2019

THE TIMELESS ARCHEPELAGO

Creaking Cog Creations

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Contents

Introduction

The Timeless Archepelago is planned to be an Action Role-Playing Game in the vein of already successful games, such as Diablo II and Path of Exile. However, we hope to set our game apart by introducing an aging mechanic, which encourages players to start new playthroughs (which will be styled as the "next generation"). The aging mechanic provides a new, critical choice to players – do they continue into old age as the game gets more difficult, or start a new playthrough?

Major Principles

As an ARPG, our game needs to have allow for a longer play time. Thus, a large amount of content needs to be created procedurally in order to ensure that the game remains fun to play for long periods of time. This will also aid our "generational" system, as it will make subsequent playthroughs interesting and unique to players.

Basic Description

Throughout the game, the player will travel to procedurally generated islands, and collect randomly generated loot from enemies. Players will move by clicking on a tile to move towards, and attack by pressing hotkeys set to certain attacks.

Targeted Platforms

The game is planned to release on Windows and Mac.

Project Scope

The game will be developed over the course of the semester. We will primarily working for no money and with no paid assets. The core team working on the project is Wesley Brown, Jarvis Huang, Allison Jett, Sergey Maltsev, Pavan Nimmagadda, Alex Toney, Haoran Wang

Basic Movements and Interactions

Movement

Upon clicking, the player avatar will move towards the point on the map where the player clicked. The player only moves on the ground, and is not able to jump up and down.

Combat

Combat will be based on a button press. There will be multiple attacks, which attack in different ways. If the attack has a direction, the player will attack towards the cursor.

Camera Rotation

The camera is capable of rotating 90° around the y-axis centered on the player. This allows the player to see areas that are blocked off by environmental obstacles, or get a clearer view of the general area.

Loot

Loot will primarily be gained from enemies. This loot will be randomly generated, and will contain both a base element as well as several affixes. This will allow the system to create a large amount of procedurally items with meaningful names. For example, the system may generate an "Axe" with the affixes "Frozen" and "Sturdy". This will create the item "Sturdy Frozen Axe". This provides an item with a name that the player can easily understand, with relatively little change to the code needed on our part.

Other Mechanics

Aging and Retiring

This is the primary mechanic that makes our game unique. As a playthrough continues, the character will continuously age. While this will have no effect initially, the player will eventually start to accrue debuffs as the game continues. While this will make it more difficult to play the character, an attached player can continue to play despite the increased difficulty. If the difficulty gets too high, the player can choose to retire, which will leave a bonus to the next playthrough. This bonus will be based on the players current stats and loot. This provides multiple benefits. Firstly, the increased difficulty provides a challenge to players who have gotten familiar with the mechanics of their character and class. Retirement also allows a playthrough to theoretically last forever, while still having a satisfying end that the player chooses. Finally, retirement gives the player an interesting choice between risking improving their character in continued adventure or retiring and securing the bonus for their next playthrough.

Classes

Classes will be selected by the player at the beginning of each generation. Each class will contain a set of perks, where taking certain perks affects the availability of others. We want our set of perks to be somewhat extensive so that a player continuously has options throughout the playthrough. This means that the number of classes starting out might be somewhat limited, as classes need to be created by hand. As a player defeats enemies, they will level up, which will allow them to take additional perks.

Islands

Each level will be a procedurally generated island to explore. These islands will contain different classes of enemies and items, which will make exploring individual islands engaging. By using an algorithm that's easy to modify, we can create variety in our islands, which will result in a better experience for the player.