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Information

Basic

Game Name:

Game Objective:

Genre: Survival, Role Play, Survival

Rating:

Features

- Randomly Generated World
 - Starting locations
 - Village
 - Empty (have to find village)
- Crafting
 - Tools
 - Appliances
 - Furniture
- Combat
- Registered jobs
 - Guard
 - Farmer
 - Miner
- House to store crap

Background

Game Objective

Find a town, establish a life and don't die

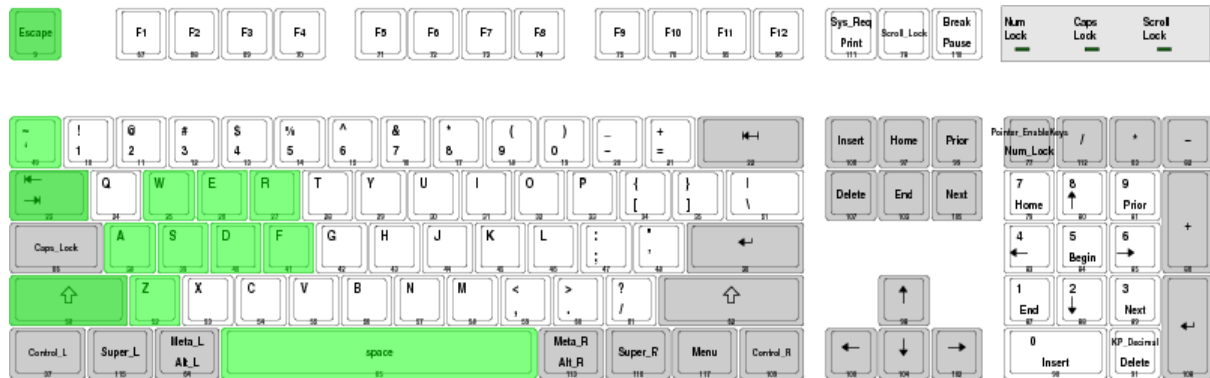
Design

Controls

Mouse

Left Button: Action/Attack

Keyboard



Escape: Opens/Exit Game Menu

W, A, S, D: Moves the character Up, Left, Down, Right, Across the Screen/move cursor in menus

Enter: Confirm Choice

Game Features

Random World Generation

When the player starts the world it is randomly generated in the same or similar manner to Minecraft where the player either starts near a town or in the middle of no where. The player at this moment can not enter wanter

Combat

Combat will consist of the player using the attack button while facing the enemy, long range weapons like a bow can be aimed by holding down the attack button and using the mouse to aim

Monsters can spawn during the day however they spawn quicker at night making towns the only safe haven

Towns

Towns will consist of a number of randomly generated building including houses for other residents and facilities like the guard house

Mines

Mines will initially consist of a single tunnel but every # days the mine's tunnel will get longer or break off into new tunnels

The player can mine with a pick axe at walls or at rocks. Any wall or rock can be mined but indicated walls and rocks have a chance of dropping ore and the like.

Rocks can be mined repeatedly until they disappear. Walls will lose their indicator when there are no ores in them however will have an image of a hole in it, the wall can continued to be mined until the hole graphic changes.

Miners place their work inside a drop box and at the end of the day the foreman will pay them a share of the days takings. Foeman players will need to take the items in the drop box to the store to sell.

Farms

Farms have the monster number of tools to work with

- Hoe – till ground
- Watering can – water tilled/plated ground
- Sword - cut down weeds
- Shovel – create irrigation trench. When connected to a water supply (ie river) the trench fills

Farm hands get paid a fixed small amount until they harvest in which they gain a bonus for what they leave in the drop box. Farmers will have to take the contents of the drop box into the store to sell and place seeds to be planted in a separate box.

Guards

Guards will be provided free equipment that matches all other guards with better equipment having to be made by themselves.

