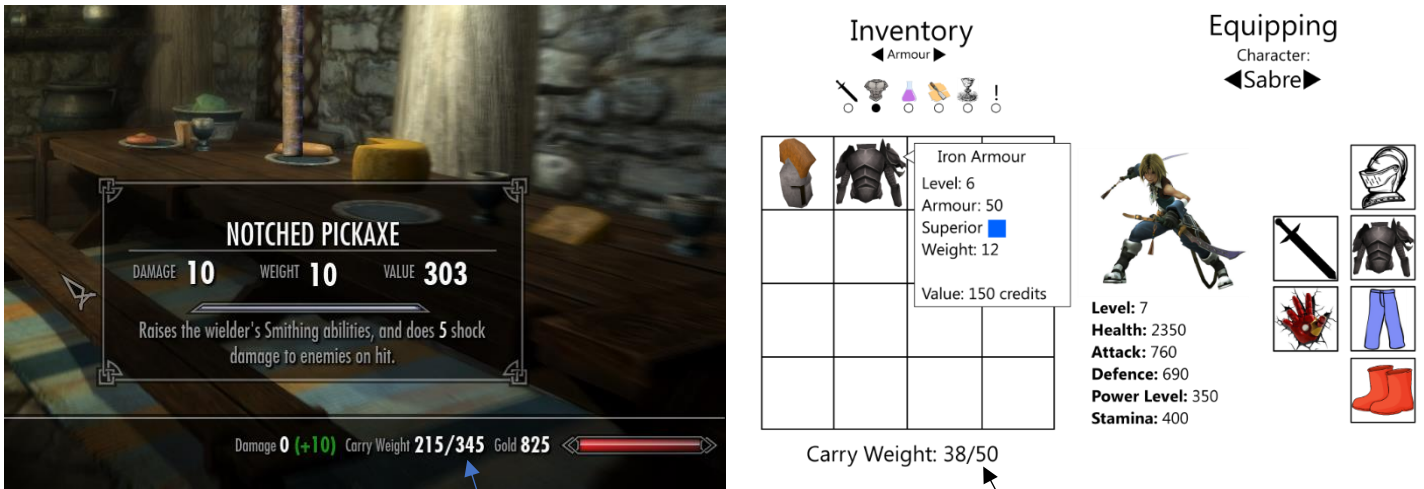
Carry weight:

The inventory is limited by a 'carry weight' system.

- Each item has a weight value (no specific weight unit) and the player has a maximum limit on how much they can carry.
- If they exceed the limit, they can still play however they will become 'over-encumbered.'
 - If over-encumbered, the player can't run, sprint, or fast travel.

- They can engage in combat however their movement is limited to walking speeds.
- The only exception to carry weight are 'Base' items as they're grand in scale and wouldn't be carried by the player carry weight would greatly limit customisation.

Each item takes up the same amount of space visually, meaning the inventory is not limited by screen size.



[Carry Weight examples from *Elder Scrolls V: Skyrim*, Mock-up]

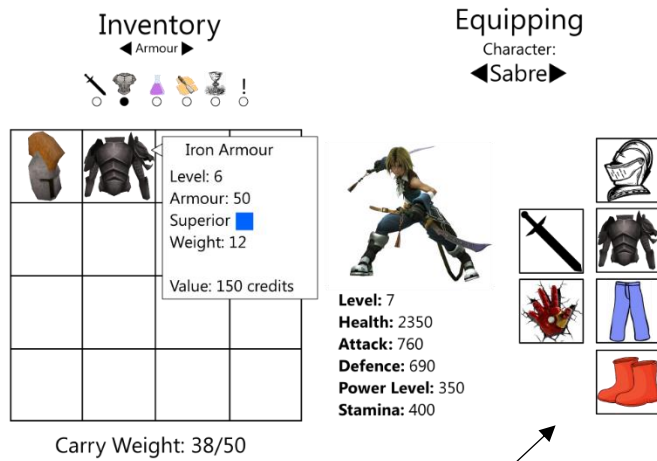
Equipping items:

The inventory is also where the player equips themselves and their companions with weapons and armour. Items cannot be equipped during combat, only outside of it. The player can switch between which character they're viewing and can therefore equip. A small sound plays when an item is equipped. E.g. when a sword is equipped there is a sword swish etc.



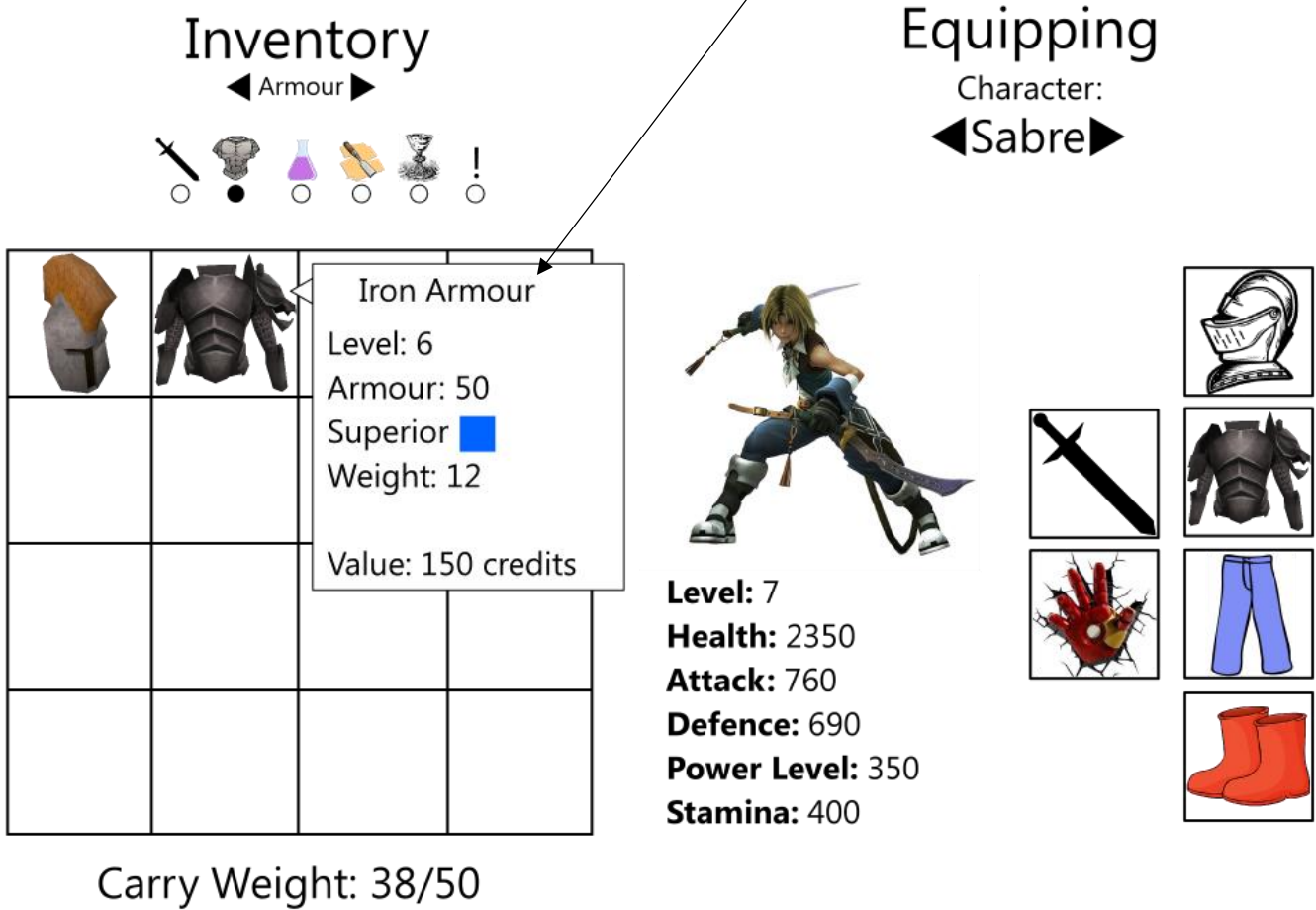
[Character switching from *Dragon Age: Inquisition*, Mock-up]

Each character has an interface showing what they've currently got equipped and what slots are available as well as their stat.



