Project Spirits
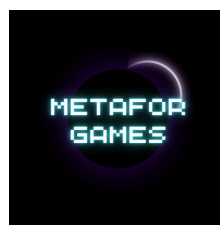
GDD

(WIP)

Links to other docs:

📄 ACS Documentation Resource
Technical, gameplay, combat docs

➕ Spirits Skills

📄 Spirits Monetization Activism

📄 Spirits InGame Social Economy and Community

Project Bios
2nd patch. Plants, species and spirit shard farming, coop defensive. Play as the different species of plants, immovable, moving is a luxury, rare and/or situational

📄 Project Carnivorous GDD
3rd patch, with a full PK mode and emphasize on the action type: Consume

📄 Spirits Complete Outline

Overview

➢ **Theme / Setting / Genre**
Project Spirits explores the concept of **the in-betweens**. The 2 realms: the physical and magical. The heavens above and hells below. Day and night. Life and death. These are the **switches** of the game room's narrative, then journeyed through **cycles**

- Balinese spirits (barong, rangda, statues, garuda)
- Indonesian wayang (shadow puppet). The role of gunungan(the triangle ones) in the narrative

➢ **Core Gameplay Mechanics Brief**
Spirits is a Multiplayer Action Roguelite. It'll have all the features and more, but just 10% of the number of content. 1 room as the only official server. The progression and narrative gets extended to cycles of max lv 10 and perma-death, rather than just bigger lv 99. The focus of progression is server community and social/reputation, rather than per character focused like items and gears

- Rpg/Moba level of intricacy skills for combat. This includes skills that have composable effects, can have alternative utility, able to have chained and autonomous effects that persists in the server long after the caster disconnects for other players to interact with
- **Main server has a 100 CCU limit, and gets reset every moon cycle (28 days)**.
  Generally the first half of the cycle is a fight for influence, gathering gears, leveling up. Full moon will be the decisive battle inspired b y a typical MOBA match. Last half of cycle about unlocking the game's narrative and reaching server-wide highscore, on which some character-bound or server-bound, may transfer for the next cycle
- The 100 CCU limit of the Main server means there will be players queueing to login. During the queue, these queuers will be in a spectator mode that can still contribute minor influence to the game. The same spectator/mini gameplay is all it will be for the mobile/web version
- The world will feature many Bali based Ngo/Activism/Venues, which will provide some IRL gameplay engagement
- Dream Mode is available for players who wish to self host their own game session

➢ **Targeted platforms**
- ○ PC - complete gameplay + combat
- ○ Mobile and Web - only for interactive spectator of main server and socials

➢ **Monetization model (Brief/Document)**
- ○ Monthly fee to play official server. Ad driven on personal game room. Direct Bali business ad in main room
- ○ 📄 Project Spirits Monetization Activism
- ○ /How do you plan to monetize the game?/
  1. Pay to play monthly fee for official server.
  2. Direct ads requested by businesses in Bali. An extension of existing medias we'll partner with such as BaliAdvertisers, SanurWeekly, and big festival/events. Bali gets enough international event once in a while to make it still relevant for global audience, but the idea is to get players invested in the longer term development to make the local Bali news still relevant, not even only to those who have visited
  3. What the mobile/web version will also get: timed ads, or threshold of information(news) the client receives
  4. Fee from receiving fundraising campaigns through the game, campaigns organized by actual local NGO's or business entities, turning it into an online crowdfunding. The reward for players are virtual goods, authored by the entity's concept (donate to organic farm, get carrot sword +5 attack +1 sight vision), and or a real reward the business can give IRL too
- ○ Additionally, the goal is to make a Kind Game, encouraging prosocial behaviours. *By building systems that reduce toxicity, foster friendships and cultivate a positive, trusting, highly engaged community, we lift key business metrics.*

➢ **Project Scope**
- ○ It will cost an approximate $15k for MVP. $200k for polished, enough gameplay content, expenses for the IRL researches and all toolings for narrative content gamification
- ○ We will take around 3 months to create playable alpha with all core gameplay mechanics. 4 months for all 3D models and animations (can be optimistic here because of the modular body part style). 2 months for custom sound effects. 0 time for existing soundtracks that will just be featured
- ○ Placeholders for the rest of development

- ➢ Metafor Game Studios
  - ■ Bito Ishmael
    - ● Coding, technical art, lore/story outline (writing?)

  - ■ Pak Bart
    - ● Lead Design, HR, Copywriting, 3D Modelling

  - ■ Mbak Sri
    - ● 2D Concept Art and 3D Modelling
    - ● Part time: IDR 7,000,000

  - ■ Bu Dian
    - ● Graphic Design, Social Media,
    - ● Cost Per Monthly Service. X amount of times.

  - ■ Mas Budi
    - ● Google/Meta Ads, Attends Meetings, Has PT. that we can use as an Umbrella.
    - ● Cost Per Monthly Service. X amount of times.

  - ■ Samuel
    - ● 2D Artist
    - ● Cost Per Monthly Service. X amount of times.

  - ■ Ruben
    - ● Sustainable design

  - ○ OUTSOURCE & ADDITIONAL
    - ■ Diksi
      - ● Data Entry, technical art, content creation.
    - ■ Anthony
      - ● Website Lead Programmer, technical art, content creation.
        Cost Per Monthly Service. X amount of times.
    - ■ Antonio Risianto
      - ● My dad. NGO networks/advisor. He just needs something to do for retirement
    - ■ AnthonyE
      - ● LLM integrations for generative AI
    - ■ Tony Li
      - ● PixelCrushers, advisor for technical narrative design
    - ■ Jeremy Bramble?
      - ● Founder of Stairway Games's Coral Island. He got a photogrammetry project before too

- ■ Krisna Patra
    - ● Bali events PR/venue connections
    - ● Music
- ■ Krisna Waworuntu
    - ● Local lore design
- ■ Bali international kids
    - ● Gamified narrative content

➢ **Influences (Brief)**
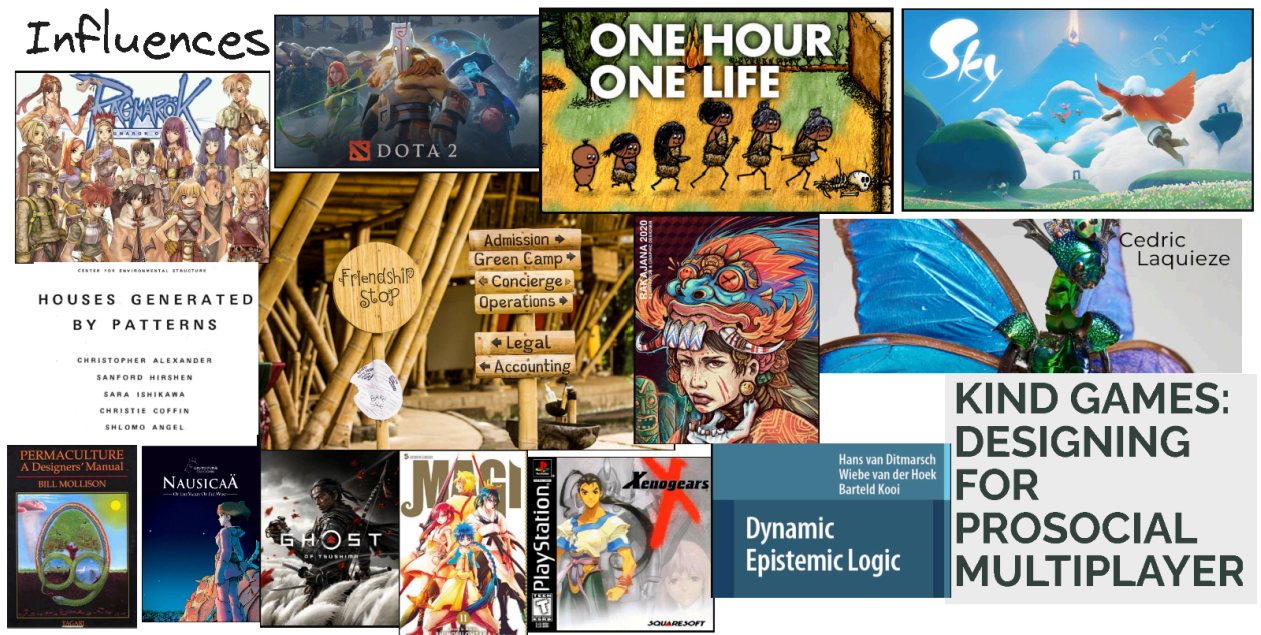
- ○ **Ragnarok Online**
  - ■ All of RO's skill/damage mechanics are very straightforward and relevant throughout all stages of the game. It also showcases very simple and expressive anime level extremities like Asura Strike (1 hit super damage that uses all your energy), Sacrifice (takes ally's incoming damage instead), Gangster Paradise (aggressive monster will be scared of you), and Acid Demonstration (breaks, therefore unequips, target's armors), just to name a few. Skill wise, there are also plenty of "kind" features like providing services such as warp portal, crafting, heal/buffs,
- ○ **Dota**
  - ■ MOBA Game
  - ■ Skills are complex and well thought. Easy to use, but harder to be effective. The design revolves around synergy with your team and situations.