Guards will have 3 duties

- Deliver supplies – take supplies to requesting guard
- Monster hunts – kill # kind of monster
- Monster raid – defend village

All 3 tasks can be combined in one day and pay is determined by number of tasks completed (all loot is kept by player) however first 2 types of tasks can expire at the end of the day, the third type will not if a raid is still in progress and pay will be withheld until the raid is completed

Houses

Houses can be built by building the components of a house. Inside the house the player can find a bed to rest and a box to drop their crap in

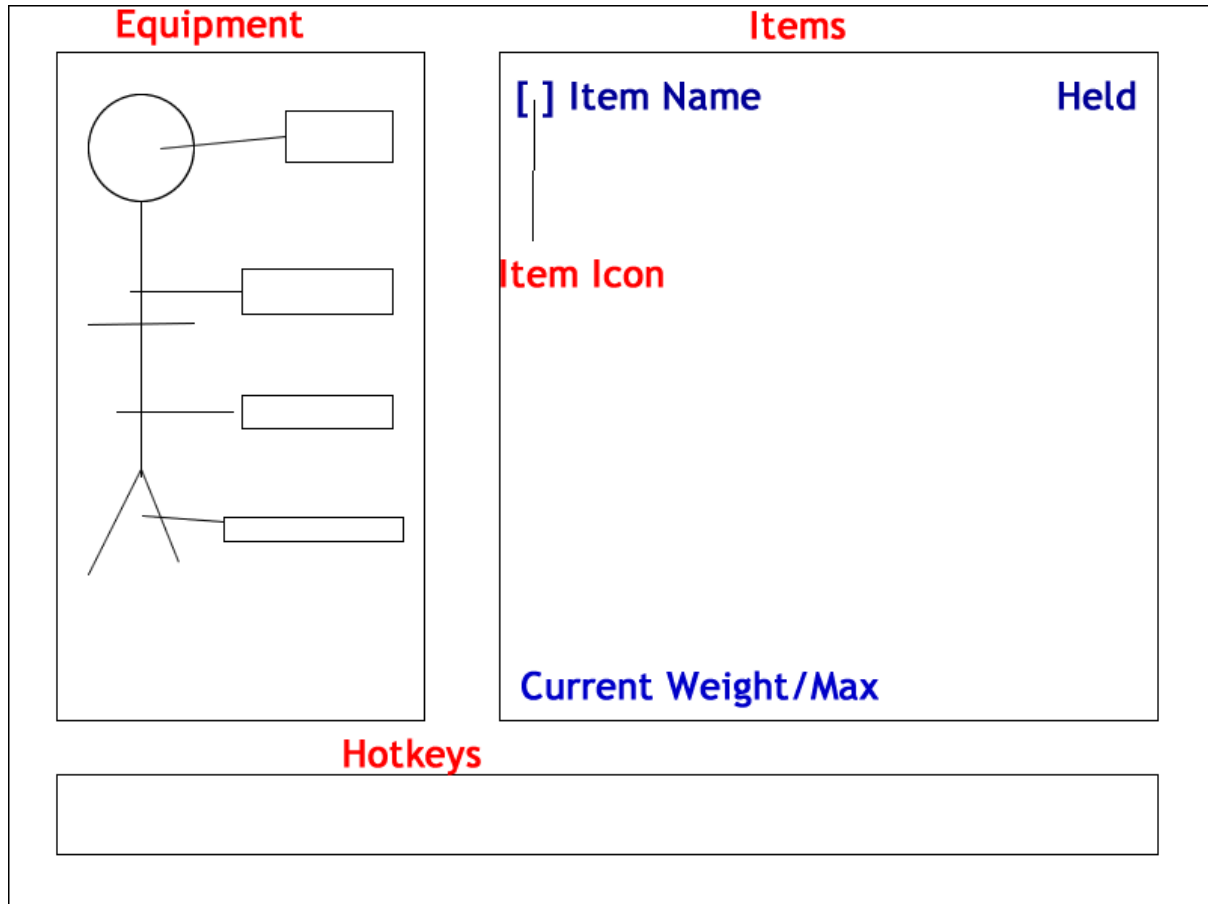
Later the player will be able to customize their house by placing furniture around the place via an interface accessible by a book on the bet

Stamina

All actions except walking cost stamina, stamina recovers automatically but not very fast. One crafting ingredient will always be stamina. Stamina is restored after resting in the bed

