

# Mason

## Game Design Document

### OVERVIEW

A game of trust, survival, war, and deception.

Mason is a multiplayer roguelike played in realtime from a 3rd or 1st person perspective.

### Core Gameplay

- Players must attempt to survive for one hour,
- Players can team up or remain alone.
- AI teams and factions exist.
- The world is dynamic and will react to players actions causing the rest of the game to become more difficult or easier.
- Placement of players, items, and npcs, as well as their amounts, are different every time.
- The world is diversely randomized providing a different experience every time.

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## Elements, Features, & Content

### **Player Function, Stats, Survival, and Class**

*Every player acts as an agent of change in the environment. Beneficial or detrimental.*

The level starts with many live players; all of which require food and water. As time goes on these items are harder to obtain. This is the core motivator that forces interactions between players.

*Surviving to the end with other players around will require a knack for deception, or atleast the ability to avoid it.*

The fact that other players effect the environment around you forces teams to keep other teams in check; to avoid suffering environmental consequences.

### **Player Movement and Functionality**

The player controls the characters upper body and lower body independently.

The upper body is capable of striking, blocking, triggering buttons/levers, picking up/dropping items, and throwing. It has two independent arms.

The lower body is capable of moving, ducking, jumping, dodging, kicking, and swimming.

### **Player Stats**

The player has eight body components to maintain(stats): Health, Stamina, Strength, Agility, Food, Water, Oxygen, and Temperature.

The player also has three external components: Helmet, Armor, and Inventory.

**Agility** determines the players speed, max stamina points/regen speed, and stamina loss when blocking.

**Strength** determines the players max health points/regen speed, base damage, and carry weight.

**Health** is the players remaining vitality and wellbeing.

**Stamina** is the players energy and way to get around.

**Food** is depleted over time. If your stomachs empty you won't regenerate health and your strength will suffer.

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**Water** is depleted over time. If you're dehydrated you won't regenerate stamina and your agility will suffer.

**Oxygen** is required to replenish Stamina and burns away quickly. Oxygen levels are determined by the environment. Oxygen regenerates slowly in polluted environments.

**Temperature** must be maintained. If your temp is too low your hunger will deplete quicker. If your temp is too high you will replenish Stamina slower. Using Stamina increases temperature.

### ***Equipment and Inventory***

**Inventory** is accumulated into your inventory slots, then can be used in your equipment slots, consumed, traded, stored, or dropped.

**Equipment Slots** allow the player to augment their stats. The equipment Slots are left hand, right hand, head, torso, legs and bag.

**Inventory Slots** are used to hold items. The amount you can hold is determined by your strength and the quality of your bag.

### **Player Class**

The player's class is vague and determines general spawn location, base stats, and starting items. The classes are Exile, Villager, Hunter, Adventurer, and Refugee.

**Exile** - exiled from the empire, you begin outside the gates of the empire. You're soft, but you start with a tent and some gold.

**Villager** - you start inside one of the AI teams' villages, in good faction. You're poor, but strong.

**Hunter** - You start with a bow & arrows, as well as food and water. You're very agile. Spawn in forest.

**Adventurer** - A sword, bandages, and light armor; what else could you need? Medium stats. Spawn in random location.

**Refugee** - You've got nothing, but the beach you landed on is quite beautiful. Medium stats.

**The player may also choose the genders male or female. This is used for reproduction as a difficult respawn method.**

### **Reactive World**

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***The world has many dynamic elements that alter gameplay and provide unique experiences.***

When the level begins it randomly determines a multitude of factors:

- Spawn location of players, items, and NPCs, as well as which NPCs and items spawn
- Which towns are occupied by AI teams
- State of the Empire (AI team) and it's interests
- State of the Earth and Weather
- Paths through some caves and forests

***Nearly every aspect of the game has an effect on the environment's future conditions.***

## **Teams**

***Players have the ability to create teams***

Power in numbers. Teams are able to occupy towns and build various amenities to aid them in their survival. Teams have factions with each other.

### ***AI Teams***

AI teams will also randomly occupy towns at the beginning of the game.

### ***Team Features***

Teams vote on a captain as well as their heraldry colors.

### ***Mutiny***

Teams have the option to secretly start forming a team within the team. When ready they can disband to the newly formed team. If you inform the wrong person they may tell the team what you're doing.

### ***Other Teams***

If other players are destroying the world it will make your survival less likely. You may need to keep others in check or eliminate them. If you kill someone on a team you can loot their heraldry. It will let you look like them, but If the enemy recognizes your name is not on their team they will know you are a spy.

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## Factions

### *Team Factions*

Player teams and Generic AI teams have their own factions.

