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Project “Runes” 1.5-Page GDD

Dungeon crawling in a magical world



Genre:

3rd person action RPG, fixed camera, single player.

Target Audience:

teenagers and fans of D&D and magic ect.

Controls:**Thematic Setting:**

Medieval/Gaelic/Nordic fantasy.

Tech Stack:

Unity 2018.3, Audacity, FLStudio, Paint.net

Platform(s):

Steam.

MVP Game Moment:

2 minutes of simple linear level flow with simple combat against a few enemies.

Game Summary:

Project "Rune" is a Runescape/Diablo type game, based in a dark magical world filled with forests and magical stone circles, set in a fictional early medieval Europe. The game has a high focus on loot collecting and quests. An unlikely adventurer stumbles upon a great mystery, riddled with danger and evil. The player is also free to roam the world advancing in skills which will lead to new items and quests, this is also required for the main quests.

Core Player Experience:

The game needs to write a story as much as it tells one. The player is an adventurer who crafts their own story.

Central Story Theme:

Unlikely hero.

Design Pillar:

Loot and items.

Remarkability:

Scenery and effects and a massive world.

The theme is Celtic/Nordic, with a high emphasis on druids.

The game needs to be earthy, with mystical overtones.

The game requires a high emphasize on looting, and gathering riches, as well as being difficult in gameplay in a leveled manner.

Anticipated Steam Early Access Launch date:

October 2019.

Feature Development Priorities:

- Inventory, loot, usable items
- Branching dialogue system
- Real-time combat with a lot of enemies
- All the required RPG abilities and stats (upgradable)
- Level building and game progression
- Inventory, loot, usable items.

Reference Games:

Runescape, Diablo, Ember.