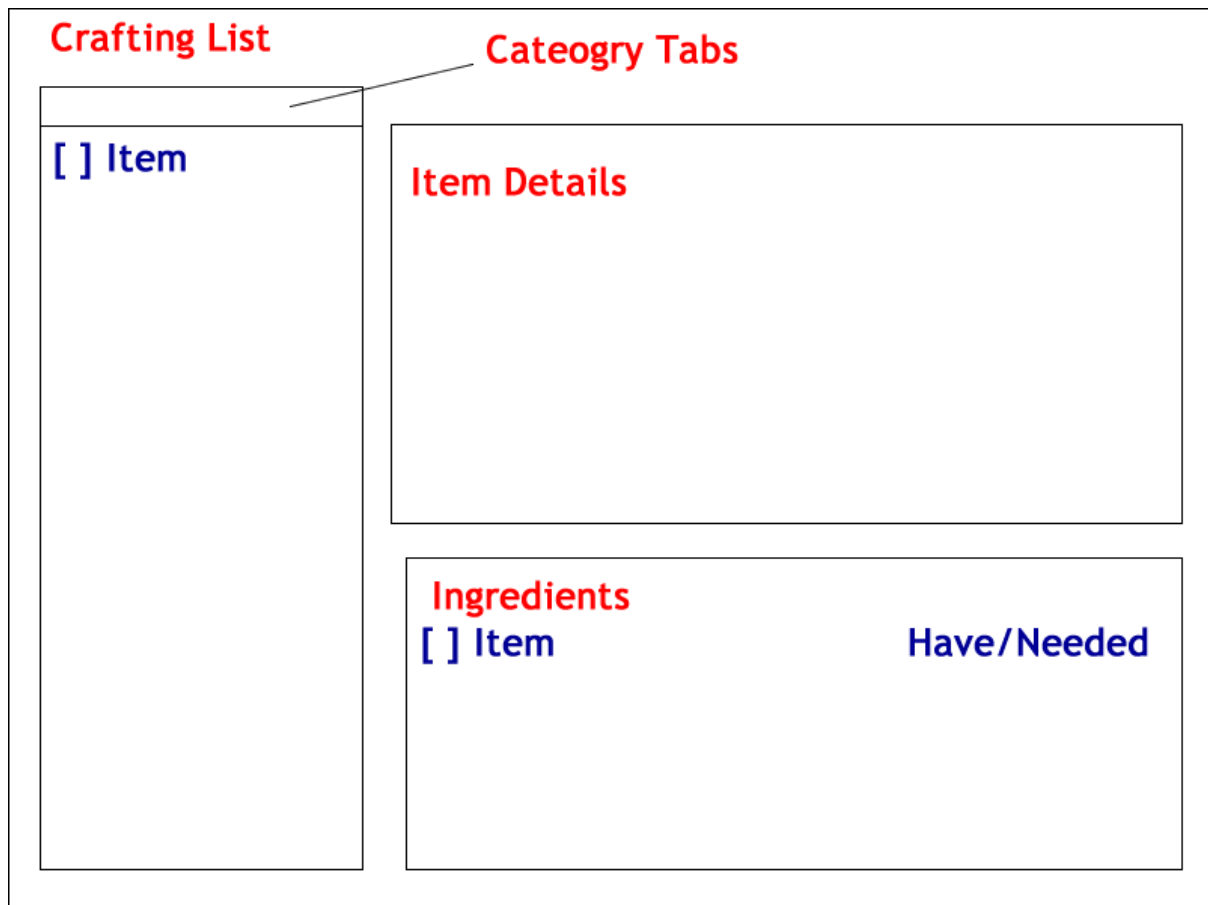
GUI's

Inventory Menu



From the inventory Menu the player can set their equipment and what items are set in hotkeys. This UI is similar to Minecraft's however unlike Minecraft which dealt with "stacks" there will be a current and max weight, allowing the possibility to increase this

Crafting Menu



The crafting system won't be as complex as Minecraft's but instead take on the form similar to that of most Synthesis shops where the user will have a list of items they can craft.