### *World Factions*

There are four unconquerable AI factions that control the world. The Earth, The Empire, The Observers, and The Matrix

**The Earth** has one shared faction amongst all other creatures. It treats all as one. It's happy when oxygen levels are high, plants are numerous, and disease is down. If these factors get too low storms will brew, crops will take a long time to grow, and animals will hide.

**The Empire** can not be stopped! As time goes on thick clouds behind the empires gated walls grow thicker. The overpowered empire meddles with the world, demanding taxes and policing others; all while slowly destroying the Earth.

**The Observers** are thought to be from out of this world. It's hard to figure out what they're doing, but if you do you will be rewarded.

**The Matrix**; is it an interdimensional traveler? some godlike force? No one knows, but it only interferes in the most consequential of situations. Angering the matrix is a terrible mistake, but befriending provides strangely beneficial experiences.

## Towns

***Towns are valuable shelters with many amenities. They can be occupied by players, teams, and the Empire.***

At the beginning of the game a Town will randomly be determined to be occupied or vacant. The NPCs and amenities that already exist in an occupied town are also randomized.

If players are working together it will be important to occupy a town.

The Empire's patrols attempt to tax most towns when they travel through them. The town's captain will talk to the collector. This could result in the Empire raiding your town.

## Town Amenities

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**Towns have spaces that can be occupied by amenities that offer teams and players valuable functions.**

**Inn** - A place to rest, regenerate, and eat/drink

**Market** - Trade with merchants

**Planning Board** - Create quests for your team

**Message Board** - Leave signed messages for teammates. Useful because you only have proximity chat and writing in traded items

**Pigeon Coup** - Send Messenger Pigeons to other towns and locations

**Headquarters** - Revote captain, defensive garrison

**Storage Hut** - A place for the team to store their items both together and individually.

**Shop** - A building that can be accessed by other teams and players to buy/sell items.

**Crafting Hall** - Used to create complex items from various materials

**Bell Tower** - Used to signal from a great distance

**Nursery** - Used to negate resources requirements of pregnancy and protect mother

## **NPCs**

*The world is randomly populated with a variety of NPCs that add diversity to gameplay.*

**Townsmen** - Similar to the player. Spawns in towns occupied by AI teams

**Ranger** - Roams the land correcting Earthly affairs.

**Maiden** - Just a lady living her life.

**Fisherman** - He may trade fish with you. He might even know where to find a mermaid.

**Bandit** - A violent thief. They raid towns and attack those who cross their path.

**Pirate** - a sea bandit!

**Mercenary** - loves to fight, but only for money. Give him some gold and he'll protect you for a while.

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**Empire Knight, Guard, Archer** - Well equipped fighters

**Empire Citizen** - Snobby and Self-Centered

**Prey Animals** - Mobile Food: Birds, Pig, Deer, Chicken, Fish

**Predator Animals** - Mobile Danger: Wolf, Bear, Shark

**Runaway Princess** - Roams the level with guards following her.

**Prophet** - Reveals information about the world. Requires favor.

**Deceiver** - Pretends to be the prophet. The only difference is he's lying.

**Carrier Pigeon** - Used to send messages far away.

**Pack Mule** - Used to store items. Will follow player.

**Zombified** - Most NPCs can be zombified. We recommend using fire and keeping your distance to avoid parasitic infection.

**Vampire** - Indistinguishable from a normal person, but it requires blood instead of food and water. A town may be occupied by AI townsmen that are secretly vampires that will sneakily kill players when they are caught alone.

**Witch** - Find her in the forest mixing things together. She may have something useful to sell you.

**Mermaid** - Mermaids aren't real!!!

**Goddess** - An immaculate woman with supernatural healing abilities.

## **The Empire**

The Empire, deeply rooted in this realm, moderates many activities. They care little for the Earth and the black clouds blooming beyond the Empire's gates slowly deplete the world's oxygen to a minimum of 50% by the end of the game.

Caravans and patrols periodically leave the Empire's gates to conduct business. Caravans trade supplies between towns in the Empire's favor. Patrols collect taxes from towns as well as eliminate Bandits, Predators, and other threats.

The Empire will attempt to collect more taxes from your team if your town is successful. The teams captain negotiates with the Empire and determines how much to give them.

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If your favor with the Empire is too low they will attack you. If you're on a team they will start raiding your teams town.

If Empire faction is high enough you can request their help to defend against attackers.

The Empire is difficult to access, but if you have enough faction you can use the towns within their gates.

A general waiting outside the Empire's gates offers quests that can improve you or your teams favor with the Empire.

If the Empire becomes too active from violent conflicts it will damage the Earth quicker.

