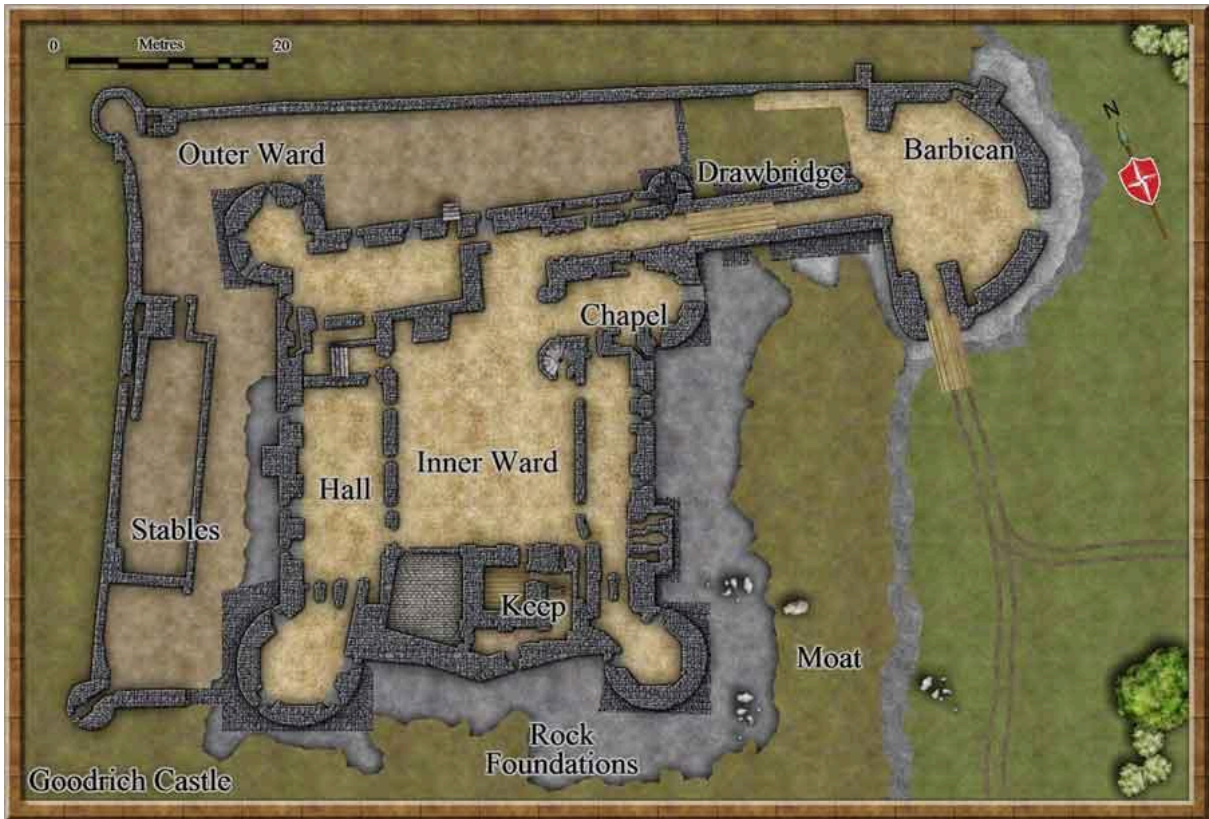


# Project "Restoration" 1.5-Page GDD

*The Future is Medieval.*

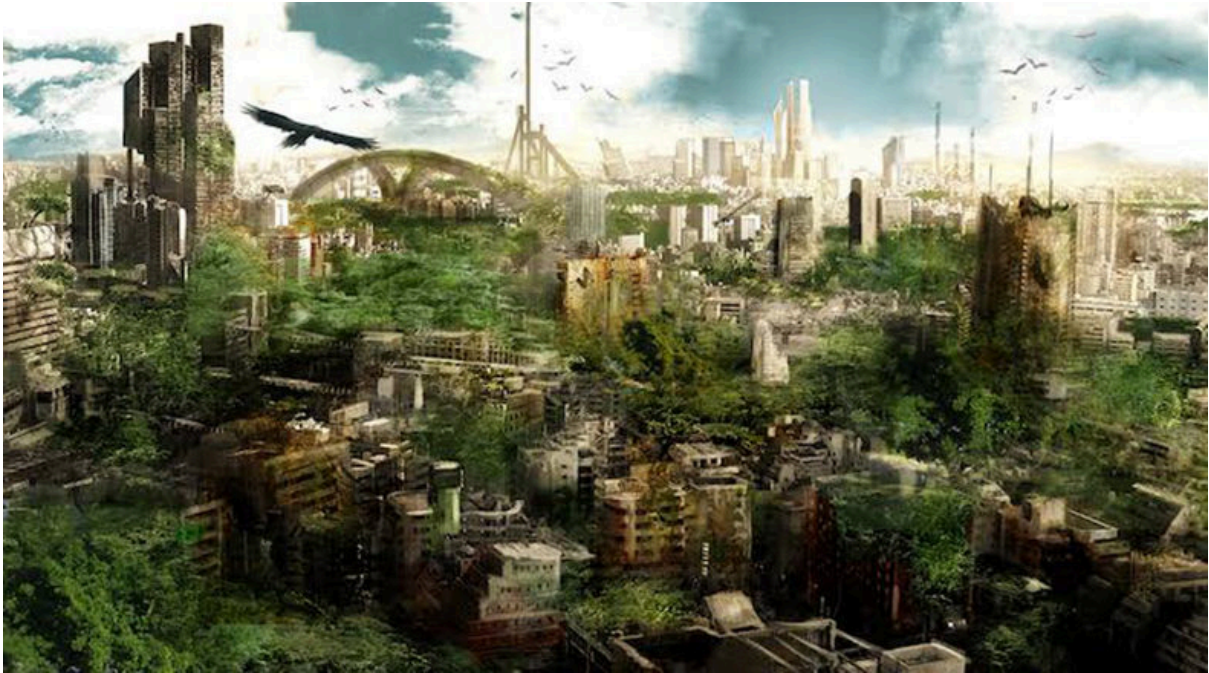












**Genre:** ARPG, third-person single player fixed follow cam

**Target Audience:** Safe for all ages, but more enjoyable by teen and above especially hard-core gamers

**Controls:** Mouse, keyboard

**Thematic Setting:** The future, but it looks like the past after the great collapse.

Post-modern world after return to savagery: the second middle ages

**Tech Stack:** Unity

**Platform(s):** PC/steam

**MVP Game Moment:** 2 minutes of simple linear level flow with combat against multiple enemy types

**Game Summary:** Battle robots and mutant monsters; AI construction machinery dragons.

**Core Player Experience:** Crawl through dungeons and build your character; A jungle that looks suspiciously like it is growing on what used to be a Manhattan-like metro.

**Central Story Theme:** After the Great Collapse, the world has restarted and we are up to the second middle ages. It is the future, a long time ago.

**Design Pillar:** Why does this glade have multiple storeys?

**Remarkability:**

**Anticipated Steam Early Access Launch date:**

**Feature Development Priorities:**

- Render behind walls
- Optional tips

- Volume for sound, music, voice, etc.
- Full Screen Exclusive option
- Customize character
  - Class
  - Name
  - Starting Companion
  - Difficulty level
- Inventory and companion(s) inventory
- Health and Power
- Level and XP and Cash, also titles based on which XP was earned
- NPCs have information, Quest, sell/buy, etc.
- Zoomable Minimap
  - Some areas fully visible
  - Some areas only shows where you've been, and perhaps a little in the vicinity
  - Player and companion(s) location
  - Various NPC locations
  - Enemies not shown
- Checkpoint at most-recent portal
  - "saving roll" feature if killed...might just luck out and live
  - Can also buy another life immediately and continue at current location
  - Cheaper to buy a life and return to the last-used portal
  - Free to return to last-used portal but lose what was acquired since then