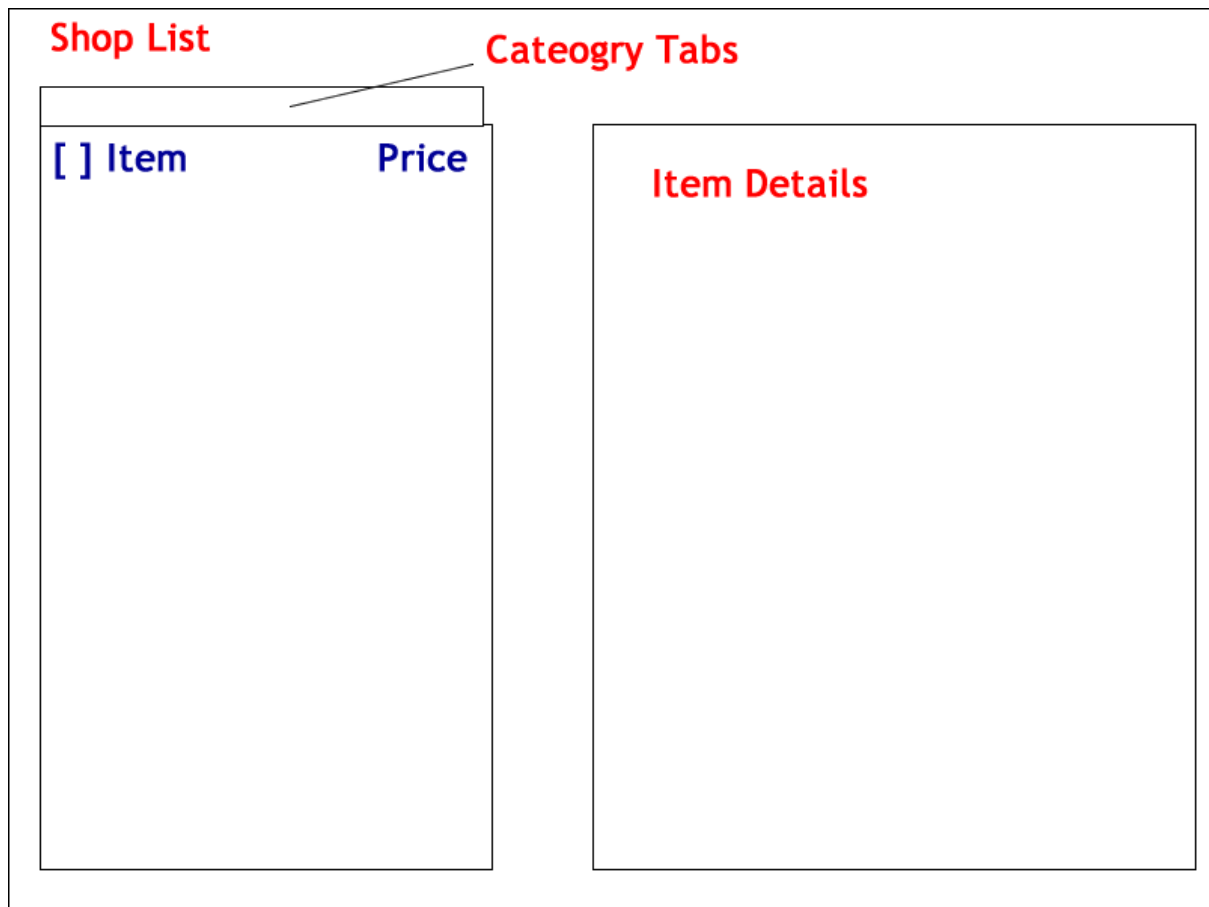
New items will be discovered either by getting recipe cards or by having the necessary items. The difference between the 2 is that the latter will not list item details/description and have a ? as the icon, the former will have this information.

The player will also be able to switch between category tabs. Example tabs will be

- Food
- Weapons
- Tools
- Buildings
- Appliances
- vanity
- misc

crafting will consist of communed ingredients and tools which loose durability each time they are "consumed"