[Player equipment slots Mock-up]

To equip an item, the player has to select it from the inventory when they have the appropriate character selected. Selecting an item will also display information and stats for that item.



[Inventory Mock-up]

Bank:

The player can use another method of storage by depositing their items in a bank. Banks are located throughout the game world and are universal, meaning items stored in one bank are shared with all other banks.

Banks are not limited by carry weight, but rather have an item limit. This limit begins at 20 items but can be upgraded multiple times for an in-game fee of 1000 credits per 10 item increase.



[In-game bank example from *Runescape*]

Loot System

Loot is the name given to items the player collects. They can collect it from:

- Enemy drops
 - Enemy encounters always produce loot, however not every enemy in an encounter will drop loot.
- Quest rewards
- In the world
 - Chests, barrels, boxes etc.

Loot is randomly generated and can be:

- Money
- Weapons
- Spells
- Armour
- Schematics
- Consumables
- Crafting materials
- Misc.

Collecting Loot:

- The player must approach whatever has the loot, such as an NPC corpse or chest etc.
- A small overview 'pop up' window will appear, showing the loot available.
- The player must select it, at which point it opens the loot menu, displaying the item's information and stats.



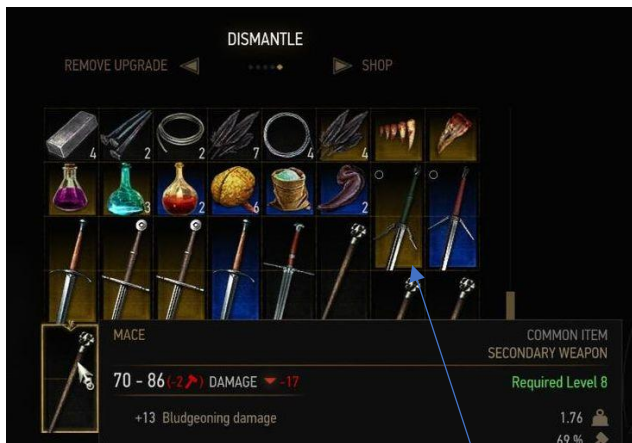
[Loot 'pop up' window from *Fallout 4*] [Loot menu example from *Dragon Age: Inquisition*]

Item Rarity:

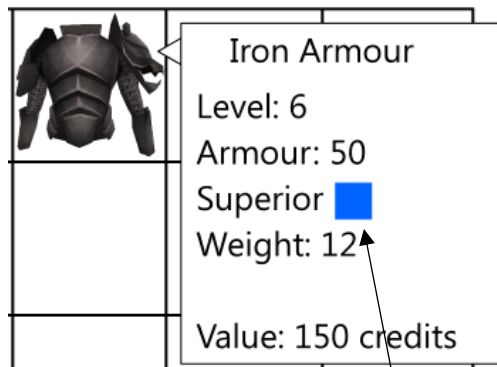
Weapons, armour, and spells have a 'rarity' value which indicates how rare the item is. Rarer items typically have better stats and are worth more.

Item rarity is demonstrated by colour:

- Common - least rare
 - White
- Uncommon
 - Yellow
- Superior
 - Blue
- Rare
 - Red
- Legendary - most rare
 - Black



[Item rarity from *The Witcher 3* and *Borderlands 2*]



[Item rarity from Inventory Mock-up]

Trading

- The player can trade with “Vendors”
 - Vendors are shops
- Currency: Credits
 - Trading requires the use of a global in-game currency known as “Credits”, as it’s a digital currency

There are a number of Vendor types which have different things for sale, determining what the player can purchase from them.

What the player can trade:

- Weapons
- Armour
- Spells
- Potions
- Materials
- Unread Schematics
- Misc.
 - Junk cannot be purchased, only sold

Vendors have a certain amount of money to buy items from the player - this replenishes every 2 in-game days (see Time system). If a vendor does not have the sufficient money to buy an item, the player can still sell it however they will receive only what the vendor has left. They will receive a warning message when attempting to do this.

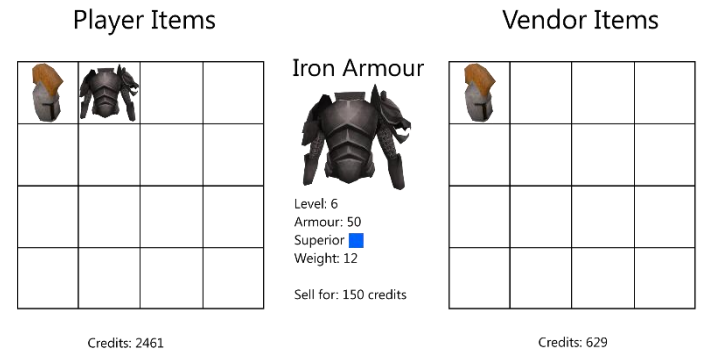
Trading Interface:

When the player begins trading, the trading menu/interface appears. From there, the player can view their items that can be sold from their inventory, and view items that can be bought from the vendor.

The buy and sell sections are distinctly separated, with the former on the right, and the latter on the left, with the selected item separating them in the middle. Only the items available for sale (depending on vendor type) are displayed on the player inventory side, with ineligible items not displayed.

The amount of credits the player and vendor have available are displayed on their respective sides, as is the vendor type. The player can simply navigate between the two, buying and selling within one transaction. For example, if the player sells two items for 1000 credits and purchases an item worth 400 credits, they’ll receive 600 credits overall.

When an item is selected, it appears in the centre, where the player can manipulate it, rotating it and zooming in/out. Underneath each item is an item description and the list of stats for that item.



[Trading interface examples from *Elder Scrolls V: Skyrim*, Mock-up]

Along with money, vendor stock also replenishes/updates every two in-game days. If a player sells an item, it appears in the vendor's inventory, available to be purchased back (for a higher price) until the vendor's stock is replenished.

As the game progresses, the quality of items on offer from vendors improves, scaled to the player's level. For example, when the player is level 10, items of around that quality will appear from Vendors.

Some vendors simply have stalls whereas others have shops the player can enter. This depends on the location they're in and is an aesthetic difference.

Vendors are only open during certain hours of the day:

- 8am to 8pm in in-game time.

Types of Vendor:

There are two types of vendor: specialist and general vendors.

Specialist Vendors:

- Specialise in a particular field and will only sell items related to that field.
- Typically sell better (better stats) items than a general vendor.
- They will offer a better price when buying items in their field than a general vendor.
- Specialist Vendors include:
 - **Blacksmith** Vendors - Weapons and Armour
 - **Propulsion** Vendors - Spells and Potions
 - **Crafting** Vendors - Crafting Materials and Schematics
 - **Salon** - Character Customisation
 - **Guild** Vendors - Sell base strength bonuses and base customisation depending on guild (see Guild system for more)

General Vendors:

- Buy and sell everything (don't sell junk).
- The only place players can sell junk.
- Typically have lower quality items than vendors specialising in a particular field.
- Typically give a lower price when buying specialist items, such as weapons etc.