If the Empire becomes diseased it will stop sending caravans and patrols will be rarer, but demand far more taxes.

If the Empire becomes parasitic (zombie outbreak) they will open the gates and the general will offer a massive faction increase to cleanse the towns inside the gate. Zombie hordes may periodically leave the gates of a parasitic Empire.

The Empire's merchants have everything... if they'll sell to you...

## **The Earth**

The Earth's vitality effects many valuable aspects of the environment. It is up to all players to keep her happy!

***The Earth Determines*** the rate at which fruits, vegetables, and wood grow. The Weather and Temperature are dependent upon the state of the Earth. The Earth's cleanliness determines the overall frequency of disease and parasites.

### ***Change the Earth***

Removing plants from the Earth lowers it's faction. When plants regrow, they increase the Earth's faction.

Killing humans makes the Earth unclean, lowering it's faction.

When Earth's faction is low worse and worse storms will cleanse the Earth to restore some of it's faction. The worst storms conduct powerful lightning strikes.

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As the Earth is damaged its overall temperature increases. This can not be undone and has detrimental effects on the performance of all characters and crops, as well as the frequency of negative weather.

If things are taken too far the Earth will be scorching hot at day and nearly uninhabitable.

## **The Observers**

***It's hard to say what the Observers are, because no one knows.; Stereotypical Aliens? Time-Travelers from the Future? An Ancient Race from our Past?***

So subtle most players will never even realize they exist.

In the rarest of situations you might encounter them. This will almost certainly lead to your demise, but befriending them may earn you powerful technology..

## **The Matrix**

***Is the illusion breaking? Unusual anomalies may alter reality. Is it an interdimensional time-shattering demon? Maybe it's that one god everyone is always talking about. Some inconceivable force reaches into reality.***

The Matrix is only interested in the boundaries of this reality. Matrix faction is called Karma.

### **An example of the Matrix's interference;**

If a player attempts to damage a baby the matrix will protect it and blip it out of reality. The Matrix will now be angry with that player and cause rare negative anomalies.

***Negative Anomalies:*** Disappearance of items both around the player and in his pack. Higher chances for disease. Higher frequency of enemies. Random damage. Random hunger/thirst.

If a player earns good Karma they will experience the opposite of the negative anomalies.

**Other situations that anger the matrix:** killing females(player or AI), attempting to sail out of map.

## **Disease and Parasites**

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***As the Earth becomes unclean, the appearance of diseases and parasites becomes more and more prevalent.***

***Disease*** will spread amongst animals, humans, and the cities they come in contact with. Diseased animals can still be eaten, but will make you sick. Disease may start spreading before you are aware it is there.

***Parasites*** usually start appearing after the worse Earth conditions. The parasite may infect all life forms turning them into ravenous flesh-cravers.

Environmental factors such as the opening of an ancient grave or eating of rotten meat can cause disease or parasites to appear.

The Empire may also become infected from some other realm and bring it back to yours through patrols, or from falling to the infection and zombies bursting from their gates.

When infection spreads, the Empire spreads it fastest. You can warn the Empire of infection, but if they don't believe you they will be angry you slowed them down.

***Fire*** cleanses infection. Contact with infected remains may spread disease.

***Vampires*** are usually zombies that have recovered from eating humans, but still require human blood. Food and water have no effect on them.

Eating forbidden meat will slowly turn you into a vampire as well. There is no turning back. At Least you can try to hide it from the other players!

## **Pregnancy and Reincarnation**

***Every player has one life. When you die you're gone... unless a character gets pregnant; then you may be lucky enough to be reincarnated as a young character.***

***Females***, both AI and Player, can be impregnated by males. The type of female NPC determines the type of young adult that is ultimately produced. The types are listed below.

***Reincarnation*** may occur if a teammate or another player has died and is prepared to reenter the world. Some of the characters you can be reincarnated as have special abilities.

***Mating*** is censored, but must be performed in a shelter such as an Inn or Tent.

***Pregnancy Periods*** are usually 9 tics.

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**Infancy** is roughly 9 ticks as well and requires a player to be incarnated. The player can only make sounds, crawl, and eat. Other humans must keep them alive. They can be carried.

**Young Adulthood** abruptly comes next. A young adult is nearly the same as a normal player, but usually a little smaller and weaker.

Young Adult Types and their Mothers:

**Maiden births Young Adventurer** - Slightly weaker than a standard player character

**Runaway Princess births Young Royal** - Taught the ways of the Empire. Starts with max Empire faction and can disguise himself as other teams.

**Witch births Young Mage (Overview)** - Chaotically imbued with an element of power. The child is a conduit for magic. Who knows what they'll become.

