

Thematic Statement

Xenterra is an isometric open world RPG that aspires to bring the feeling of tabletop gameplay to the virtual realm. Turn based strategy combat in an immersive world and an in-depth karma system for NPC relationships to experience single player or with friends. Recruit allies throughout the main story, each bringing unique play styles and strengths to all interactions. With near limitless options for NPC and world interaction, no playthrough should feel the same.

Vision Statement

Players navigate through a storyline of the Warden of Death rising in the shadow of feuding nations. Xenterran beasial native tribes wish to protect their land from the bull headed Dwarven miners tearing apart mountains for the resource. Neither willing to give its full attention to the dangers growing in the East, leaving the PC and their acquired company to bring together those willing to help, or attempt to handle it themselves before it's too late. Players will have the option to gather as much assistance as they wish or to move forward to defeat the evil as soon as they feel ready, but the longer they wait the stronger it becomes.

Visually similar to Dragon Age Origin, Xenterra gives a fantasy look without looking like a cartoon. Slightly more realism to the visual than Divinity Original Sin 2, and dimmer/darker coloring to help reflect the theme of the story. Keeping the player immersed in pursuing the Warden of Death.

With an isometric camera, Xenterra gives players a large amount of options for strategic approaches to encounters, whether with enemies or the world itself. Allowing the same actions in or out of combat leaves players with nearly endless freedom to proceed with creativity against any obstacle thrown at them. The world being free to roam gives players the opportunity to roam free as they choose, including areas that may be extra dangerous if approached too early, but if conquered will have higher level rewards. Various areas being surrounded by increasingly stronger enemies gives the player a clue they need to level up in order to succeed in that zone, and reminding the player that sometimes fleeing is your best option.

When entering combat there will be a turn based actions system, although the choices for what players do during their actions changes very little to choices outside of combat. Turns consist of three stages; Primary action, Quick action and movement. Primary being a main attack/spell, quick being an offhand attack or special skill falling into this category such as a rogue attempting to hide. During combat players can interact with any object; attack, pick up, throw, drag, etc., but it will require a primary action costing them action economy.

The NPC's passive conversations with one another, though limited, will give the player a sense of immersion in the world they play in. NPC's will mislead, help, or even lie to the player depending on their level of Karma. A player can bribe, charm, threaten, or assist an NPC to gain their trust and gratitude, and good standing could lead to hints about points of interest, or secrets about others that could help the player. Choosing the way you wish to gain karma with the NPC reflects in the way they respond. A bribe is great for a one time answer, but when you return with more questions the NPC may want more money. While helping them with things they need done gives a more permanent likeness for the player. An NPC with poor standing may

refuse to help the player, some could give false information to mislead the player toward dangers.

Concept Statement

Xenterra: Rise of a Warden

Genre: Strategy RPG (maybe Adventure RPG?)

It will be designed for PC to start, but is still in consideration for console development as well. Made for players of all levels looking for an interesting world to explore, solo or with friends, and strategic combat to master.

With an isometric camera this game will allow players to have their character as well as the allies they pick up on the way. Those allies follow, or can be controlled individually by the player, until combat where the player controls their entire party on each of their turns. The gameplay at its root will be much like Divinity Original Sin 2, but the world itself will feel more open and free similar to Skyrim. The player will attempt to gain assistance from 2 feuding nations to take down a greater evil that is rising freely. The turn-based combat and freedom of actions in or out of combat is meant to give the player the classic tabletop RPG feel. Being set free in a world to explore, discover and save it from a destructive entity hiding in the shadows.

Players make a character in a World of Warcraft style character creator, race and class, then from there based on race determines your starting point. With a simple, almost tutorial-like starting area, the story of your hero is born. You begin leveling and picking classes, skills, traits, and stats you wish your character to increase. Multiclassing will be encouraged, but each class requires certain stats to level into. Picking up allies as you begin discovering odd irregularities in Xenterra and delving into the mystery to find out there is something coming much worse than either nation at its worst. You do your best to bring the nations together to fight, or you take it down yourself before it gets too strong. All races have their own traits, as well as each class, diving into these synergies and which levels you get abilities gives many options and much creativity for a character build. Limited action in combat makes every single action important for the players and the enemies, this is to create opportunities for creative ideas by the player.