Juggernaut's Omnislash in Spirits

  - ■ Another point of Moba is, it represents a decisive end-of-times battle, and the narrative is focused on this battle alone (Ragnarok in Norse mythology). Perhaps this one

is a counter-influence, as this inspires us to explore not only the narrative of this decisive battle, but also the background of the world at stake

- **Cedric Laquieze**
  - Sculpture, biology
  -
  - He did a Barong one time with his style, and seeing how it works, I thought this has to be the way it's done. Plus, the frills of stem is similar to Balinese canang
- **Rakajana**
  - Local artist from Bali, recently even made something of similar style as above
- **Polyhedrons, low poly, pixel**
  -
  - There are 2 distinct varieties of artstyle for the different realms/entities.
    - The normal inhabitants of the world are regular 3D mesh. In shape, the spirits are variants/forms of polyhedrons. Angels are also spirits but cooler.
    - The tools/weapons/gears that operates in the administration of the world is represented as flat pixel sprite weapons, like wayang projecting their shadows to the physical world.
- **Ghost of Tsushima**
  - PS4, 2021.
  - Souls like samurai action adventure set in one of the island in Japan. This game works together with the island's tourism ministry, promoting the culture and packaging it as an enjoyable game without any commercial distraction interrupting the immersion.
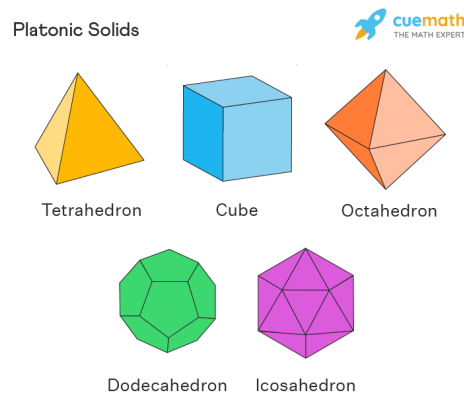
- **Bamboo structures**

And other fancy sustainable stuff

- **Nausicaa, Iblard Jikan**
    - https://tvtropes.org/pmwiki/pmwiki.php/Main/OrganicTechnology
    - House Generated Patterns

      A city planner/urban engineering handbook to designing a liveable cities
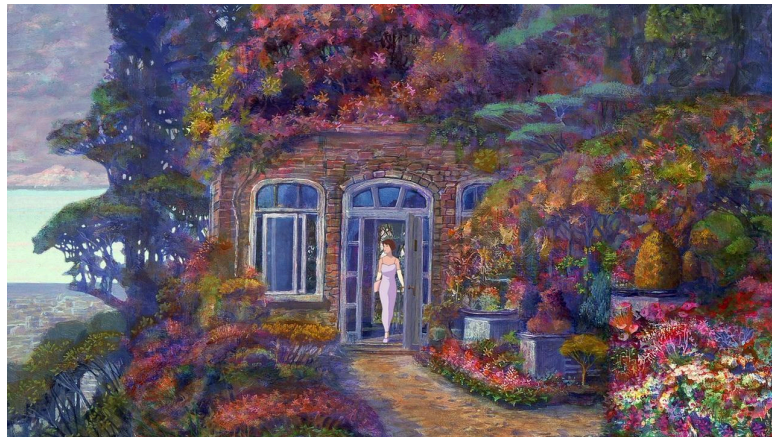
    - Iblard Jikan, a mostly visual entry by Ghibli, featuring artworks by Iblard. The way I interpret it, it envisions a balance of bricks/metal/nature in the cities

    -

- - - ■ Fantasy Magic Bio Technology. The microorganic world of insects, bacteria, mushroom, moss, corals, lives very closely together. Biological functions are all around to use and utilize. However they actually do it down there, rather than painting waterproof paint they'd probably smear their whole house with seeds and spores. Nausicaa also mentions environmental issues in their works
  - **Epsilon Circuit, 1 hour 1 life**
    - ■ Online game
    - ■ A take in bite-sized, multiplayer roguelike
  - Magi
    - ■ Rukhs are wandering spirit, compared to the bravely living
  - **Xenogears**
    - ■ PS1 1998
    - ■ It is particularly remembered both for a uniquely convoluted plot spanning ten thousand years; themes cooked out of Gnosticism, Jewish mysticism and Jungian psychology

➢ **The Elevator Pitch**

<A one sentence pitch for your game>

/Pretend that you are pitching your game to an executive in an elevator. You have less than 60 seconds./

Hi can I pitch you an idea? Wouldn't it be nice if games can also bring positive social impacts? The problem is the cheesiness of such attempt, but making a real wholesome game first without being preachy about society solves that. And what if the game also focuses on a location, a popular one, like Bali. We already get a lot of international visitors, this project will amplify their experience here. For retention, there's also the concept of Kind games, designing for prosocial multiplayer. So, real wholesome action game, positive social impact, Bali, Kind games. I believe in this combination, what do you think?

Angels, demons, and elemental spirits in between in an online action Rpg. Supplementing Bali tourism by gamifying the activism happening on the island

Do you know online games? Do you know activism? The spirits of social movement, if that's brought to a virtual world, wouldn't that drive the metaphors for our universe?

To properly answer the craze of metaverse and games, games should not only have real entities, companies, and businesses. It should also bring positive impacts to our real world that we share.

The 2 human desires to satisfy are competitiveness, and providing a sense of belonging. The former is commonly seen. The latter is… also commonly done, but, isn't making players hooked to a fictional

virtual world seems like intentionally creating a disconnect in our society? Many of those who travel to Bali finds their sense of belonging here, when it's also an island full of conflict. The perfect grounds to involve video games with

Among the failed concepts with the latest metaverse attempt, what most forget is.. It needs a good balance of globality (virtual rooms with pro-social facilities), and locality (like pokemon Go). Having connections with major businesses of Bali, blending the 2 realms will be not only realistic but beneficial for all actors involved

➢ Project Description (Brief)

It's a miniature rpg, we are absolutely trying to keep the focus on expressive actions, with interesting effects and right situation to cast it
Skills not only represent combat powers but social expressions

The complexity of the gameplay is scoped to what is "just enough" to establish a set of a community driven narrative format.

If the beast Behemoth wishes to grow in strength infinitely, then maybe all the spirits could "will" it to happen. Why? Maybe to have a dramatic end of times battle

The various ways to "leave a mark" on the server is a recurring activity here. Putting up and taking down banners, casting an Aoe spell that lasts for days, leaving behind a bot in a shrine that recites your message while the player is offline, hiding and sealing treasures (or let a strong monster loot it) because logging off by default would drop all your belongings, and so on

Online RPG with limited server cycle (28 days). Objective feels similar to Moba (~40 minutes of 2 teams fighting for victory). CCU is intentionally limited to 100 to provide a sense of "central event" the whole playerbase can observe and participate in. A single playing time can go at most for 1 hour before you die of old age, also to fairly rotate players playing on the Main server.