Item Value:

Each item that can be traded has a monetary value.

The item has the value listed when the player hovers over it/selects it.

When Trading:

- When purchasing an item, the value in the shop is how much it costs.
- When selling an item, the value in the inventory is how much it will sell for.

Outside of Trading:

- The value of an item is how much the specialist vendor will give the player for that item - a general vendor will give 60% of that.

Crafting

Crafting is the process by which the player can create their own weapons, armour, spells, and consumables. It requires a 'Schematic' and the materials listed by that schematic.



[Crafting in *The Witcher 3*]

The player can only use a schematic if they read it and they are of the required level.

Schematics:

- Allow the player to craft something.
- Each schematic allows the crafting of a specific item.
- Each schematic has the list of materials needed to create that item.
- Spells can also be crafted as they are technology based.

When the player collects a schematic, it goes into their inventory. From there, it can be sold or read. Reading the schematic means it is added to the crafting menu and can be used however it then becomes untradeable. The player is informed what the schematic will produce before they read it. It's up to the player to weigh up what's more valuable: the money from selling it, or the item it can produce.

Materials:

Materials vary depending on what the player is trying to create

Examples include:

- Real materials - Silver, steel, wood, leather, rope etc.
- Fictional materials – Magnite etc.

Codex

The codex is a small addition to the game which helps provide background and context for things in the game world. While the player is out traversing the world, they may come across many lore-based things that will have some history or explanation behind them. When they discover something new in the world, such as a statue, they'll get a codex entry that can be viewed for some more depth to the game and game world, as well as extra XP.

Things with codex entries:

- Settlements
- Characters
- Landmarks
- Guilds
- Enemies
- Technology
- Materials
- More may potentially be added as the codex expands

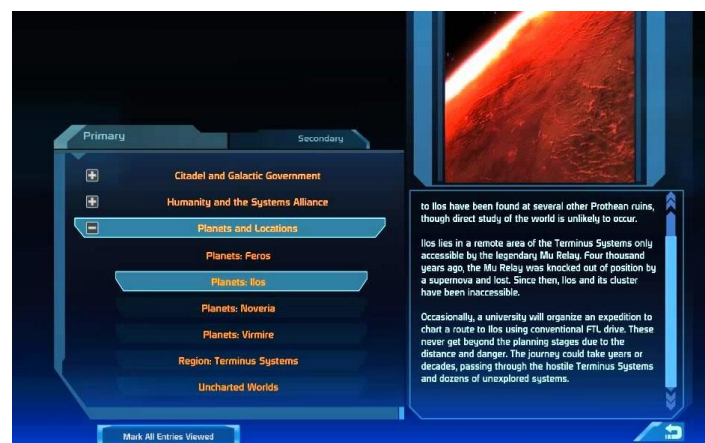
They're discovered passively, the player doesn't need to push a special 'codex button' to gain them.

How to get codex entries:

- Entering settlements
- Interacting with characters
- Discovering landmarks
- Interacting with guilds
- Discovering new enemies
- Unlocking a new type of spell
- Collecting a material
- More may potentially be added as the codex expands

Once a codex entry has been discovered, it can be viewed in the Codex Menu where the player can learn more about it.

[Codex menu from *Mass Effect*]



Guilds

Guilds are small factions within the game, very much tied to the Base system, with their own quests for the player to accept and complete. They exist within the settlements throughout the game.

Guilds:

- Fighters guild
- Propulsion guild
- Bards guild
- Artisans guild

There are multiple guilds of the same type in multiple settlements however they're spread out. For example, a city may have all but an Artisans guild while a town may only have an Artisans guild. There are four of each guild in the game.

Each guild's quests are not dissimilar to the rest of the game, utilising and focusing on the game's core mechanics of exploration and combat.

Guilds are located in various towns and cities and they all offer new quests per location, rather than sharing them between locations.

In return for helping a guild, the player will gain renown with them, gaining access to Guild Vendors. Once the player helped a guild enough overall (in multiple locations), they'll pledge their support to the player completely and the player will gain the guild's services at their base.

Completing guild quests will also populate the base with NPCs from that guild, similar to how NPCs populate towns and cities, with non-interactable characters to add to the world.

The Fighters guild and Propulsion guild have several members which can be recruited by the player as companions. To have this ability, the player must complete enough guild quests for that guild in a particular settlement.

Fighters Guild:

A guild of soldiers who often take on tasks as mercenaries, extending those tasks to the player in the form of quests.

As players complete quests for the fighters guild, they will have a gradually increased presence at the base by committing mercenaries, generating more resources towards Base Strength (see Base system). They also have a presence at the base by sending a Blacksmith vendor who sells high quality weapons and armour when the player has completed enough quests.

Their guild vendor sells defences and mercenaries to contribute towards base strength, as well as cosmetic items such as decorative swords to decorate the base.

Propulsion Guild:

A guild of those studying Propulsion technology. They often have tasks for the player to find new minerals to experiment with the technology, or ask the player to rescue a member who is in trouble.

Completing quests for this guild will lead to them developing Propulsion weaponry and shields to improve the Base Strength by committing more resources. They'll also provide a Propulsion vendor at the base.

The Propulsion guild vendor sells Propulsion based defences and guild members trained in combat to increase Base Strength.

Bards Guild:

The Bards guild is dedicated to the arts, with its members being thespians, artists, and musicians. Their tasks range from settling disputes, to helping find ancient play scripts and instruments, to finding materials for new works of art.

Completing Bards guild quests will see them send guild members to the base and put on plays and sing songs, raising morale and increasing base strength. They'll also send a Salon vendor to the base.

The Bards guild vendor sells new music which will be played at the base, as well as instruments and artwork for further cosmetic additions to the base.

Artisans Guild:

The Artisans guild's members are talented tradespeople. Their tasks mostly consist of gathering materials for guild members or rescuing those who attempted to gather them themselves.

As the player completes Artisans guild tasks, the guild will help repair the base from its derelict state, increasing base strength. They'll also provide a Crafting vendor at the base.

The Artisans guild vendor sells base upgrades by repairing/restoring parts of the base such as rooms or the courtyard etc. which increases Base strength, a more in-depth version of their service from completing their quests. They also sell cosmetic additions such as colour schemes, banners, décor etc.

Base System

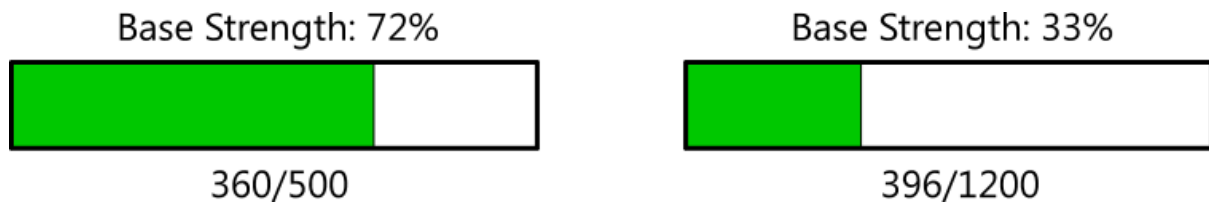
The base is an abandoned Fort awarded to the player early in the game. It serves as a hub where the player can go, similar to a settlement, and interact with NPCs who reside there. NPCs can be found around the base and include companions, NPCs helped in side quests, and NPCs from guilds.

The base begins in quite a derelict state however the player can improve and customise it over the course of the game. It can be improved by completing guild quests, improving its practical capabilities and contributing towards base strength, and cosmetic changes can be purchased from Guild Vendors.