This game idea is what many tabletop gamers have wanted in a video game for a long time. The freedom in a tabletop RPG is absolutely unlimited because it is created in your imagination and as you play, but the way it plays and the characters made in it are also a huge reason they are so beloved. Finding the right balance of options and stability is what's really key. Leaving the player to never feel limited in choices. There are games that have tried this, such as Divinity Original Sin 2, which feels lacking in the freedom of world exploration. It sectioned players off into small portions of the world in each act, as well as the quests did not direct the player very well at times. This is where Xenterra takes that gameplay with some more tabletop inspired tweaks and adds it into the large openworld style of Skyrim, it becomes much more immersive and interesting to explore with expansive lands to roam freely.

Another thing that sets the game apart is the way turn based combat will work. There will be three steps to a turn, not limited to this order, Primary Action, Quick Action, and Movement. The character will have many skills, traits, and features that will declare which one of these portions of its turn they fall under. Giving players a combination of actions and movement on

each turn. Primary actions are the player's main portion of their turn; spells, attacks and abilities that fall in this category such as a fireball, main hand attack, or powerful ability. Quick actions are the player's lesser abilities, quickened spells, or offhand attacks for a dual wielder.

In combat all actions are contested with a meet or beat, so rolling to determine outcomes is vital, as well as the damage it causes. A swordsman may have a weapon attack, he rolls to try to succeed against an enemies armor rating, then on success rolls for damage. With the player's choice of options; hide the rolls and the system does it behind the scene just showing the outcome to the player, one click for all rolls each action combining the attempt and damage dice to one click, or they click the dice to roll each different roll like at a tabletop game.

Many features, skills, and traits will have a cooldown based on rests. Night rests and day rests, night rests are long 6-8 hour rests for your character to recoup where day rests are .5-1 hour rests to take a quick breather. As long as they go uninterrupted they will go by in a moment as the player, but if you choose to attempt this in a place too dangerous you may be ambushed while resting. These are meant to control some of the characters strongest attacks and their spells used each day in game. Making the player more resourceful in dire times.

Competitive Statement

Xenterra vs Divinity OS2

Open world vs Small world levels

Long cooldowns of certain skills vs all skill cooldowns quickly

Skill/Spell budgeting for dungeons vs nothing is on cooldown by another fight

Action phases combat vs action points based combat

Clear quest log directive vs limited direction in quest log

Both are about building your hero/character and gaining allies

Xenterra has a more interesting larger world for players to explore and dungeons to conquer.

Essence Statement

Xenterra is a $\frac{3}{4}$ overhead view strategy RPG that allows the player to build their character in countless ways, explore the world, and gain allies to defeat a rising entity of evil. Set in high fantasy, that of elves, dwarves and orcs on an island of bestial races feuding for the land.

Core Statement

The open world and many points of interest give it an edge over its competition. Combining the best parts of video games and tabletop, Xenterra will be a diamond in the rough.

With multiclassing and skill budgeting, options of character building will be unmatched. Players will have to make a choice with every NPC, to be on their good side or not. Relationships with different NPC's reveal different secrets in the world to explore.

Goals Statement

The goal of Xenterra is to bring a tabletop game supplement. Take an open world and a rich story to give the player a universe to build any character option they desire. Then allow them to explore every end of Xenterra as they discover a multitude of hidden treasures.

Overview Statement

Xenterra is inspired by tabletop gaming and aspires to bring the same feel to the digital world. Players traverse through a classic storyline in singleplayer or multiplayer. Interacting with the world and NPCs like never before with any action available in or out of combat and a karma system for NPC relationships giving every interaction a lasting impression for an NPC. Turn based combat and a dice rolling system brings the feel of a tabletop RPG right to the PC for all players. As the player gains strength and allies they will have numerous side quests to explore Xenterra more and gain favor and loot in far corners of the land. Discovering new dungeons and secrets around every corner, some may never experience everything without a bit of clever thinking or multiple playthroughs.

