

Game World Description

NOTE: The elements in italics are examples or explanations and can be deleted.

Art Style (stylized, photorealistic, mixed, etc.): European Medieval

Tone (dark, upbeat, humorous, etc.): Classic, Dark, Magical

Environment: *Where does the game take place?*

When does it take place?

12th century, fictional medieval europe, Kingdom of Bohemia

What is the player trying to overcome in the environment?

Depending on their character their goals mostly align with discovering the mysteries of the dungeon as you descend, and the strange actions of the King's descent into it.

Describe the forces that drive the player from an environmental aspect.

The player character will be forced to progress through the dungeon to uncover more of its secrets while ultimately trying to find their King or use the Dungeon for their own personal gain.

Describe the environment clearly and in detail (enough for another person to have a good picture in their head).

The dungeon was originally an abandoned prison that has slowly become mangled and distorted by some sort of force. Here you will find classic dark fantasy enemies, lovecraftian eldritch abominations, traps, and much more. As you progress down the dungeon the environment will shift throughout showcasing more horrors and atrocities as you go down.

The game will take place during medieval times in mostly a dungeon where the player needs to overcome enemies, traps, and bosses while gaining money, and better loot which in turn will allow the player to handle enemies easier. The player navigates through a puzzle-like dungeon discovering pieces of a story that initially don't add up. While progressing further and further in the dungeon enemies become stronger but the story starts to unfold...

History & Culture of the World/Environment: *Why is the world like it is, what is its backstory?*

The world takes on the rise and fall of King Germaihn in which overthrown by soon to be King Barbosa. The King becomes powerful and beloved throughout the years however the King became distant with his kingdom. Eventually, King Barbosa disappears with no message, remarks, or noise to go around. You decided between three different personalities and characters to go on and find the King for a reward, loyalty, and popularity. However when the disappearance leads to an abandoned prison in the corner of the bohemian providence, pieces of the puzzle start to become dangerously evil.

Relation to the real world: *Is it tied to the real world in any way? Which key elements are similar, and which are different (for a reason)?*

The story ties to medieval times where loyalty was rewarded and bounties were placed casually. Although the classes of Knight and Ranger tie to real life, the mage seems extraterrestrial to real world abilities. Elements of medieval kings and royalty also tie to real world history, however upon entering the dungeon real life seems foreign with skeletons, minions, dragons, and large creatures roam the area all of which are non-existent in the real world.

Important audio elements of the Environment/World: Audio can help define a world or environment.

enemies (dragons, bosses, large beasts, creatures, spiders)

Success (on loot pickup, story progression)

Failure (death)

Background medieval music

Dangerous enemy (Warning music)

Darker, eerie music in lower levels

High Level Character Descriptions: *For the high-level vision the High-Level Character Descriptions are key, the Mid-Level descriptions can wait.*

- Main Character(s)

- Mage -

- **High Level History** - You always had a talent for the arcane arts. But such talent can not go without upheaval, you were physically very weak. Receding into your studies for many years made you become very distant from mankind. But there's only so much knowledge for a singular mind to obtain. What do you decide to focus your time on?
 - **Reason for Conflict/Drive** - Your talents attract the kingdom of Bohemia and their ambitious King Barbarossa. You became his royal advisor only a few years into his reign. The king was always glowing with his visions for what he wanted his kingdom to become. You saw through this as only the foolishness of youth. As you continued the King's advice he grew more and more corrupted by the knowledge in the Kingdoms great library. He went against your better judgment and started reading about sightings of corruption oozing out of an abandoned prison, a relic of the past. You had been in the kingdom for so long you became enticed by the faith of the kingdom, do you further learn these studies or take this time to learn other sorcery?
 - **Overview of Skills:** *can be personal and/or combat (should tie into other parts of the design document) - Options between Destructive arts/ Conjuraton arts*
 - **Strengths/Weaknesses** - Strong at ranged and close combat, however

extremely fragile health but shield abilities.

- Specials - Spellcaster

Knight -

- **High Level History** - You grew up in the kingdom of Bohemia, you remember the rise and fall of King Germai hn. But he was nothing compared to the larger the life figure that was Barbarosa. Once a young mercenary, he rose to power through sheer determination and ambition. Overthrowing Germai hn, Barbarosa ruled Bohemia for many years and you had always looked up to him. You wanted to serve your king so you entered the infantry and excelled at the top of your class, you got to choose what role you would fill in Barbarosa's army.
- **Reason for Conflict/Drive** - The king grew distant from his kingdom and you had gone up the ranks to be a royal guard. All you wanted was to make him happy but he was always far away in his studies. This passivity started to enrage the kingdom, and made bordering kingdoms curious. With this down time you would learn of the kingdom's religion. Though faith was foreign to you, you were able to pick a little bit of it up.
- **Overview of Skills:** *can be personal and/or combat (should tie into other parts of the design document)* - Two options berserker/general (Access to tonics/Access to taunts)
- **Strengths/Weaknesses** - Heavy melee attacks, Good armor health, useless to ranged attackers, access to tonics and taunts in which boost dmg given and decrease dmg taken
- Specials - Tonics/Taunts