The narrative is not only some story or lore the players can skip. It's the main focus, point, and reward of the game. The narrative by the company officers (angels) will determine the current cycle's narratives, but the spirits will have to be the one bending the world to the angel's wish (or not). The narrative that the world repeats its endless cycle of creation, development, and destruction. Finding the most effective way the server should unfold itself, with contribution from not only players, but also the various real business/movement authoring the game's characters and quests

Combat can be sophisticated and competitive, but not the main point. Top 1 strongest player can be physically defeated by a few players, but strategy, reputation, and mainly, their ideology, will determine how "strong" a player really is in a given server cycle. The aim is to provide convenient controls that you can casually go farming with only mouse and without keyboard (laziest point and click), while also providing WASD move and hotkeys. Fighting needs skill, but farming and gathering are as important if not more than competitive combat. In the grand scheme of things, continuing your legacy properly is the most important part of the cycle

➢ **Project Description (Detailed)**
  ○ A game with a meaningful message, and a gameplay mechanic that supports and complements the deliverance. At its core it's a 3D Action Rpg, camera dictated by narrative but mostly topdown. Rewards "good decisions" more than "quick reactions" by its slow-mid paced combat.
  ○ As a studio, we like to empower the local arts and culture of Bali to the global market, environmental awareness, tying with gameplay mechanics that's backed by the narrative.
  ○ Intricate skill system made of generic modular parts, but aims to answer the needs of Rpg style skills. Classless player progression but restrictions can be set by the narrative to express skills coming from certain cultures. Modular body part system to ease the process of making new units. All these aims to simplify the content creation process, as there'll be many <u>types</u> of content but not many in quantity in each type
  ○ We aim to support both the playstyle of hardcore and casual players. Ultimately we don't want combat to be the barrier of entry for players wanting to enjoy the whole experience. It's a choice of activity. If not competitive, then it's either social, information gathering and item hunting, all this with supporting QOL features like ability to let the player progress entirely through a whole lifestyle choice with only the mouse if they wish.

- ○ The art comes from porting Balinese shrines and nature into games. Plant's art style will be simplified but accurate patterns, with faceted hint of low poly
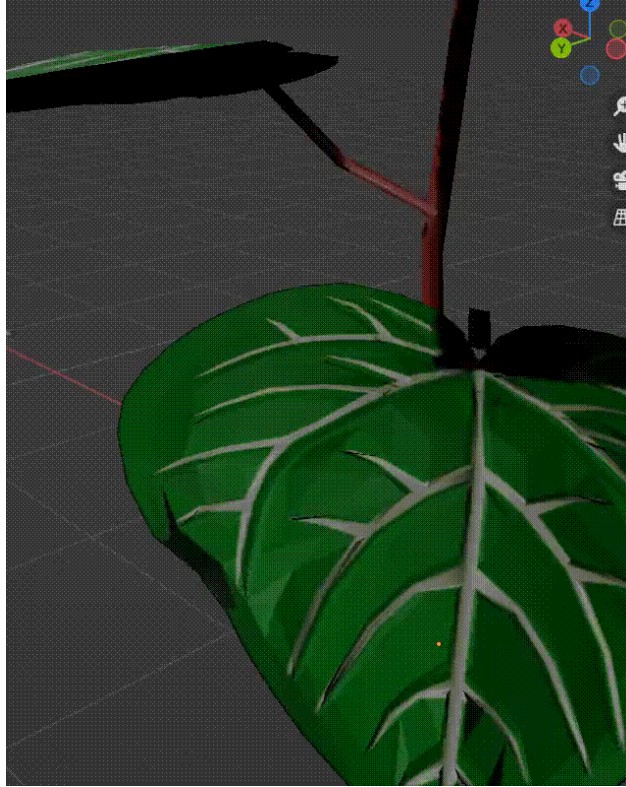
- ○ Waru and Jepun leaf art style
- ○ A

What sets this project apart?

- Casual RPG, roguelike feel, 1h max per session
- Not only combat focused but cooperative platforming in how vertical the levels are. You can swim through the clouds!
- Shifting the focus to the shared environment
- Contains much of the latest "metaverse" concepts (and more), **years** before the crypto craze came into the scene and screwed up the principle. This is a <u>real</u> game first, <u>proper</u> metaverse second! /angry
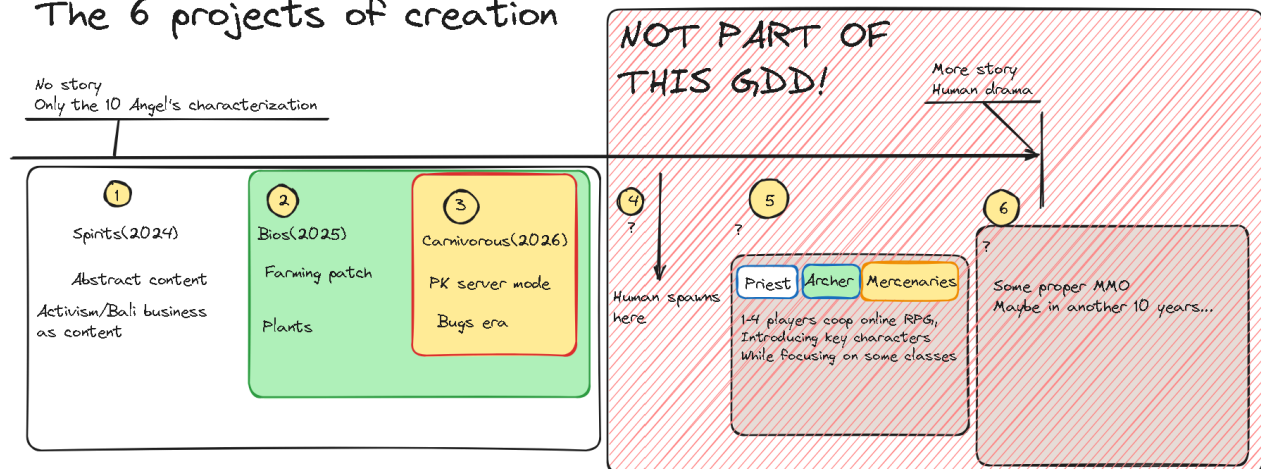
➢

➢ **Core Gameplay Mechanics (Detailed)**
  ○ **Multiplayer**
    ■ You take a role, which is your element, and the place/time at birth. Whatever social implications/structures this entails is now part of your strength and concern
    ■ Fire Elements will struggle swimming to the underwater caves. Having a Light Element with good lighting skills will be handy when visiting Niflheim (Hell/Dark place). Spawning near a treasure box but not having the proper item/stats to open it means you own a piece of information others would kill to gain. Getting picked to spawn as light/dark element also implies certain role over the qualms of the "world-ly" elements
  ○ **Central, Persistent, Temporal Server**
    ■ A common network topology for MMOs, but with a 28 days lifespan. Only 1 central server, not many channels, not many instances. Just 1 with limited player slots. Player hosted rooms (Dream, details below) have the option to follow the state of the 1 central server
    ■ How this works, changes you make will all be retained on the server. The 28 days will also determine what you do when encountering certain resources. The only replicable data from central to Dream rooms are player's element and position
  ○ **Cross platform participation, democracy over server state**
    ■ A type of demonstration actually made popular during Bali's Tolak Reklamasi movement. The rejecting side builds banners expressing their opposition. The pro-reclamation tears the banners down
    ■ A simple interactable object like the beginning tutorials in Guild Wars 2 around the village. Nothing fancy. The state of the interactable gives buffs, or simply gives a message or information. It just shows social agency
  ○ **Activism/business**
    ■ Many social movements and sustainable practices in Bali NEEDS to be promoted. Virtual goods, being infinite, is very fitting to be the reward
    ■ Mostly mentioned in the monetization docs. But the narrative aspect is another concept. Just like pay2win players like to brag about their exclusive gears and titles, the one giving them credit in Spirits is server facilities in the form of Npcs. These npcs are proxies of the business entities
  ○ **Dream Mode**
    ■ Player hosted private server. Progress here are not official
    ■ This will allow players to host their own room to pvp or adventure. What sets this apart is the ability to "tune in" to the central server's happenings

Story and Gameplay

➢ **Story (Brief)**
○ <The Summary or TL;DR version of below>

The 6 projects of creation

No story
Only the 10 Angel's characterization

NOT PART OF
THIS GDD!

More story
Human drama

① Spirits(2024)

Abstract content

Activism/Bali business
as content

② Bios(2025)

Farming patch

Plants

③ Carnivorous(2026)

PK server mode

Bugs era

④ ?

Human spawns
here

⑤ ?

Priest Archer Mercenaries

1-4 players coop online RPG,
Introducing key characters
While focusing on some classes

⑥ ?

Some proper MMO
Maybe in another 10 years...