  - Can also get free rejuvenation and teleportation to the hub (town, or nearest town once you reach other towns) (rage-quit default)
  - Companions when dead reappear alive in town and proceed as quickly as they can to join you again
- Ranged and melee weapons
  - Automatically move to best range if click on enemy

- Shift-click to try to attack from where you are (more likely to miss!)
- Highlight things the cursor is over if they can be clicked
- Increased levels means able to increase complexity of character (more ways to allocate points)
- Statistics maintained
- Quests!
  - Events required to pass
  - Events causing failure
  - Events that cause more requirements (soft-fail)
  - Reward for passing
  - Bonus for passing certain ways
- Hud lets you put different assets for different top-row number key slots
- If items need one hand, can use two at a time
- Inventory limits, but can purchase a bigger container or conscript companions to carry for you
  - Can rent a storage unit in town
- Rotatable, zoomable Camera
- Automatically fight back if attacked

### **Reference Games: Torchlight, World of Warcraft**

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## More Detail

The player character is in search for something; something legendary. Many think it's just a legend, but he has done research and thinks there might be something to the stories....

The Serf-Arm of legend, with all kinds of power and knowledge.

Setup: All the player has is a legend of some mystical entity with magical properties. Need a name for it. The "Serf-Arm" is the Macguffin for the game.. (server farm)

Enter the dungeons, forest, mines, caves, etc.

Confrontation: At first, people are skeptical of the legend. As the player character progresses, he encounters those who do not want the macguffin discovered. (The first baddies are just wild. Then at the midpoint, enemies seem to have a definite purpose in opposing the player)

Resolution: Macguffin found (just the location at first, but now knows how to get there). It's a very old data center, kept running by descendents of the original system administrator. Descendents are nominally friendly but distrustful of strangers.