**Young Mage (Psychic)** - Mind reader. Can read other players and learn information about their private stats such as who and what they killed and harvested.

**Young Mage (Pyro)** - Ignites target with Flames

**Young Mage (Light Bearer)** - Stuns and Heals

**Mermaid births Young Dragon** - A lizardman. Fastest character in the game. 70% chance to die during birth.

**Goddess births Young Savior** - Does not require food and water. Reduces food and water consumption of nearby players.

**Female Players birth Young Adventurers** when mated with Male AI.

**Female Players birth Young Heroes** when mated with Male Players. - The young hero has good stamina, but still has less strength than a normal player.

**The Nursery** - A town amenity that protects pregnant women and babies, as well as reduces their nutrition requirements.

## **Items and Equipment**

***The world is full of items and equipment that aid players in their survival, allow them to defend themselves, and help accomplish difficult tasks.***

Items can be equipped into either hand or consumed from the inventory.

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Items appear in semi-random places. Certain items will only appear in certain zones, but there is no guarantee where they will spawn.

**Weapons** - The standard medieval assortment of weapons. Knife, Sword, Bastard Sword(2 handed), Axe, Spear, Mace, Bow & Arrow

**Shields** - Light, Medium, and Heavy protection held in your hand.

**Fruits and Vegetables** - Can be harvested from nature as well as farmed in town. Satisfies both hunger and thirst.

**Meat** - Greatly satisfies hunger, but increases thirst. Obtained from deceased animals.

**Water** - Satisfies thirst.

**Alcohol** - Reduces infection from contaminated food. Satisfies a little hunger, but makes you thirsty.

**Bandage** - Heals wounds.

**Blood** - Satisfies hunger and thirst. Obtained from the recently deceased.

**Herbs** - A variety of herbs temporarily affect player stats. Produce seeds for replanting.

**Seeds** - produced by plants and can be replanted in the ground or at town farms.

**Shrooms** - affect player stats. They spread at night time.

**Eggs** - Can be consumed or hatched into Chickens, which produce more eggs, as well as meat if slain.

**Magic Mushrooms** - Make you contact an interdimensional being to receive information about the state of the Gameworld and/or future events.

**Torch** - Provides Light... and fire!

**Barriers** - Can be placed to block an area off for defensive purposes. Can be made from Wood, Stone, and Metal.

**Tent** - Can be unpacked onto ground into an enterable structure and repacked to become a lootable item. Provides rest and shelter to players.

**Packs** - Belt, Bag, or Backpack. They increase the number of items you can hold.

**Maps** - A map of the land. It may come with match specific information.

**Gold** - used for trading with merchants and players

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**Gemstones** - can be given to AI women to earn their favor and get them to follow you.

Gemstones can also be sold for gold.

**Relics** - can be given to the Empire for favor or sold to merchants for gold.

**Wood** - crafting resource obtained from the weaker, harvestable trees of the realm.

**Stone** - crafting resource obtained from a relatively brittle stone.

**Metal** - when harvesting stone you might find ores. These can be melted at the Crafting Hall to create durable metals that can be used in crafting.

**Campfire** - increases player temperature and offers the ability to cook food, reducing disease.

**Chest** - can store items. Can be dragged and or broken.

**Notebook** - Updates itself with information about the world, players, and teams as you receive it.

**Horn** - Used to communicate across long distances (non verbal, but auditory)

**Scroll** - Used to write messages signed by a player. This is valuable for many reasons. For example: four players leave town together and one returns. To ensure the town knows the returning individual didn't murder the other three they may sign a scroll saying they are camped up in a different area for a time.

**Empty Bottle** - can be filled with water, blood, alcohol, or potions.

**Potion** - Potions may affect the player in a wide variety of ways. Usually obtained from the witch, but she may trick you with something unfavorable if she is not already your friend.

**Infected Meat** - It stinks! Clearly it's diseased. You may need to eat it if you have nothing else, but eat enough and you will become very sick.

**Parasitic Meat** - indistinguishable from normal meat. If the parasite takes hold you will become a zombie and rot away, becoming weaker and weaker, if you don't find humans to eat.

**Forbidden Meat** - it's from humans! not humans! I promise!

## **End-Game Sequence**

***An interactive cinematic sequence will play at the end of the match.***

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This will feature information about prominent events and say what each player or team involved did with the situation. If anyone survived to the end, the final cinematic will have more depth and tell the story with the survivors as the protagonists.

***The final screen will be a scoreboard explaining details about the players, teams, and factions.***

You will be able to inspect players and see details about their journey, including who and what they killed, the teams they were on, their final faction ratings, total gold obtained, the inventory they ended with, and information about their death.