Spirits is 1 of in total 6 projects conceived by the angels. Throughout the many cycles and iterations and generations of worlds, they try to make sense what stories, tales, and scenarios could be generated by providing a space to accommodate and process Will from external source (the players)

The focus in the beginning is the characterizations of the 10 angels. Not much drama, only lighthearted banters for all audience
1 server cycle is 28 days
Each cycle may include at least 1 of the projects applied to the server room mode
The stories of the angels in the current cycle are sent in global chat, and some key points are written to the Center Glyph by Raziel (angel #3). This sets the narrative structure and format in stone, quite literally

Since the other goal of Spirits is to establish gameplay elements, there are not many "prewritten" stories, or any attempt to establish a canon. Canon stories unfolds more in Bios onwards. **Spirits specifically is not a story-focused game**. Instead, it is manually driven by the story played by the 10 angels
The players just collectively Will things to happen by gameplay

Most stories that happen in later projects will still relate to the 10 angels as the recurring theme. In fact, many prominent world actors in different projects are just chosen by angels by allocating part of their "cores" as relics(divine weapon or utility tool)

1. Astral
2. Kaizen
3. Raziel
4. Raren (this will be the only use of AI at some point)
5. Raquel
6. Mariel
7. Mael
8. Azrael
9. Leon
10. Noel

For details on each, see the list of angels

➢ **Story (Detailed)**
- ○ /Go into as much detail as needs be/
- ○ /Spare no detail/
- ○ /Use Mind Mapping software to get your point across/
- ○ 🗓 Spirits Story Cycles
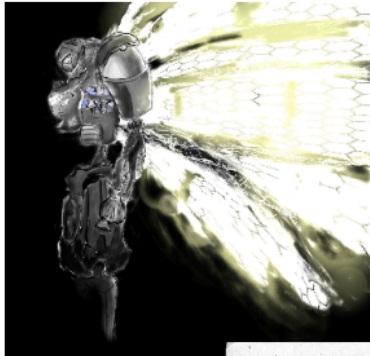
Mael wants your fiction!
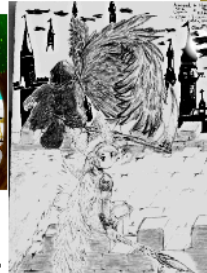
Old drawings.. Should input all these to AI someday

- ○
- ○ Angels can take any form, but at least a spirit form. They can't directly interfere with the world's story. The rule is the world must believe every events are the result of their own choice. Anyone believing otherwise risks being banned by Astral, which Kaizen may help prevent that

The 10 angels in 6 generations
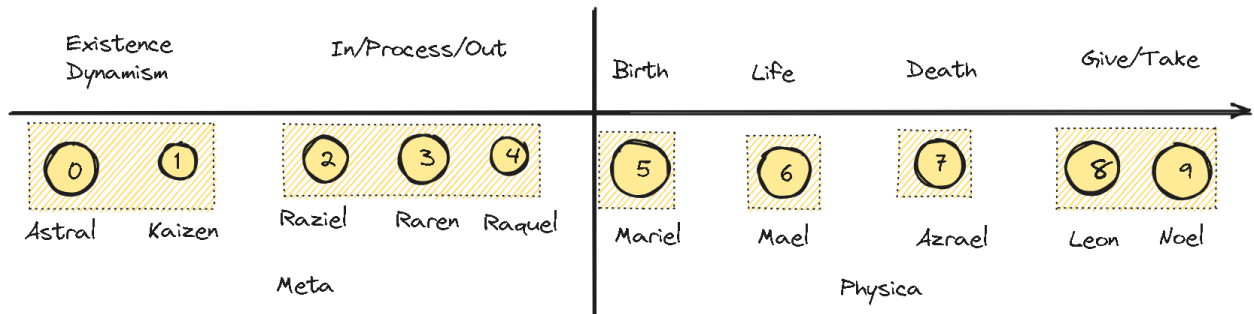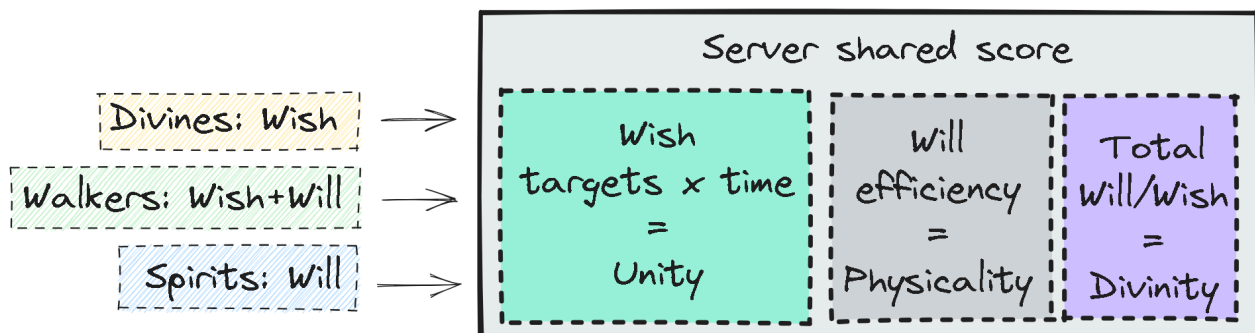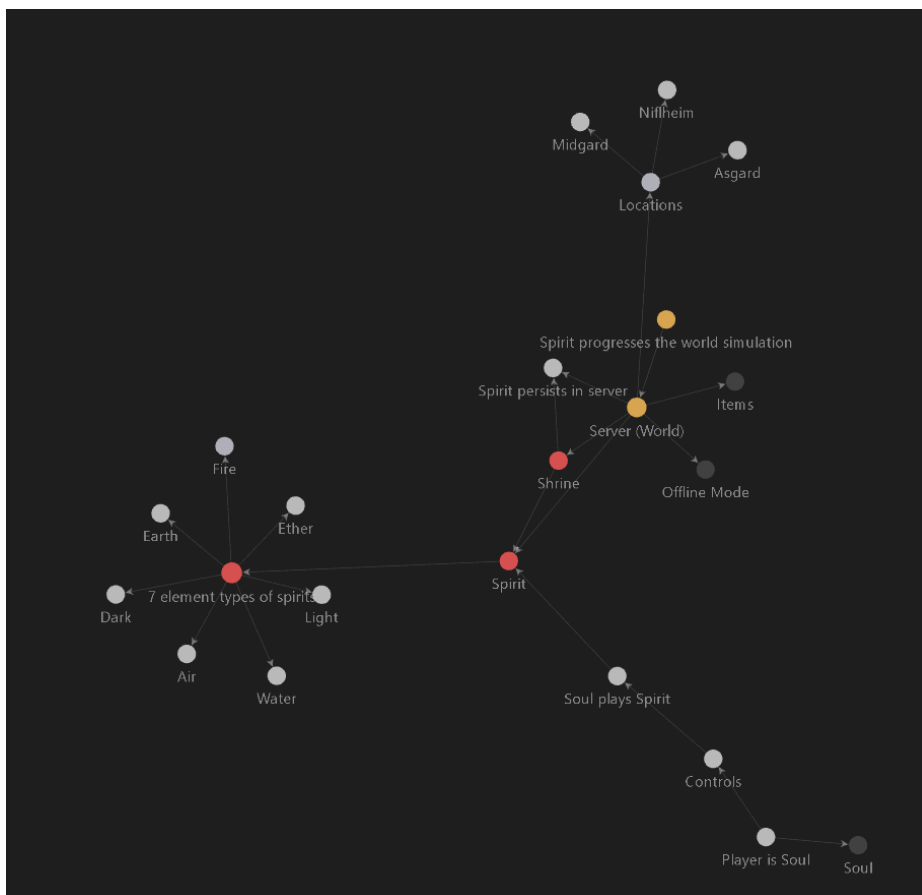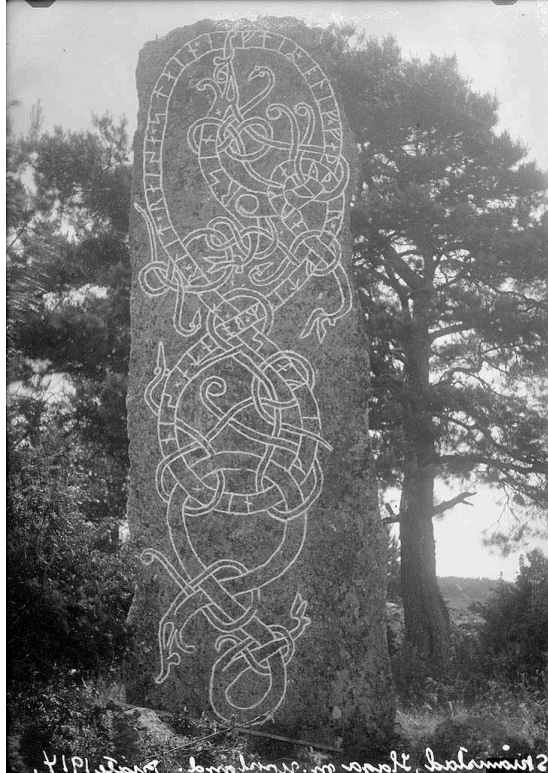
Existence Dynamism	In/Process/Out	Birth	Life	Death	Give/Take
⓪ ①	② ③ ④	⑤	⑥	⑦	⑧ ⑨
Astral Kaizen	Raziel Raren Raquel	Mariel	Mael	Azrael	Leon Noel
	Meta		Physica		