Archer/Ranger -

- **High Level History** - 'You came from a family of no renown, every day was difficult surviving, and caring for your younger siblings. Your parents weren't around so it was up to you to provide no matter the cost.'
- **Reason for Conflict/Drive** - You started to build a reputation in your village in the boonies. But still struggling to earn a living you heard about the news of some foolish king. You've always tried to capitalize off any situation you can. You leave your village to pursue this opportunity.
- **Overview of Skills:** *can be personal and/or combat (should tie into other parts of the design document)* - Option between bow/daggers, stealth potions, ability to lock-pick
- **Strengths/Weaknesses** - Good at ranged combat/strong bow, midtier health, weak melee
- Specials - Ranged Unit/Good thief

Assassin -

- Mysterious guy. More is uncovered as you play the game.

● NPCs:

- General usage - Offer items/potions in exchange for currency received

- o Impact - It impacts player experience since items are offered and can influence strength
- o Interaction types - Trade and Talk
- Boss Enemies
 - o King Barbosa
 - High Level History with Main Characters (if any) -
 - Knight- You grew up in the kingdom of Bohemia, you remember the rise and fall of King Germai hn. But he was nothing compared to the larger the life figure that was Barbarosa. Once a young mercenary, he rose to power through sheer determination and ambition. Overthrowing Germai hn, Barbarosa ruled Bohemia for many years and you had always looked up to him. You wanted to serve your king so you entered the infantry and excelled at the top of your class, you got to choose what role you would fill in Barbarosa's army.
 - Mage- You always had a talent for the arcane arts. But such talent can not go without upheaval, you were physically very weak. Receding into your studies for many years made you become very distant from mankind. But there's only so much knowledge for a singular mind to obtain. What do you decide to focus your time on?
 - Reason for Conflict/Drive - Grew apart and bored of his kingdom decided to flee
 - Overview of Skills: can be personal and/or combat (should tie into other parts of the design document) - Ability to decrease damage taken for a specific amount of time.
 - Strengths/Weaknesses - Very high health and damage, no weaknesses, potion effects still useful.
 - Specials - Summon undead who fight for him

Mid-Level Characters Descriptions (more detailed breakdown of the characters in the world):

- Main Character(s)
 - Their Persona(s):
 - History - All characters have a story linked somewhat to the king. The difference between characters can be seen through their abilities and relationship to the King. Although not all characters had a direct link to the king, they all take on the task of finding the king. They're all pointed in the direction of the abandoned dungeon at the corner of the providence which was the last "known" location of the king.
 - Reason for Conflict/Drive - The reason is variable per each character and

described above in high-level.

- Skills: *can be personal and/or combat (should tie into other parts of the design document)*. - Each character contains skills learned throughout their lives which offer them unique strengths and weaknesses.
 - Relationships - They're different from each other some have strong connections to their hometowns, and others have relationships with the king/ kingdom directly.
 - Strengths/Weaknesses - Some have range weaknesses, others have health weaknesses. And contrary some have health advantages, damage advantages, and effect advantages.
 - Specials - Unique to their abilities.
- NPCs: Key characters in the world
 - Simple Persona(s)
 - What do they provide (information, skills, assets)? - Offer Skill upgrades, items, weapons
 - Any gameplay impacts - Minimal in-game impact aside from strength upgrades for classes
- Boss Enemies
 - Enemy Persona
 - History with Main Characters (if any) - Each character has a tie with King Barbosa, whether it's positive or negative it's enough for them to go looking for him. The knight his most loyal and noble soldier, the mage a master of the arts who spent most his time alone. The ranger who built a reputation for his village which led to him being sent out to find the missing king.
 - Reason for Conflict/Drive - Barbosa grew distant with his kingdom, so with this he grew rather apart from his people so he decided to disappear, pieces of the puzzle start to add up in the missing prison which uncover an evil that wasn't visible.
 - Skills: *can be personal and/or combat (should tie into other parts of the design document)*.
 - Relationships - Close relationship with the knight who he worked closely with in the army and noticed his loyalty. Weaker and weaker relationship between mage, and ranger.
 - Strengths/Weaknesses - Very high health and damage, no weaknesses, potion effects still useful.
 - Specials - Summoning
- Enemy Minions
 - Simple Persona(s)
 - Level - Mid
 - Skills - Melee Units, Ranged Units
 - Strengths/Weaknesses - Ranged Units Prone to Ranged attacks/Melee prone to melee
 - Differentiating factor - Versatility, Minions carry more health and stronger weapons
 - Specials - Boss Buff