Periodically, throughout the game, enemies will attack the Fort and the player will have to ensure it's strong enough to withstand the attack, or intervene personally.

Base Strength and Resources:

- The Base has a strength value, known as "Resources", relative to the progression of the game.
- The base strength determines how likely the base is to successfully repel an attack.
- As the game progresses, the amount of resources needed to be likely to defend successfully is higher.



[Mock-up of Base Strength]

The player can increase the base strength by collecting more resources.

Resources include:

- NPCs/Mercenaries (from side quests and from guilds).
- Base upgrades (from Propulsion and Artisans guild).

The player can gain resources by purchasing them from Guild Vendors and by helping NPCs in side quests and completing Guild Quests.

Base Siege:

Every so often, in-game time, the base will come under attack. There is a chance the base will successfully repel the attack depending on the base strength, the likelihood being the percentage. If the base succeeds, the player will get some loot and XP. If not, the player will receive a warning that their base is under siege and they must defend it. The player must go and help defend it which results in a combat encounter, with the difficulty depending on main quest progression, with more difficult encounters coming later in the game. There is no time limit on when the player must attend and the siege will be ongoing until the player intervenes.

Base Customisation:

Base customisation is a mixture of cosmetic and practical changes to the base.

Some areas of the base are initially in a dishevelled state. Some of the fort's walls and defences are improved by completing Artisans guild quests however many areas can be upgraded more increased further base strength:

- Courtyard
- Bedroom
- Dining Room
- Atrium
- Library
- Cellar
- Balcony

These upgrades can be purchased through the Artisans guild vendor.

The player can apply cosmetic changes to the base through the guild vendors, with each guild vendor (except Propulsion) providing different changes.

- The fighters guild offer combat related items to display, such as swords or items of armour.
- The Bards guild sells new music which will be played at the base, as well as instrument and artwork to add to the base cosmetically.
- The Artisans guild sell room furnishings, colour schemes, banners to cosmetically enhance the base.

Character Creation/Customisation

The player is given the opportunity to create their character at the start of the game, and customise them throughout.

Character Creation:

This happens at the very start of the game.

They can customise:

- Name
 - Player is referred to as their nickname, “Sabre”, in dialogue.
 - Name is a cosmetic choice which appears in text at various points and on save files etc.
- Gender
 - Male/Female
- Voice type
 - Choose from a few different voice actors (different options depending on gender)
- Appearance
 - Face shape
 - Skin colour
 - Mouth
 - Shape, size, and location
 - Ears
 - Shape, size, and location
 - Nose
 - Shape and size
 - Eyes
 - Shape, size, and location
 - Colour
 - Hair, Facial Hair, Eyebrows
 - Style
 - Colour
 - Misc.
 - Scars
 - Tattoos



[Character Creation examples from *Mass Effect 2* and *Destiny*]

Character Customisation

The player can visit a Salon (vendor) to customise their character once they've passed the initial character creation. The player can customise certain elements of their character for an in-game fee. The different customisation options cost different amounts, ranging from 100-1000 credits.

Here, the player can customise:

- Hair
 - Style
 - Colour
- Scars
 - Removal and addition
- Tattoos
 - Removal and addition

Salons exist in the game world however they require more suspension of disbelief for the player. They can heal and give scars etc. however this is ignored by the NPCs in the world.



[Post-Creation Character Customisation in *Grand Theft Auto V*]

Companions/Party System

The player has an entourage of characters, known as a Companions, in a 'Party'. Companions provide support in combat, with their own weapons and abilities to use against enemies. The player cannot control them except for upgrading their abilities and equipping new items.

Companions can equip armour and weapons, just as the player can, however they're limited depending on their 'specialisation.' This determines whether or not they're melee or ranged based when it comes to combat. They will assist in combat, using the weapons equipped to attack enemies.

For Propulsion/range based companions, the player can equip them with two spells of differing types. For example, they can have a damage spell and a healing spell, and they'll automatically switch between them.

When roaming the world, the player has two companions with them (when two are unlocked), following the player. The only exception is when the player is at the base and the companions can be found in certain locations, rather than following the player. During exploration, companions will banter with one another on random topics or area-specific.

Once a companion has been with the player long enough, they will ask to see the player at the base, and offer them a companion quest.

When the player enters a new area, they get to decide which companions they want with them in their party.

Two types of party member:

- Essential
 - With the player due to the main story.
- Recruitable
 - Optional companions that can be recruited at Guilds after the player has completed enough tasks there.
 - The fighters and propulsion guilds have several members which can be recruited as companions.
 - The player can dismiss these companions and they'll return to their initial recruiting position where the player can ask them to join again.

Specialisation (Class System)

Each companion has a 'Specialisation' which determines how they fight in combat by indicating which weapons and armour they fight best with, and what their abilities are. Each companion will therefore have different strengths in combat, providing tactical decisions for the player of whom to select.

Specialisation types:

Melee specialisations:

These characters can only fight using melee weapons and they receive a boost (initially 25% but upgradable) to weapon and armour stats if the type matches their class/specialisation.

- Light melee
 - 25% (attack, speed, and defence) stats boost to light weapons and armour
- Medium melee
 - 25% (attack, speed, and defence) stats boost to medium weapons and armour
- Heavy melee
 - 25% (attack, speed, and defence) stats boost to heavy weapons and armour

Propulsion specialisations (Ranged combat):

These characters use Propulsion Staffs and can only use spells (two can be equipped at once), and their behaviour will have them escape immediate danger to attack from a distance. They receive a stat bonus (initially 25% but upgradable) to a spell if it matches the specialisation/class however they can equip all types of spells.

- Fire Propulsion (Ranged combat)
 - 25% attack stat boost to fire spells
- Earth Propulsion (Ranged combat)
 - 25% attack stat boost to earth spells
- Manipulation Propulsion
 - 25% stats boost to manipulation spells
- Healing Propulsion
 - 25% healing amount increase to healing spells

Abilities:

The specialisation/class also determines what abilities the companions have (see Ability System for more).

Player:

The player character does not have a class due to having the ability of being able to equip all types of weapons and can upgrade whichever abilities they like. The player can make their character a specialist or 'jack of all trades' type.

Abilities/Ability System

The player character and companions have abilities which can be upgraded by spending ability points. 2 ability points are awarded to the player and 1 ability point to the companions each time they level up.

There is an 'Ability Tree' system in which the player can invest ability points, progressing the tree further. As they acquire an ability by spending an ability point, it makes further abilities available within that tree. The player can spend companions' ability points themselves or have the game do it automatically.

The player can 'respec' their ability points for an in-game cost, paying to have their abilities removed and their ability points restored, allowing them to start over. They can also 'respec' a particular companion, or the whole party if they wish. The cost of this service will increase depending on the player's level, starting at 500 credits at level 1 and increasing by 50 credits per level.

Abilities are split into three types, all of which require ability points.

Inherent Abilities:

They are typically stat-based and the player character and companions start with these already unlocked, with the option to upgrade them using ability points. Each upgrade costs 1 ability point. The player character has access to all of these abilities, while companions have abilities depending on their specialisation.

The player's abilities are broken down into categories, each with ability trees of their own:

- **Health:** Allows increases to maximum health and health regeneration speed.
- **Strength:** Allows attack and defence stat increases, as well as reduced damage received and increased carry weight.
- **Propulsion:** Allows increased damage, effect duration, and healing amount for spells, as well as decreased power consumption and increased glove power level.
- **Speech:** Increase the speech value for convince attempts, and provide better buying and selling prices at vendors.
- **Dexterity:** Can make the adrenaline meter fill faster and reduce the cost of blocking and dodging, as well as increasing maximum stamina and regeneration speed and reduce the stamina cost of sprinting.