- ○
- ○ Player carries their Will to the server
- ○ Quests (and interactable social facilities) are opportunities for a Will to be actualized
- ○ Quests are authored by game designer, based on local business'/NGO's operations
- ○ 3 Server-wide score that determines server mode:
  Physicality - highest single instance damage, highest max hp, fastest, etc
  Unity - Quests has Unity score. Corresponds to how many potential max entities could be affected (regardless in positive or negatively)
  Divinity - Collaboration or opposition to certain decisions of quests to be completed. It's pretty much basic combo meter in games like Okami, but applied to a server-wide quality. Voting, with the voting power being the amount of action/effort (can even call this "purchaseable game points" if we wanna touch on monetization), and voting decision being public facility being maintained or destroyed
- ○ The angels also have quests. They are pretty much considered "server quests" as their character remains permanently in the server.
  Angels are Dungeon Masters in DnD. In more difficult situations, they may interfere just to provide options, or makes a quest. The living players decide on the options. The wandering spirits are the dice roll

Server shared score

Divines: Wish	→	Wish targets × time = Unity
Walkers: Wish+Will	→	Will efficiency = Physicality
Spirits: Will	→	Total will/Wish = Divinity

-
-
-
-

- ○ The CenterGlyph records the server wide quests state. Some quest result can also modify the game room(PK on, perma death, etc)
  Some extreme examples would be on day 1 some angel complained about the sun and another decided it's a good idea to "turn it off for this cycle", then this conversation will be written in stone. Players joining on later date who wonders why the morning never comes can check the stone for the complete server's history over the major state updates
  Typical examples:
    - ■ Volcano toggle
    - ■ Total water content(determines min/max of sea level)
    - ■ Generally some variations of the total spirit element counts
    - ■ Death of an angel may bring game breaking effects like disabling the whole game UI. This very rarely happens tho

These are "sprite swords". Pretty much a stylized 2D pixel style weapon/tool. This differs from normal 3D mesh in that they represent the angel's weapon, or its replica. E.g: Banhammer, Astral's weapon, would be a sprite sword.

The actual [artstyle shift](#) may be changed in the future, but how this relates to the story is these sprite tools represent admin functions, which the angels holds and therefore bound to their character's day to day job

1. Banhammer, bans accounts. Replica: banishes temporarily
2. Some shield, world update, movement, time, actions, chat. Basically time
3. Glasses, camera active
4. ? stat change
5. Pen/pencil/paintbrush, skill cast
6. Respawn (dead to alive)
7. Heal/grow
8. Death (alive to dead)
9. Item pickup
10. Item drop

- ○ **SHRINES**
- ○ Basically a save point. Let's say this is a perma death and age mode on. Upon logging out, a bot of player and pet will stay in the server. Logging off near a shrine gives the option to not leave a bot unless the shrine itself is destroyed. Age stat will not tick
  Some shrines can be built/destroyed, so it makes an important player objective
  Shrines that are destroyed will have players saved there to spawn as bots with bonus stats, aggressive especially to all damagers of the shrine

○ Yggdrassil and Bringin trees
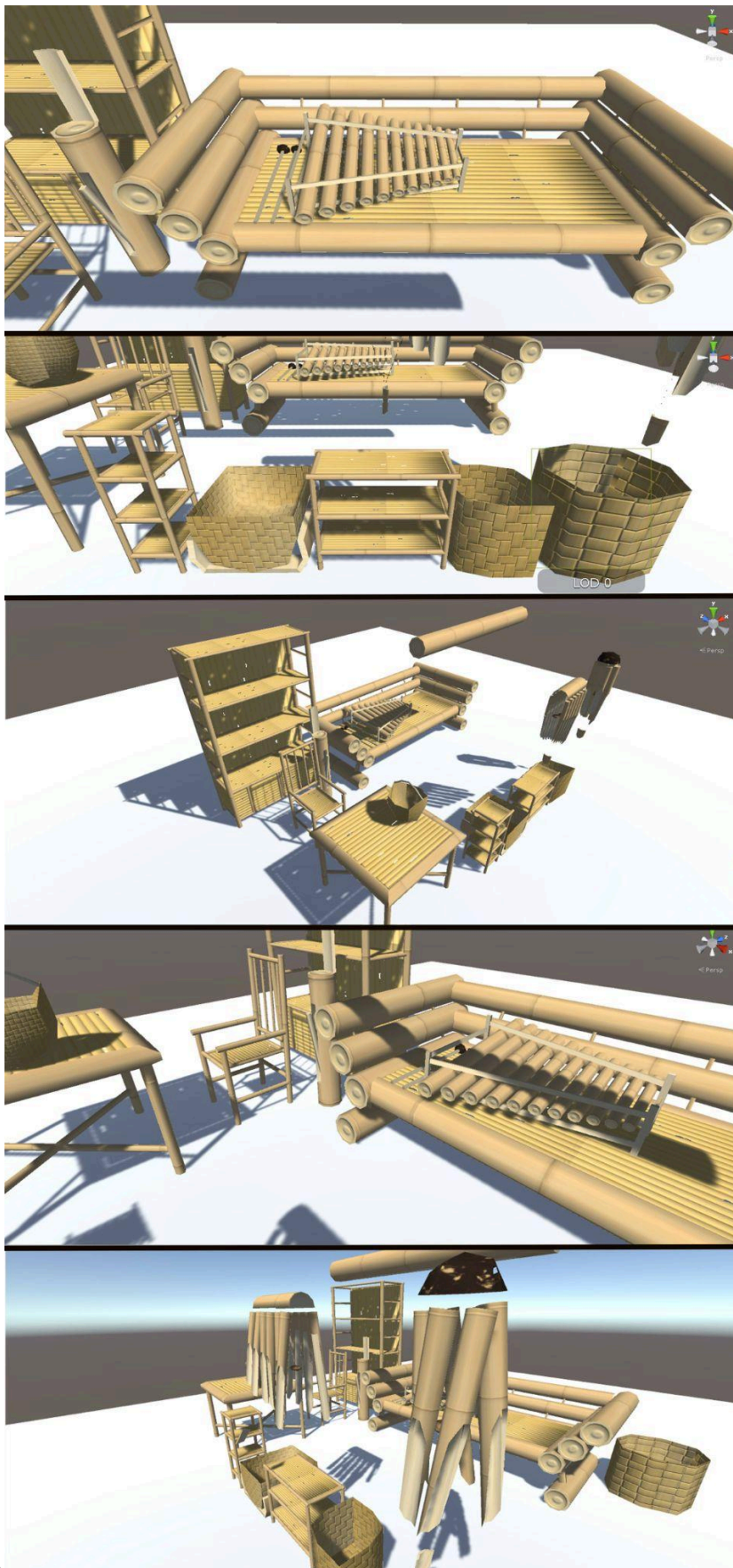

○ Level design

Ingenio Patet Campus

- ○
- ○ Permaculture

- o

- o A
- o A
- o A

The stories to be captured would be stories from businesses especially in Sanur. So the environment will replicate(artistically) some key places/events

The chat bubble/dialogue accommodates making game update skits like these:
[Last post before big graphics update](#)

