

Realm of Vengeance
Ice Kirin Works

1 page GDD: Base points

- Open world RPG with two main deities representing life and death. It's your job to restore balance, or envoke chaos to the realms. Your choices matter and affect gameplay.
- Major design pillars are Exploration, Combat, Crafting, Discovery, and aesthetic.
- The PC will have the ability to have pets *and* mounts in the game. There are only a few types of transportation available: mounts, vehicle, flight. Fast travel is available. There are 10 tameable fauna for pets.
- There are 20 different fauna available and 30 different flora available
- 4 realms (in order): Promised Elysian, Isthfirm, Laggard, Asheland
- Aesthetic is horror, ambient horror, apocalyptic, mythological, Fallout, and Souls-like.
- Over 50 different crafting recipes to discover and craft!
- Your decisions in the game have an impact on the gameplay. For example: causing unnecessary death on a stealth mission will have consequences either right then or later; killing pets of NPCs will have consequences
- 16 different cities across the realms; 4 of them major cities, 6 minor, and the other 6 are "unimportant" or trader/loot cities.
- All NPCs will have names regardless if they're important or not to the story. Some will give quests and others will just be there to talk.
- Lore heavy gameplay and storyline