Advanced Abilities:

These are new abilities the player and companions don't start with and they provide advantages during combat. They are active abilities which require a cooldown, with each ability having its own cooldown. The player can equip 3 abilities at a time, usable via hotkeys. They have access to many advanced abilities while companions have either melee or ranged abilities, depending on their specialisation/combat style. Each ability costs the number of ability points relative to where it is on the tree, e.g. the first ability costs 1 point, then second costs 2 points etc.

Some advanced abilities act similarly to standard combat, being used on the targeted enemy, while some are AoE (Area of Effect), and affect anyone caught in a radius. Healing abilities can be AoE or just affect all party members automatically. Any AoE abilities will be noted as such in the description.

Advanced abilities cover damage, both melee and ranged, and healing.

Examples:

Name: Blade Fury

Tree: Light Melee

Cooldown: 45 seconds

Description: "Lunge at the enemy multiple times with malicious intent, dealing 250 damage over 2 seconds."

Name: Wave of Fire

Tree: Fire Propulsion

Cooldown: 90 seconds

Description: "Unleash a wave of flames, causing 300 damage to all enemies caught in the blast radius [AoE]."

Name: Life Giver

Tree: Healing Propulsion

Cooldown: 120 seconds

Description: "Heal yourself and all party members by 600 health over 10 seconds."

Super Abilities:

Big abilities, found at the end of advanced ability trees. They're available to be purchased for 10 ability points. This allows the player to get one fairly low level however they'd have to neglect other, inherent abilities, meaning it becomes a tactical choice. They can be used when the 'adrenaline meter' is full, which can be filled by the player landing attacks on enemies. Only one super ability can be equipped at once and used via a hotkey.

Companion super abilities are the same however each companion only has one, and it's unlocked when the ability tree and their companion quest is completed. Companions don't have an adrenaline meter and can use their super ability with a cooldown of 5 minutes however this only cools down when in combat, not outside of it, meaning any time left on the cooldown is carried into the next combat encounter.

Each super ability requires a certain length of time to perform.

Example:

Name: King Arthur

Tree: Heavy Melee

Length: 3 seconds

Description: “Leap into the air, before thrusting your sword into the ground, causing a massive wave. Damages enemies caught in the radius for 1000 damage, then an additional 500 damage over 5 seconds [AoE].”

Name: Heat Blast

Tree: Fire Propulsion

Length: 5 seconds

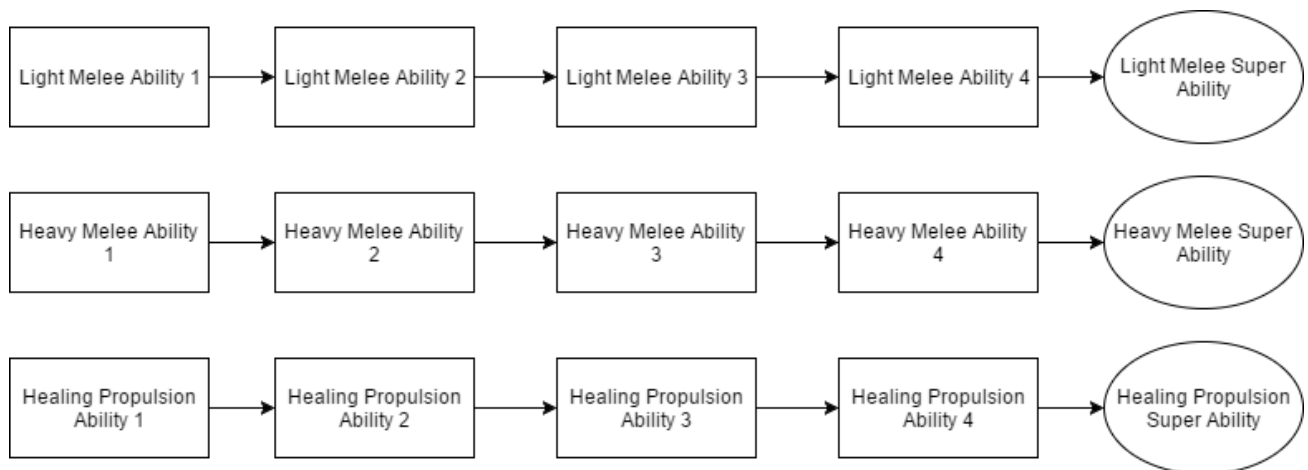
Description: “Unleash a massive blast of energy at your target, inflicting 2500 damage over 5 seconds.”

Name: Kiss of Life

Tree: Healing Propulsion

Length: 1 second

Description: “Channel a large amount of energy and release it to heal the entire party, healing 2000 health instantly.”



[Ability Tree mock-up]

Health

The following utilise a health system:

- Player Character
- NPCs
 - Companions
 - Enemies

Health is given a numerical value and can dynamically represent the status of a character. Health is increased as the player/companions level up and can be upgraded using the abilities system.

If a character's health drops to naught, they die or, in the case of Companions, become incapacitated. If an NPC is incapacitated, they are knocked unconscious for 90 seconds or until combat ends, at which point they will get back up with 60% of their health.

Player Death:

Player death is the only failure/game over state in the game.

When the player's health is fully depleted, they die. This stops the game and informs the player they've died and allows them to continue from the most recent save, pick a save to load, or quit to the main menu.

Health is depleted if a character takes damage. It can be regenerated/restored in three ways:

- Passively
 - Health will regenerate for all characters at a slow rate passively when outside of combat, it won't regenerate during combat.
- Propulsion spells and Abilities
 - Healing spells and abilities can be used to heal characters within combat/in the wilderness.
- Consumables
 - Potions can be used within and outside of combat.
 - Can be used from the inventory or equipped to a hotkey and used in-game, outside of the menu.

The combat system is very much geared around dealing lots of damage so health is typically a high number, relative to attack and defence stats, ranging in the thousands.

Only characters with a health system can be attacked and can attack the player. Other NPCs will be placed in Safe Zones, away from combat.

Combat:

The combat style follows the 'character action' and 'spectacle fighter' genres, with fast and fluid, real-time combat in the vein of God of War, Bayonetta, and DMC: Devil May Cry. This provides the player with different attack styles and the ability to quickly mix and match them, utilising combos.

The player is capable of both melee and ranged combat. They can equip one melee weapon, and one spell at any time. Companions can equip weapons depending on their specialisation. Melee-based companions can be equipped with a melee weapon, whilst propulsion-based companions can be outfitted with two spells of differing types. Propulsion-based companions will switch between these two spells automatically.

Encounters:

The player character and companions all take part in combat encounters.

A combat encounter is initiated when an enemy 'aggros' on the player. This is when the player comes within a certain radius, or attacks them, depending on the enemy. A combat encounter can be ended by defeating the enemies, or by fleeing the encounter. To flee, the player must get far enough away from the enemy, at which point the enemy will turn around and return to their starting point, as their health regenerates.

Most common encounters are designed to be fast and fluid events with the player being able to defeat their enemies quickly. Occasionally, the player will face a 'boss', which is a tougher encounter against a unique enemy with more health, requiring different tactics.

For common enemies, the player must break their guard:

- When the guard is up, heavy attacks are less effective and deal less damage.
 - They will have a blocking animation when attacked.
- To break the guard, the player must land light attacks, the amount of which varies depending on the enemy.
- When the guard is broken, heavy attacks are more effective and deal more damage.
 - Enemies can still attack the player but their stance/animations change as they're unable to block.
- If an enemy is not attacked for 2 seconds, their guard returns to normal/up.