➢

➢ **Gameplay (Brief)**
○ <The Summary version of below> A typical play session
1. Login to Main
2. Enter Queue. Gameplay is only bump with other Queuer. Player is a spirit with element. Scene is 3D, the actual playing map, can see living players playing in Main
3. Portal shows up. Queuer can enter, or chained enter if as party. Players collectively can "vote" for another player to enter the portal by.. Well.. making way for them and push off others
4. Born as living. Find Npc that can help you respawn if die. Find out how to store your items
5. Gather, level up, make sure to invest enough in the case of death to, well, prevent death, or at least have control over the fate of the gears
6. Logging off will drop your belongings and not save progress. Having/building a shrine will save your lifetime(on which your 1 hour age will pause). Having storage or some trustworthy players or plan where you drop your belongings as treasure
7. Your shrine can be destroyed, but given its function, many players will defend it. Your logged off character can also spawn as bot to defend your shrine
8. If your shrine is destroyed and your offline bot is killed, then you'll lose your character's life (maybe a last effort chance upon this player logs in?
9. Continuing playing. Your "Soul" is one of the progression that persists lifetime. The progression comes in the form of quests, among others ones provided by some of the angels, which will increase their blessings to the player's Soul
10. There are 10 angels, and 10 Relics from each. Relics can be obtained by several ways, but mostly from the favor of the angels (based on the blessings the player has accumulated). Having a Relic makes the player a prophet, or a "main character" of the server.
11. Full moon means there are extra Light spirit in circulation. Extra spirit in total, so it's kinda the best time to fight and take over stuff, mainly influences of certain angels.
12. Influence of angels contributes to the Server Quest, which affects all players and the server. According to [narrative], angels governs the process of the World. They can choose to destroy the sun, disable damage globally, or prevents birth, growth, aging, or death.
13. The progress of the server cycle is written in the center glyph, written by the angels. Reading that will give a quick understanding of how the cycle got to the current state
14. After full moon, the pace becomes more cooperative. To get highscore of angel's blessings, unlock Server Quests, collaboratively experiment crafting. Competitive pvp can still happen, which can be rewarding, but will be prevented by the winners of the mid cycle. So, like cops n robbers kinda competitive
15. Server cycle ends. Soul's progression gets transferred. Not in terms of power level or item lucky drop rate, but more about things that benefits socially, since it does play a big role in your success. Like.. having a "certified angel X blessing" you can share your experience in the past cycle, which can benefit other players. In return they'll help keep your belongings, for example

➢ **Gameplay (Detailed)**
  ○ /Go into as much detail as needs be/
  ○ /Spare no detail/
  ○ /Combine this with the game mechanics section above/
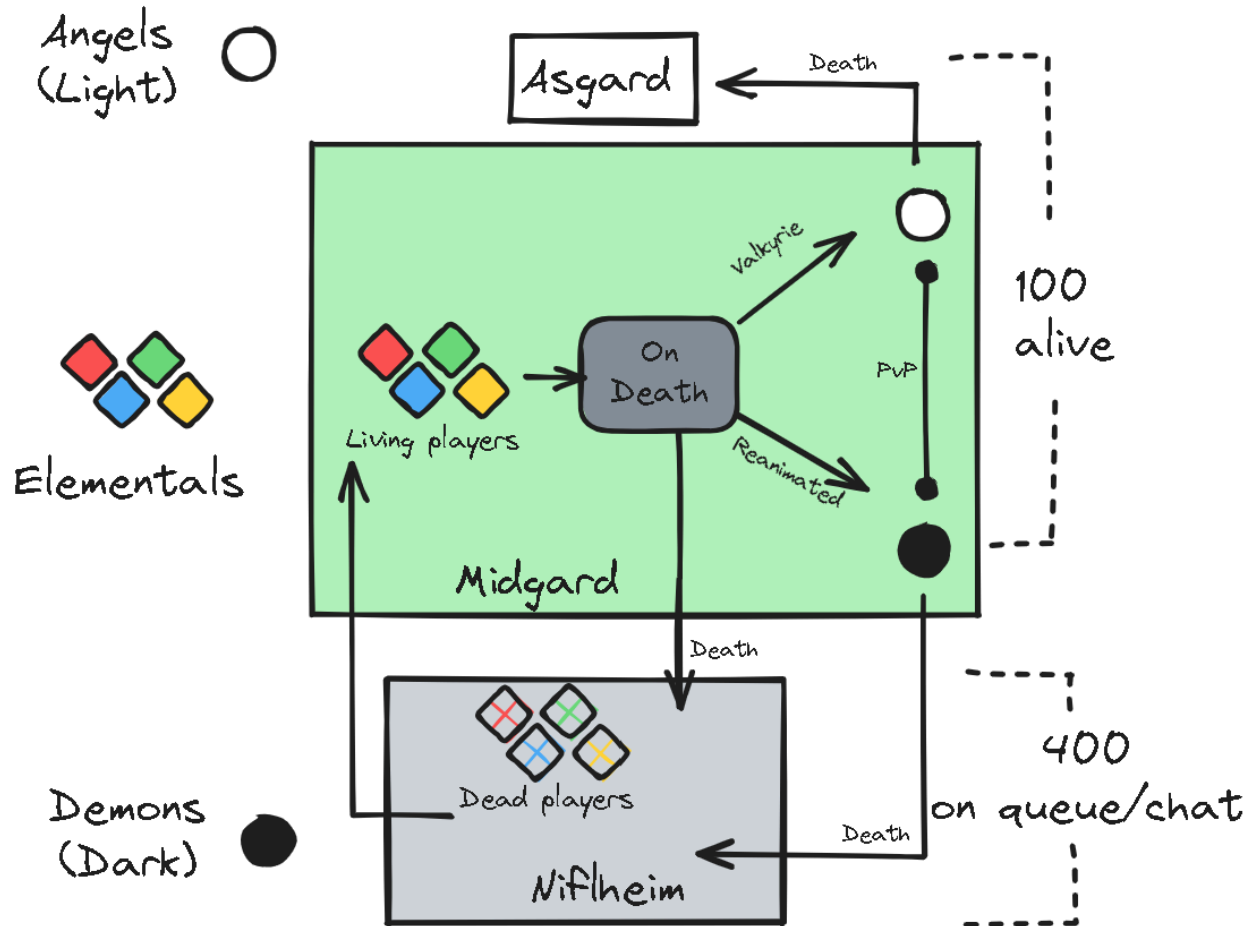
Expanding on previous part:

1. The log in process shows these options:
   - Single player offline. For testing
   - Player hosted. Room lobby for friends or public to join
   - World server. The only official server hosted by the company. 100 ccu max, or 500 with 400 having limited gameplay and only syncs limited data as the queue process
2. Queue process just puts you in the same map as World, but in a different realm. You're assigned an element and a position, which you can move around to find the next spawn portal. No gravity, just collision with others

As an element, your existence amplifies the elemental actions of the living realm's players

3. Portal activates, allowing certain number of spirits to life
4. On birth, complete combat, social, data gets sync'd. Finding out where the nearest shrine, shops, monster nests, threat level, are top priority. The location of spawn usually comes with some resources left by previous players
5. Assess your place of birth. Decide what to do on your own or by what is needed in your environment/society

Combat/Actions
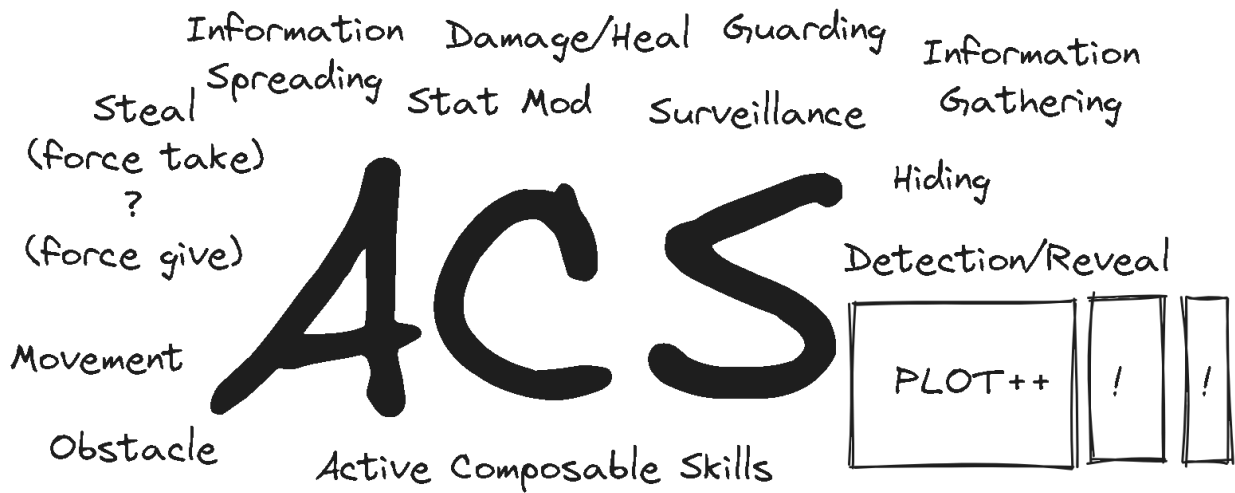
See ACS docs for more technical details