The story takes place on Xenterra, islands long protected by native beastial tribes, a couple centuries after a Dwarven explorer, by the name of Vander Stonebeard, claimed land in the mountains. After passing by the islands known to the outsiders as The Feral Chain, Vander claimed the mountains "called to him". Knowing this island was protected by native beastial tribes, he knew there was much potential of untapped mines in the vast mountain range that rips down the center he called the Iron Spine. He later returned with many allies and warmachines, and bulldozed through the unprepared natives. Taking his land in the mountains and building his city, Dawnboulder. The war turned cold after a century of lives lost on both sides, the natives backed off and only continued to resist when the Dwarven pioneers extended their explorations. Leaving great tension between the natives and pioneers. The real danger to the islands is neither the tribes nor Dawnboulder, but a Necromancer. The self proclaimed Warden of Death, that during the war took an opportunity to claim land in a deserted portion of the large island known as The Barrens. Lying in wait to build his army of undead to begin his reign, he sends his followers to expand his cult, and silently gains power until he begins "testing the waters." This mistake brings his unholy actions out of the shadows revealing his dark deeds to Xenterra. Throughout the story the player learns of the evil in the Barrens and must decide to take immediate action to defeat the Warden of Death before he becomes too strong, or to gain assistance from tribal members or people of Dawnboulder to assure the end of him and his following.

A large open world awaits the player, much like Skyrim, the player has freedom to explore wherever they like, but at their own risk. Players who explore areas of greater danger will face creatures well above their power level. Dungeons, monsters and secrets lie waiting for the player to discover them. Some obvious, while others require a bit of snooping in the right

areas or favors of the right NPC. With an incredible skill level the player may even be able to find a way to hunt down the Warden of Death before gathering allies, though very dangerous.

Players make their character in a World of Warcraft style creation menu, and continue into selecting class, skills, and attributes. Once they have their main character they begin traversing the story where they will have multiple opportunities to obtain additional party members. They will also have the ability to level that character how they wish and use their skills as long as they stay in the party. Equipping the extra party members and keeping their gear level appropriate will also be the players responsibility. In or out of battle they can be controlled like their main character. In multiplayer, players can have a friend come in and control one of the current party members, or create their own character.

Players will have opportunities with almost all NPCs to gain their favor using a Karma system. By helping them or being charismatic a player can gain the trust of an NPC which could lead to hidden areas, treasure and more. Players can also cause an NPC to dislike them with poor choices, which could cause NPCs to be resistant to help the player. With many options for the Karma system players have multiple choices on how to gain information from an NPC, such as; helping them with a quest, persuasion, bribery, deceit or intimidation. Helping them with a quest or using charisma to persuade them can give the player a positive karma for the NPC. Using deceit can also gain positive karma, if successful, but if failed the NPC may become frustrated and the player could lose karma. Bribing is a great way to gain karma and a quick answer from an NPC, but this is not a very long lasting bonus. Oftentimes the NPC will want more money for more answers if the player returns to that NPC for more help. Intimidating, if successful, is a great way to forcefully get answers out of an NPC. It causes them to fear the character and provide answers in lieu of getting hurt, but this causes a large amount of karma loss as soon as the player fails to intimidate in the future.

Combat has three action categories; Primary action, Quick action and Movement. During a turn a player can perform these in any order they wish. Movement being the simplest of the three consists of characters moving around the battlefield; running, jumping, climbing, etc. Primary action is the character's main action for the turn, often a weapon attack, spell, or object interaction. Quick action is a secondary action for characters to utilize if possible, such as; a two weapon fighter making an offhand attack, a caster using a quickened spell, a barbarian using his primal rage ability. All abilities and skills have a specific action category that is listed in the ability. Additionally you cannot use a quick action in place of a primary action, all abilities are locked into their specific categories.

A simple roll of a die will determine the outcome of the player's actions in Xenterra, leaving no certainty of failure or success in challenging events. Character skills give them modifiers on different types of rolls, making each character the best choice for different challenges. If a player would like to roll all the dice separately, together, or not at all, they will have the choice in the options menu. Turning the die rolls "off" does not disable the mechanic, as it is deeply integrated, but it does make it so players that don't want to roll the digital dice don't have to. The roll will still generate and produce an outcome for the player, but it will be done behind the scenes and instantaneous to the clicking of the action.