For bosses, their guard will always be down however they'll deal high amounts of damage, requiring persistent attacks while dodging their attacks.

Melee Attacks:

When attacking, the player has the choice of two attack types:

- Light attack
 - A quick attack that deals less damage.
 - An attack that breaks the enemy's guard.
- Heavy attack
 - A slower attack that deals more damage.

- Deals significantly more damage if the enemy's guard is broken.

Ranged Attacks:

The player, through the use of their Propulsion Glove, can cast spells at enemies. Spells are fired as projectiles in the direction of the targeted enemy, with healing spells automatically seeking out companions.

Spell types:

- Fire
 - Fireball (throws a fireball at the enemy) etc.
- Earth
 - Rock Blast (throws rocks at the enemy) etc.
- Manipulation
 - Stun (stuns the enemy for a short period, lowering their guard and making them unable to attack)
 - Confuse (causes an enemy to attack one of their own for a short period)
 - Etc.
- (For in-depth spell examples, see Items).

Glove Power Level/Consumption

- The glove the player has equipped has a power level (like a mana system).
- Each spell has a power consumption and casting the spell depletes the glove's power level.
- Spells consume the whole chunk of power at once, rather than over time, meaning it can be rapidly used.
- The power level recharges over time or through the use of a consumable.
- Companions don't have a power level; their attacks will be limited by having a few seconds imposed between each attack.

Targeting:

The player will attack whichever enemy is their 'target.' This is a dynamic system and adapts to the position of the camera. If the player has an enemy in the centre of their camera, the game will likely shift to target them, directing attacks toward them, especially if they're at a distance. If the player is very close to an enemy, the game will prioritise them over an enemy further away.

The player knows which enemy they're targeting due to a notifier, in the form of a small arrow, appearing over their head.



[Mock-up of enemy targeting arrow, reference image: *Metal Gear Rising: Revengeance*]

All enemies in the combat encounter will have their name, health, and level above their head, except for bosses. Bosses have a specific section dedicated at the top of the screen with their name, level and health.



[Reference images: *The Witcher 3*]

Combos:

Attacks can be executed in a certain order to chain together 'combos' which provide damage modifiers, increasing the amount of damage dealt, applied to the final attack in the combo. The attacks must be consecutive, leaving no long gap in between, otherwise the combo will be cancelled and the player will have to start it again.

Combos also provide the player with more adrenaline. Successfully landing a combo will fill the adrenaline meter more than a standard attack.

Example:

[Light attack], [light attack], [heavy attack], [fire spell], [light attack]



[Combo example list as shown in *Injustice: Gods Among Us*]

Hit Counter:

When the player attacks an enemy, a hit counter will appear. Consecutive attacks in quick succession will cause this hit counter to increase. Whatever the hit counter is at when an enemy is killed, it is divided by 10 and that amount is given as a bonus percentage in XP.

For example, if the hit counter is at 18 when an enemy is killed, the player will gain an extra 1.8% XP.



[Hit counter example from *DC Universe Online*]

Blocking:

- The player can block melee attacks by raising their melee weapon, awaiting an attack.
- This successfully parries all damage from common enemies.
- The player cannot block ranged attacks or attacks from bosses.
- Blocking requires adrenaline, the amount of which depends on how powerful the attack would have been - stronger attacks deplete more adrenaline.

Dodging:

- The player can dodge in any direction, allowing them to avoid attacks.
- Dodging requires adrenaline, with each dodge using some.
- Can be used to avoid ranged and boss attacks.

Adrenaline:

- Adrenaline is system utilised by several combat mechanics. The player can generate adrenaline by attacking enemies, thus filling an 'adrenaline meter.'
- All attack types fill the meter the same amount, however it can be increased by successfully executing combos.
- When the meter is filled completely, the player can use a 'super ability.' The use of this ability fully empties the adrenaline meter, making them start anew.
- Adrenaline is also used in smaller amounts when the player blocks or dodges an attack.
 - The adrenaline meter doesn't need to be filled completely to do these, only requiring as much as the block or dodge will use.
- Adrenaline doesn't deplete over time, meaning the player can save it for another encounter if they wish.

Healing:

When outside of combat, health will be restored passively. Within combat, it can only be healed through the use of spells, abilities, or potions.

Healing spells can be used by the player to heal themselves or to heal the whole party; it depends on the equipped spell. The amount healed is also dependent on the spell. Some spells will heal in bulk, whereas others will heal over time. Spells which heal the party are cast and they seek out the companions automatically, as opposed to AoE (Area of Effect).

- Healing spells don't have an attack stat, like other spells. Instead, their description states how much health they heal, and over how long - if it is over a duration.
 - Higher level spells typically heal more health.

Healing abilities exist as advanced and super abilities and work in the same way as spells however they don't consume power and require a cooldown/adrenaline instead. They can heal either the player or the whole party, at once or over time.

Consumables, in the form of a potion or food, can be used to restore health for the player. They can use it from the inventory or in-game and the effects can be either instantly restored health or regeneration over time, depending on the consumable.

Companions with healing spells will use them automatically, depending on their AI. It doesn't require any player input. They can also heal just themselves or the whole party, depending on their spell. They'll use their spells when they, or a party member's (including the player) health drops below 30%.

Manipulation

Manipulation can be used by spells and abilities. It allows the player and companions to affect common enemies in two ways:

- Stun
 - This incapacitates an enemy temporarily.
 - It also breaks their guard.
- Confuse
 - This causes an enemy to begin fighting other enemies temporarily.

Manipulation spells can only affect common enemies, and only of a certain level, the information of which is provided in the spell's description. They don't have an attack stat like other spells, listing how long it affects the enemy for in the description.

Abilities:

The player can select three advanced abilities to equip at any one time, to use during combat. These abilities will be available to use via hotkeys/button presses in-game, and require a cooldown in-between uses.

The player can also equip a super ability, in addition to their three advanced abilities. This can be used only when the adrenaline meter is filled and doesn't have an additional cooldown.

Companions will use their abilities automatically and they'll also be subject to cooldowns, meaning there'll be a timer before they can use an ability again. Since companions don't have adrenaline, their super abilities have a cooldown, just like advanced abilities, however it is for a longer duration.

Consumables:

Consumables are one-time-use items which provide a temporary combat advantage to the player. They can affect the following:

- Health (restore health)
 - Potions
 - Food
- Damage (Increase damage dealt, decrease damage received)
 - Potions
- Power Level (Restore Glove Power Level)
 - Propulsion/energy packs
- Adrenaline (Restore adrenaline)
 - Potions
- Stamina (Restore stamina)
 - Potions

Combat Stats

Attack Speed:

The player's melee attack speed is determined from two things: the attack type and the weapon's attack speed.

- Attack Type
 - Light attacks have a speed of 0.4 seconds per attack.
 - Heavy attacks have a speed of 0.8 seconds per attack.
- Weapon Attack Speed
 - Each melee weapon has an attack speed stat.
 - Minimum value is 100, no weapon can have a lower attack speed.

The actual attack speed is determined from the following formula:

$$\text{Attack Type} / (\text{Weapon Attack Speed}/100)$$

Examples:

Weapon Attack Speed	Attack Type	Formula	Attack Speed (Seconds)
124	Light	$0.4 / (124/100) =$	0.32
102	Heavy	$0.8 / (102/100) =$	0.78
106	Light	$0.4 / (106/100) =$	0.37

For ranged combat, all spells are cast in the same amount of time, requiring half a second to cast, as it uses power consumption as a resource rather than time.