Players can cast skills. A skill consists of some amount of actions. Some actions can cast another skill, or spawn a Thinker tha t can cast skills and also spawn Thinkers

Skills can be accessed by:

1. Character learning a skill
2. Equiping a gear. The gear hotkey from equipment window can be dragged to hotkey and be casted
3. Consumable item
4. Passively casted, from passive skills, equipped gears, or non-usable items in inventory
5. SceneCasters, an entity source-less Thinkers just there as part of the scene

Types of actions, implemented:

```
Damage, Projectile, Melee, Parry, Buff, Shield, Steal, Particle, Modifier, Aoe,
Knockback, Teleport, Dispel, Craft,
and planned: Sense, Move, Spawn, Morph, Portal
```

The function of Buff action varies. It is at least a tag filter for other skills' condition to satisfy. It also defines the StatusEffect(SE) the buff carries. SE is a more convenient list of tags, some has hardcoded effects. Some strictly describes the intensity of an element, like Airy, Dusty, Wet, Underwater. All screen space visual effects has a corresponding SE.

Skills in Spirits is not just a means to defeat a foe by force. Skills are mainly social expressions

1. Casting an ensemble skill like Meteor will require another caster nearby, this encourages cooperation, or if against one, strategically convince the cast assistant to switch sides
2. PassiveAggressive is straight up psychological. Gaining charge whenever others casts a skill and can activate it to greatly damage whoever casted the most recently
3. Coronavirus, the infamous disease that shook the world, is just a debuff with a certain radius of contamination. The debuff triggers coughs every few seconds. Debuff duration is 2 weeks, and

stat decrease, infection intensity, cough rate, radius, and so on are defined by a curve. Social implication? We all know what it's like

4. Some skills that pets/bots might use for the wrong reasons by design and so give no benefit. LickWound when the master has broken a bone. Yeah
5. Bless/Curse is a theme. Not only direct bless/curse, but also putting up a banner that has a message calling Bob a liar. This banner hits every player nearby. The debuff tags Bob's playerId and reduces the displayed RP of Bob when others check his character profile
6. Hit filters includes shields, parry, terrain, attackable SkillObject, entities, projectiles. There are many ways for a defender to express their intent of defending their ally. Conversely there are many ways your fireball may not hit the target, but homing variant is accessible too with a bit more effort from the caster
7. Movement is another big part of skills. Fires can not go to the undersea easily, unless there's a Water/Air giving buffs like Bubble
8. Metaphorical sets of skills. Curses usually requires some negative RP on the target. Casting it anyways will also spawn a hidden monster with "bullshit" buff. Another player casts a Detection skill with the "bullshit" tag filter, gaining info on the caster from the existence of this hidden monster

The rationales of skills are what's discussed and polled, explained more in the other doc

📄 Spirits InGame Social Economy and Community

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Controls
The whole game experience can be played casually, with click to move, auto attacks
WASD movement can also be used for more finely controlled actions. Directional swings can also be achieved with WASD

Framing of targets, directed camera in certain locations, camera obstruction handling, are part of controls to conveniently navigate the verticality of the stage

Clicks uses the skill in active slot, and may have charges. Multiple charges allows for consecutive casts of the skill. When charges are finished, recharging(or reloading) is necessary. Reload could be manual that refreshes to maxCharge, or automatic +x charges/second.

Hotkeys can be assigned skills, consumable items, gear skills. Selecting hotkeys will activate the skill

Equip/unequipping gears is disabled in combat, but Spirits provides 2 gear sets that's swappable with ~ key
Skills have weapon/gear variants. WeaponAttack switches to ranged projectile when a bow weapon is active

Overall, combat is potentially complex but not so timing-critical. Preparation, anticipation, intent, and getting support socially impacts the result of conflict much more than combat

Elements

Armor Element \ Attack Element	Neutral	Ether	Light	Fire	Air	Water	Earth	Dark	Nature
Neutral	1	1	1	1	1	1	1	1	1
Ether	0	1.25	1	1	1	1	1	1	1
Light	1	-0.25	-0.25	1.25	1.25	1.25	1.25	0	1
Fire	1	1	0.75	-0.25	1	1.5	0.75	1.25	1
Air	1	1	0.75	1	-0.25	0.75	1.5	1.25	1
Water	1	1	0.75	0.75	1.5	-0.25	1	1.25	1
Earth	1	1	0.75	1.5	0.75	1	0.5	1.25	1
Dark	0	-0.25	1.5	0.75	0.75	0.75	0.75	0	1
Nature	1	1	-0.25	1.5	-0.25	-0.25	-0.25	1	1

There are pairs resulting negatives, offensive damage could end up healing

Any skill can be damaging or healing, but with certain conditions, it might amplify or gives unintended effect. Sometimes… somehow… some damage or heals is just not possible for some characters, and that is life. Find someone else that can do the job better

Every elemental spirit has some ways to apply elemental buff tags without any damage counterpart. This is for narrative

Skill Filters

🗂 Spirits Skills

There will be a loooot of skills, so a skill filter separates to these categories

The "free skill mode" theme is only for Spirits. Later patches with more defined designs
will have a more "class restricted" skill list representation

For Spirits, every skills this character have learnt will all be in the list, but not necessarily
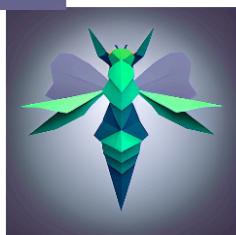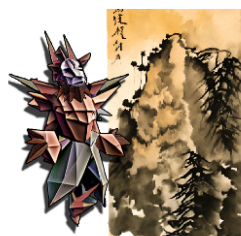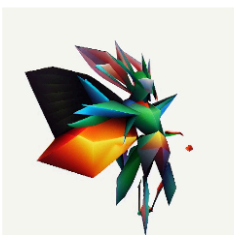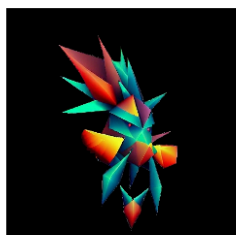learnable, usable, or upgradeable for the current life cycle.

Vending (Sell/Buy/Craft service)

There is no central auction house. Shops with cheap deals gotta be discovered

Players can leave their character to continue vending

Craft service can take queue of orders for better QOL. Craft chance affected by the
service provider's stats

Body parts

Ecosystem

An old branch of Spirits tried to make the carbon cycle simulation. This was a big mistake. Too complex to make for very little gain, and counterproductive to encouraging players to contribute their actions. Simulation of the server should be entirely made by players, at least by being an observer

Monsters will have to keep their state, but when there are no players to see it, they're despawned and hibernate inside their origin Nest. When a player comes close to a nest, the whole process gets fast forwarded to the present and you can find whether some monster you poisoned yesterday did die or survives on next visit

Permaculture

Play cycle

[Video]

Complete play cycle using Fusion, with session hopping

Green portal particles inward = in spirit realm
Green portals spinning around = in living realm
Cyborg prefab = players
Soldier prefab = ghost/wandering spirit in living realm

All these are done with multipeer, extended to allow multi session. The first step to a QOL
feature to multi client with much less resource(maybe)

Soundscape

There can be more than 1 "song type"that'd be played at a time. The general rule is: balance between different song types. Don't let multiple songs clash for too long

Song types sorted by priority:
1. Jukebox/field jamming/busker. Source from an entity
2. BGM, theme songs of the location.
3. Aura skills rhythmical/ contributions. Audio play speed can try match #1 or #2

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Treasure hunt

Treasure boxes can be set up by players. The 4 security types to open them:

1. Base Str
2. Base Int
3. Base Dex
4. Item as key

The stat based checks the attacker's base stat, and that allows a 1dmg instances to pass through

Item can be set to anything in the possession of the player

Treasure boxes are also entities, some with skills and can be buffed (if the skill is valid to be casted on boxes)