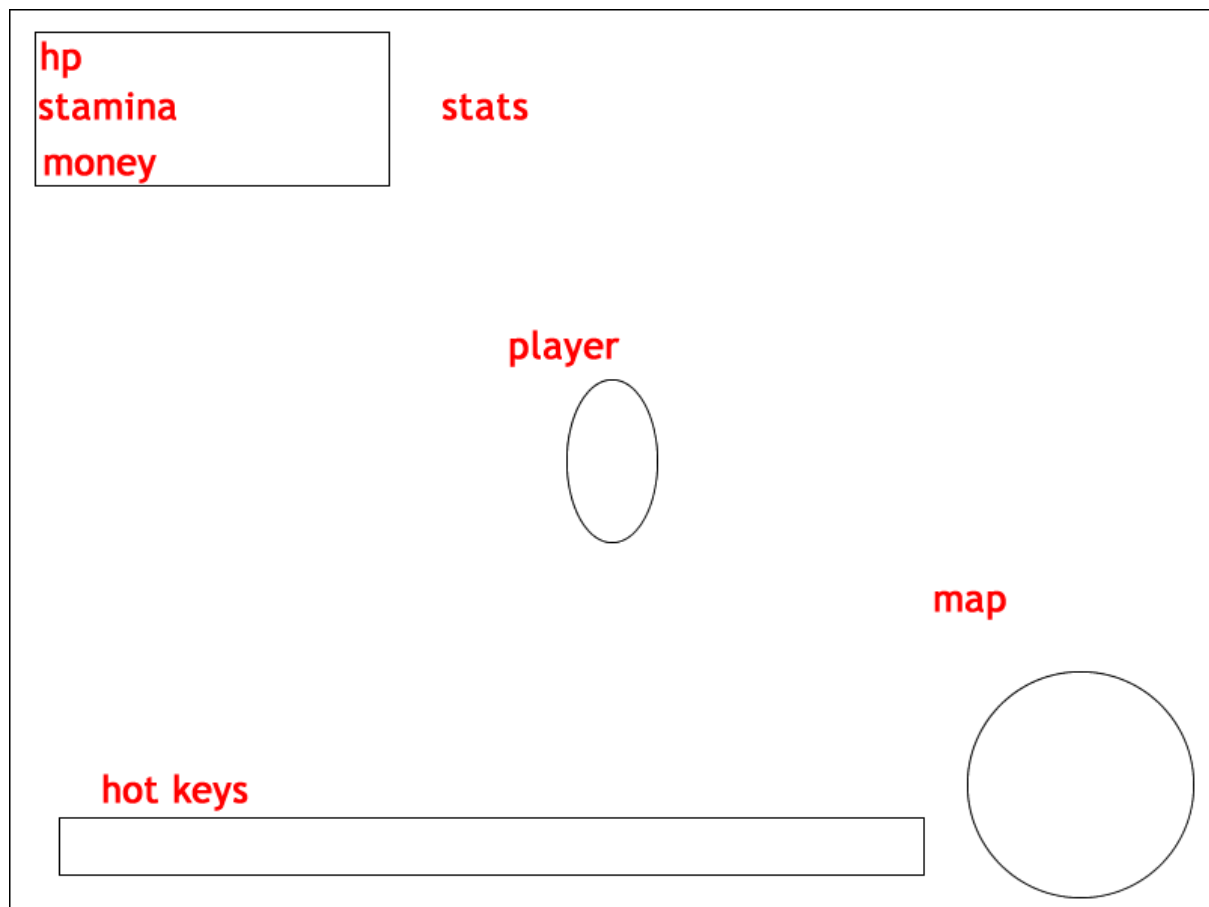
Shop Menu



The shop menu will look similar to the crafting menu except without the ingredients section and it will list the price of items.

If the player is running a store the menu for putting items in stock will be more or less the same but the item details menu will be replaced with their inventory and the price can be altered

Game Play



The actual gameplay will be top down in a similar fashion to most RPG Maker games. Ofcause this can easily be changed to a first person view by making the environment into 3d rendered

Development Milestones

Phase 1

World Generation

- Develop Empty Random World
- Develop Single Town Placement
- Develop Mine Placement
- Develop multiple town placement
- Develop monster generation and respawn

Towns

- Develop Random Structure selection
- Develop House Buying
- Develop Shop
- Develop House
 - Develop storage

Mines

- Develop Mining
- Develop Random Mine Expansion

Player

- Develop Player Inventory
- Develop Player Equip
- Develop Crafting
 - Add Weapons for combat
 - Add Tools for farming and Mining
- Develop health
- Develop stamina

Jobs

- Farmer
 - Develop farming mechanics
 - Sowing
 - Watering
 - Irrigation
 - Harvesting
 - Add different varieties of crop
- Miner
 - Develop priority list for what to mine
- Guard
 - Develop random monster attacks
 - Develop nearby monster hunt
 - Develop supply delivery

Phase 2

Needs

- Develop hunger
 - Add items to replenish hunger
- Develop thirst
 - Add items to replenish thirst
 - Allow watering for farm to also be used to replenish thirst
- Develop sleep
 - Add bed to player home
 - Add inns to towns

Crafting

- Add house components
- Add house building

Towns

- Add different premade houses (varying sizes)
- Add purchase of land

Jobs

- Shopkeeper/Smith
 - Add separate inventory for items to sell
 - Add random NPC to buy items
- Travelling Merchant
 - Add movable storage
 - Add shop functionality to buy from merchants

Phase 3

Towns

- Develop Player Reputation
- Add jails
- Have shopkeepers give discounts for higher rep
- Have guards attempt to arrest on low rep
- Have guards attack at very low rep

Guilds

- Add Quest Board
- Set up Quest Completion Rank to affect payouts
- Add Guard Quests
- Add Join Quests (Quests already taken by other NPCs that one can accompany)

Jobs

- Commander
 - Copy Guard Duties
 - Allow Guards to follow Command in squad
 - Create UI to position Guards for deployment
- Ronin
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