Melee Damage:

Melee damage is calculated from a series of stats, and that damage value is assigned to light attacks. Heavy attacks are 1.6 times that value when an enemy's guard is up, and 2.2 times the value when their guard is down. That value is then affected depending on any combos.

The player has base attack and base defence stats. Weapons also have an attack stat and items of armour have a defence stat, with these stats being added to the base stats to create an overall attack and overall defence stat.

Damage is calculated with the following formula:

$$\text{Overall Attack} / \text{Overall Defence} = \text{Attack Modifier}$$

$$\text{Attack Modifier} * \text{Overall Attack} = \text{Damage Dealt}$$

Light Attack = Damage Dealt; Heavy Attack = Damage Dealt * 1.6 or 2.2

That damage dealt is then affected depending on any combos the player executes.

Enemies:

- Enemies don't have weapon attack stats and armour defence stats, they only have base stats which count as the overall stats.
- Enemies don't have light/heavy attack types; they have one attack type and the damage dealt value is how much damage they deal.

Propulsion Spell Damage:

Damaging spells (fire and earth) have an attack stat which is added to the base attack to create an overall attack stat, similar to melee combat.

Damage is calculated with the same formula:

$\text{Overall Attack} / \text{Overall Defence} = \text{Attack Modifier}$ $\text{Attack Modifier} * \text{Overall Attack} = \text{Damage Dealt}$
--

Similarly, the damage dealt is affected depending on executed combos.

Example Encounter:

Player:

Base attack	Weapon/Spell attack	Overall attack	Base defence	Armour defence	Overall defence
500	100	600	450	250	700

Enemy:

Base attack	Weapon/Spell attack	Overall attack	Base defence	Armour defence	Overall defence
400	N/A	300	350	N/A	350

If the player attacks the enemy with a light melee attack/spell attack:

❖ $(600/350) * 600 = 1028$ damage dealt to the enemy

If the enemy attacks the player:

❖ $(400/700) * 400 = 228$ damage dealt to the player

If the player attacks with heavy attack and the enemy's guard is up:

❖ $(600/350) * 600 = 1028$

❖ $1028 * 1.6 = 1644$ damage dealt to the enemy

If the player attacks with a heavy attack and the enemy's guard is broken:

❖ $(600/350) * 600 = 1028$

❖ $1028 * 2.2 = 2261$ damage dealt to the enemy

Player Stats:

- Level - starts at level 1
- Health - starts at 1500
- Attack - starts at 300
- Defence - starts at 300
- Stamina - starts at 300
- Glove Power - starts at 300
- Carry Weight – starts at 50
- Speech Value – Starts at 10
- Adrenaline
- Total XP – starts at 0

Items

Each item has a 3D model and series of details accompanying it. When an item is selected, its model can be manipulated by the player, being able to rotate it and zoom in/out on it.

Melee Weapons:

Melee weapons include swords, axes, maces, and warhammers. They can have either a light, medium, or heavy weapon type. This is determined on a weapon-by-weapon basis however these types typically represent the attack, speed, and weight stats.

- Light weapons typically have lower attack and weight, with higher speed stats.
- Medium weapons are in the middle.
- Heavy weapons typically have higher attack and weight, with lower speed stats.

Weapons are made of a material, some real, some fictional. Real materials include steel and iron, and fictional materials include things such as “Magnite” and “Drage.”

There will be around 30 of each melee weapon type.

Examples:

Name: Steel Shortsword

Type: Light

Attack: 55

Speed: 130

Level: 2

Rarity: Common

Weight: 8

Value: 250

Description: “The understated yet reliable steel shortsword has long been the weapon of choice for many across the lands. If it ain’t broke...”



Name: Drage Mace

Type: Medium

Attack: 135

Speed: 110

Level: 9

Rarity: Superior

Weight: 16

Value: 450

Description: "From the lost lands of the Drage, this mace has as much history as it does victims. Time to add a few more."



[

Name: Magnite Claymore

Type: Heavy

Attack: 250

Speed: 100

Level: 16

Rarity: Rare

Weight: 24

Value: 800

Description: "Forged from the fires of Mount Magnus, this heavy weapon will deal massive amounts of damage, cutting down foes, a little slowly, mind you."



Spells:

There are four types of spell: fire, earth, manipulation, and healing. Each spell is a tangible item, as a "Propulsion Rune" (spell), which is then put into a Propulsion Glove or Staff. Runes are in the colour of the type they represent:

- Fire - orange
- Earth - brown/grey
- Manipulation - white/blue
- Healing - green

Fire and earth spells shoot projectiles which damage enemies on impact and they have an attack stat. Manipulation spells can either stun or confuse enemies, and healing spells heal the player and party. The latter two don't have an attack stat, with their effects being stated in the description instead.

There will be around 15-20 of each spell type.

Examples:

Name: Fireball

Type: Fire

Attack: 125

Power Consumption: 50

Level: 5



Rarity: Common

Weight: 5

Value: 225

Description: "Releases a ball of fire which will be thrust towards your enemy."

Name: Rock Blast

Type: Earth

Attack: 150

Power Consumption: 60

Level: 3

Rarity: Uncommon

Weight: 5

Value: 250

Description: "Materialises rocks which are hurled in the direction of your enemy."

Name: Restoration

Type: Healing

Power Consumption: 40

Level: 6

Rarity: Uncommon

Weight: 5

Value: 400

Description: "Heals the wearer by 500 health over 10 seconds."

Name: Friend or Foe?

Type: Manipulation

Power Consumption: 80

Level: 8

Rarity: Superior

Weight: 5

Value: 300

Description: "Makes enemies level 10 or below attack their friends for 15 seconds."

Armour:

There are four armour items which can be equipped at any one time.

- Headgear
- Torso
- Legs
- Boots

They also have types, just like melee weapons.

- Light armour typically has lower high defence and weight.
- Medium armour is in the middle.
- Heavy armour typically has higher defence and weight.

There will be around 30 of each armour item (headgear, torso etc.), of differing types.

Examples:

Name: Steel Helmet

Type: Medium

Defence: 40

Level: 10

Rarity: Common

Weight: 10

Value: 115

Description: "A trusty, sturdy bucket for your head."



Name: Magnite Torso

Type: Medium

Defence: 200

Level: 15

Rarity: Rare

Weight: 35

Value: 550

Description: "Made from the rocks around Mount Magnus, this chest piece will fend off many enemy attacks."



Name: Leather Trousers

Type: Light

Defence: 20

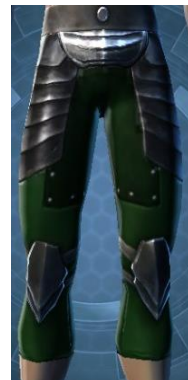
Level: 1

Rarity: Common

Weight: 4

Value: 50

Description: "Lightweight; these won't weigh you down. They won't protect you much, either."



Name: Iron Boots

Type: Heavy

Defence: 50

Level: 5

Rarity: Uncommon

Weight: 15

Value: 150

Description: "Heavy boots. Not suitable for swimming!"



Consumables:

Consumables can be potions, food, and energy packs. They also have a type depending on what they affect:

- Health
- Damage (dealt/received)
- Propulsion (Glove Power Level)
- Adrenaline
- Stamina

There may be around 10 different items of food, potions, and propulsion packs.

Examples:

Name: Bread

Type: Health

Weight: 0.5

Value: 150

Description: "Heals 50 health."



Name: Attack Potion

Type: Damage

Weight: 0.5

Value: 400

Description: "Increases attack by 200 for 5 minutes."