Most commonly players would cast a hide skill "Bury" on it. Other players have many skill options to find it. Either with Detect tag on an area(can filter on boxes only), or TrueSight tag on self

This is the only means of item security by force, which is compromisable by design. Any further security is from social. You can choose to set it up somewhere hidden and/or well guarded

https://en.m.wikipedia.org/wiki/Dynamic_epistemic_logic

Faction/character bound experience
https://magi.fandom.com/wiki/Wisdom_of_Solomon
Angels have better ways to find out the RP of players, their source, and overall affiliation. Basically an ActionSense. None of them is omniscient on their own, though. It takes all angel's observation/information to find 100% of a player history

Generally the playing factions in the living world is divided to 3:
1. Walkers (Fire Air Water Earth elements). Considered the neutral faction in the bigger picture. They all have the option to all live in peace, or not
2. Demons. Stronger when there are more conflict by the neutrals
3. Angels. Keeping the demon population in check

Walkers live and die. On death, they stay in the living world as ghost for a while.
They're given the choice to join the demon or angel faction on death, if the situation brings

Angels of death, officers of Azrael's (8th) Death Squad, are still angels with a job. They come for wandering spirits still stuck in the living world. The angels of death likes to morph as crows and watch life and death battles

Valkyries are Raquel's officers. They also stand by battles to find ones worthy to recruit into the angel faction

Necromancers are living Walkers. They can cast Reanimate to turn ghosts to enter demon faction.
Reanimate skill may be available at some point in a cycle, or not at all

PVP

Boss fight

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Assets Needed

- ➢ **Art**

  The amount will be ongoingly created. We'll define an art contribution guideline
  - ○ Direct importing existing works
    - ■ As paintings with artist details
    - ■ Character #2
    - ■ Character #3
    - ■ etc.
  - ○ Interpretation/porting to different medium
    - ■ Example #1
    - ■ Example #2
    - ■ Example #3
    - ■ Etc.
  - ○ **2D**
    - ■ World space chat box
    - ■ Set up vending
    - ■ Set up wish board
    - ■ RP allocating window to target players (with "auto" toggle for recurring votes)
  - ○ **3D**

    🟩 **Spirits body parts**
    - ■ All species need a set. A set is up to 32 body parts (head, hat, head lower, neck, chest, spine, hips, 3 parts legs, 3 parts arms, 3 parts of tail, 3 parts of wings left right). Some species fills less body part or have different structure
  - ○

- ➢ **Sound**
  - ○ [Krisna Floop](#), [Nosstress](#) , [Florent Devos](#) we've got their permission to use their works
  - ○ Flo's guitarring will mostly be for outside, and battle mostly from the deserts
  - ○ Kris' loop and flute will be for inside villages, or the more funky platformer level
  - ○ Nosstress' will probably just be for the cinematic ending or some other scene

- ➢ **Animation**
  - ○ Character Animations
    - ■ All actions uses basic atomic animations but handled with IK/directional for the up/down angle variants. Per weapon type swings/parry of both hands, left to right, right to left, up to down, down to up.
    - ■ Pickup/throw(object size variants), cast spell, walk run jump dash dodge roll, die, stand up,

- A few specific skill animations
- Some emoticon/gestures like cheer, victory, sad, sit, sleep

➢ Social research
- Gathering stories from businesses/NGO/actors
- Finding out their wishes for the island, the struggles, what they agree/disagree with the tourism
- Some more questionnaires, these will become the building blocks of asset content's narrative
- Basically informations on how to make a fictional business proxy in-game

➢ Code
Implemented techs are mostly already mentioned in ACS docs. This one focuses more on remaining tasks
- Convert current Mirror version, into Fusion
  - Hybrid wasd / click move controller(done)
  - Camera works:
    - Standard TPS controls, with Cinemachine blend TPS to directed
    - Hide walls obstructing view
    - Player follow, fixed point, fixed axis to handle specific locations or events
    - Framing targets
  - Port over rpg feats 📄 uMMORPG Remastered Documentation
  - Port over ACS core
  - Convert or reconsider ActionParticle considering Fusion's lack of dynamic size collection
  - Re assess action controls considering Fusion FPS's setup(multi weapon based, kinda no skill hotkey)
- Network dev utility in Fusion
  - Multi peer, different session(done)
  - Portal based session hopping(done)
- Inter server room selective sync data, for queuers as lesser spirits for living players in world server(done)
  - Inter server same instance per machine(done)
  - Inter server different machine
- Server persistence/progressions
  - Npc holds quest journal (done)
  - Player actions wired to self domain affinities (done)
  - Npc autonomous activity

- ■ Wire all activity to server stats (day/night, in which realm, affinities). These are on hold to abandon the action planner of QuestMachine and explore using LLM instead (will get Tony Li's advise)
- ○ Server state
  - ■ Scene casters (done)
  - ■ Wiring to switches/GM command/quests
  - ■ Physicality, Unity, Divinity stats and wiring to narrative
- ○ Art content
  - ■ Art display (done)
  - ■ Jukebox (done)
  - ■ User submitted content from client
- ○ Audio
  - ■ Fmod
  - ■ BGM, ambient jukebox, player timed SFX, SFX, ambient environment
- ○ Gameplay assets integration
  - ■ Astar project and wiring to all bot behaviours (done)
  - ■ Panda Behaviour Tree(done)
  - ■
- ○ Graphics assets integration
  - ■ Bakery (done)
  - ■ MLP, MLS (done)
  - ■ MicroSplat (done)
  - ■ Animancer
  - ■
- ○ Graphics
  - ■ ActiveFX fully gameplay wired parameter visuals base (done)
  - ■ FxParticle, FxMaterial, FxTrail (done)
  - ■ Line, mesh, animation, points, as input for FX (done)
  - ■ FxVfx, Unity gpu particle
  - ■ Body part system (done)
  - ■
- ○ Entity ecosystem/bots
  - ■ Nest as spawner (done)
  - ■ Nest attached to entity
  - ■ Monster spawning with behaviour such as patrol, follow, standby
  - ■ Pet control and player controlled pet movements
- ○ Social Rpg
  - ■ Friend, party, guild (done)
  - ■ Vending with auto buy/sell/craft service (done)
  - ■ Accumulate and calculating a player's RP based on total $1 subs of the month
  - ■ Serve no "forced" purpose other than an anonymous "like" count in social media
  - ■ Setting up vending
  - ■ Setting up wish boards

- ■
  - Monetization
    - ■ Token
    - ■ Registered business owner can cash out, players can not
  - A
  - A

Schedule (from current state)

- ➢ **Barebones network topology**
  - ○ 1 month
    - ■ Convert project Mirror to Fusion
    - ■ Persistent central server with login
    - ■ Player hosted rooms
    - ■ Single player
    - ■ Photon Fusion has all this and supports different network topologies and handles NAT for player hosted. So it's mainly integration works
    - ■ Key species model sets, assemble and test in old Spirits

- ➢ **Foundation of combat with ACS**
  - ○ 4 month
    - ■ Add necessary 3rd party assets (A* Project, Panda BT or some other BT, PixelCrusher's DS + QM, Crest), handle integration
    - ■ Put in Acs core. Tidy up and really define the edge of implementation
    - ■ Start the minimum Rpg features, starting from skill casting, inventory, equipment
    - ■ Start implementation from Fusion samples
    - ■ Body part system priority, so the character models can be seen together in game
    - ■ Insect themed crafted equipments/weapons
    - ■ Set up another project only for the visuals (URP, Bakery, MLP, MLS, Amplify, Crest). Tweak for good looking environment
    - ■ Finalizing the design of the combat controls. Charge, combo, hotkey as assigning active skill, clicks and alt casting
    - ■ Adding QOL. Framing, smart casts

- ➢ **Content**
  - ○ 2 months
    - ■ Level design with just combat elements in mind
    - ■ Continue the Rpg features including different unit type like Npc, and quests
    - ■ Game level progression? Is related to the Living World as the indicator of the game's level. This needs DS+QM's procedural quest finished (or explore GPT)
    - ■ Use dad's architectural works, and the book A Pattern Language, for placements of building blocks in-game

- ➢ **Alpha**
  - ○ 1 months
    - ■ Public playtest, deploy in warnet connections

- Publishing options (Steam or Epic)
-

Revision: 0.0.1

GDD Template Written by: Benjamin "HeadClot" Stanley

Special thanks to Alec Markarian
Otherwise this would not have happened

Reformatted by: Brandon Fedie

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