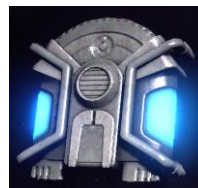
Name: Propulsion Pack

Type: Propulsion

Weight: 0.5

Value: 350

Description: "Restores 200 Glove Power Level."



Crafting:

There are two types of crafting items: schematics, and materials. Schematics have a type depending on what item they can create. They also list the materials required in the description.

There will be around 60 schematics and 25 different materials.

Examples:

Name: Schematic: Magnus Shortsword

Type: Light weapon

Level: 5

Weight: 0.5

Value: 150

Description: "Items required: 2 Magnite Ore, 1 leather."

Name: Magnite Ore

Weight: 2

Value: 40

Description: "Mined from the depths of Mount Magnus."



Junk:

Junk items don't have a particular purpose, except to be sold. They are a good source of income for the player.

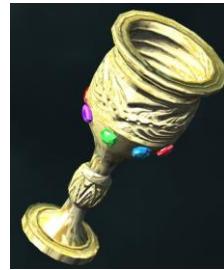
Examples:

Name: Golden Chalice

Weight: 1

Value: 350

Description: "A nice bit of craftsmanship."



Name: Silver Plate

Weight: 1

Value: 200

Description: "Watch out for magpies!"



Enemies

Enemies come in two forms, story wise: Domestic and Portal Beasts.

- Domestic
 - Human enemies who typically reside in the wilderness and attack the player in traditional means, with melee and propulsion weapons.
 - They may be bandits, raiders, soldiers etc.
- Portal Beasts
 - Enemies which have appeared through the portals and range from four-legged wolf-like creatures, to two-legged trolls and golems.
 - They're rocky/scaly in appearance.
 - The four-legged enemies attack by biting for melee and spitting acid for ranged.
 - The two-legged enemies attack with clubs and their hands for melee and by throwing rocks for ranged.

Mechanically, they fit into two types:

- Common enemies
- Bosses

Common Enemies:

Common enemies make up the majority of encounters and they are typically in groups, requiring the player to defeat a number of them in each confrontation.

- They use melee and ranged combat in a similar manner to the player and companions.
- They have a guard which can be broken with light attacks.
- Their attacks can be blocked and dodged.

Examples:

Name: Bandit

Type: Common

Health: 800

Attack: 450

Defence: 300

Base XP: 100

Level: 5



Name: Hydra

Type: Common

Health: 1250

Attack: 650

Defence: 550

Base XP: 200

Level: 13



Name: Golem

Type: Common

Health: 4600

Attack: 1750

Defence: 1200

Base XP: 250

Level: 26



Bosses:

Bosses are bigger, unique enemies. They don't appear in groups of bosses, however they're usually surrounded/preceded by common enemies.

- Bosses will attack in 'waves', meaning they will launch a barrage of attacks, then pause, allowing the player to attack them and deplete their health.
- The player can still damage them as they're attacking however they leave themselves vulnerable to taking heavy amounts of damage.

- They have the same stats as common enemies, meaning damage calculations are done the same way, they are just a lot higher.
- Their attacks can't be blocked however they can be dodged.
 - The tactics to defeating them are to avoid their attacks by running or dodging, and attacking them during the brief respite they offer between attack waves.

Example:

Name: Basek

Type: Boss

Health: 12000

Attack: 4000

Defence: 6500

Base XP: 500

Level: 45



Player Feedback

The player receives feedback for actions in the game.

XP gained:

- Visual - The XP bar goes up as the player gains XP.

Quest completed:

- Audio - Small victory sound plays.

Level up:

- Visual - The XP bar fills fully and flashes before going back to empty, for the next level.
- Audio - There is a sound notification to inform the player they have levelled up.

Low stamina:

- Visual - The stamina meter is reduced.
- Audio - The player begins panting, more audibly getting out of breath.

Damage dealt/received:

- Audio - Whomever receives damage may grunt or yell.
- Peripheral - The controller will vibrate when receiving damage.

Attack landed:

- Audio - There is a sound of the weapon or spell hitting the armour.

Low Power Level:

- The player may shout, "out of power", etc.

Detected/combat initiated:

- Audio - Enemy will say, "there they are", or grunt etc.
- Audio - The music will change to battle music.

Time System

There are two ways time passes in the game: event-driven, and in-game time.

Anything combat related (spell and potion effects, ability cooldowns and effects, and weapon speed) is given in real-world time. For example, a spell that heals the player over 2 minutes means 2 real-world minutes.

Event-driven:

This is when the player progresses the main quest. As they complete main quests, the game world advances and determines which quests are available.

- The player can exhaust the available quests and must advance the main quest until more become available.
- Some quests are time sensitive and so must be done before completing a certain number of main quests, or else the player loses access to them.

Event-driven time overwrites in-game time. E.g. If it's night-time but needs to be daytime, it will become daytime etc. This doesn't affect vendor stock replenishment, however.

In-game time:

This is independent to the event-driven system. It follows a 24-hour time format and affects the day/night cycle and vendor stock replenishment. It is advanced passively, as the game is unpaused. Some quests may also require the player to wait a for a certain length of in-game time.

In-game time is an abstraction of real world, reduced to a smaller scale:

<u>Real world time</u>	<u>In-game time</u>
1.5 seconds	1 minute
1.5 minutes/90 seconds	1 hour
36 minutes	1 day

Waiting:

The player can progress in-game time more quickly by 'waiting'. The player can wait in 1-hour increments, for up to 24 hours. This does not impact vendor restocking however it does impact waiting for quests.

Weather System

Weather is a cosmetic addition. It doesn't affect gameplay; it adds more aesthetic variety for the player.

The weather system uses classes, allowing for specific, tailored combinations.

System:

- Weather changes every in-game day (36 real-world minutes).
- After 35 minutes, a weather type is randomly chosen and there is a 1 minute transition.
- A random weather type is chosen each change.

- Default weather type is chosen every third change.
 - It checks the previous and current weather type and, if neither are the default, that is chosen as the next weather type.

Example (pseudocode):

```

if (PreviouswType or CurrentwType != wDefault):
    Select wType wDefault;
else
    Random.Select wType;
  
```

Types:

<u>Class</u>	<u>Weather</u>
wDefault	Clear, no weather factors - sun shining during the day, clear sky at night
wLightRain	Raining lightly
wHeavyRain	Heavy heavily
wSnowLight	Snowing, sunshine
wSnowDark	Snowing, cloudy
wCloud	Cloudy
wRainbow	Raining lightly, sunshine
wFog	Foggy

Audio

Music:

Ambient Music:

- Played during the Exploration State.
- Slow, relaxed score.
- Low intensity.
- A few different scores played at different locations - wilderness, settlements.
- Around 10 tracks will be scored and loop into one another.
- Designed to keep the player relaxed and focusing on the environment and gameplay.

Battle Music:

- Played during the Combat State.
- Informs the player of combat.
- Fast paced, intense music.
- 5-10 tracks will be scored.

Base Music:

- Played at the base, along with ambient music.
- Similar to ambient music but a bit more upbeat.

- Not as long or as detailed as ambient music.

SFX (Sound Effects):

- Weather effects
 - Wind
 - Rain (light and heavy)
- Environment
 - Water
 - Wildlife
- Characters
 - Player footsteps
 - Exerting during combat
 - Spells
 - Sword attacks landing
 - Abilities
 - Enemy grunts
- Misc.
 - Quest completion sound
 - Equipping sound

Voice Acting:

- Player Character
- NPCs with speech system/dialogue
- NPCs in passing
- Enemies during combat