



Dragon Seed

Game Design Concept

Ver 1.0

Presented by:

Dustin Cochran

Brooks Ream

Table of Contents

Development Team Work History	4
Dustin Cochran.....	4
Brooks Ream.....	4
Mission Statement	5
Concept	5
Game Play Overview	6
Story	6
Market Conditions	7
Player Characters	8
Attributes	8
Character Customization	8
NPCs.....	9
Features of game play	9
Art and other research	9
Game Play Mechanics	9
Game Interface	10

Development Team Work History

Dustin Cochran

Dustin worked for TMK Enterprises developing websites with PHP scripting. He brings a strong understanding of coding to the development team with his superior intelligence and understanding of syntax. Dustin has a vast understanding with creating sprites from given photos and turning them into game ready characters. He displays a strong ability for developing visual aesthetics within the level and design throughout the game. Dustin is not a procrastinator and prefers to jump right on task to finish the project at hand. He works well with others and lends a hand when one is needed.

Brooks Ream

Brooks worked for Wal-Mart gaining valuable management skills. Brooks brings art skills and understanding of visual appeal. He has knowledge of making objects in 3D in 3DS Max and Maya. He has knowledge of wrapping and unwrapping 3D models in 3DS Max and apply maps. He is proficient at using Adobe Photoshop. He knows how to lighten the mood and keep everyone from getting too stressed out.

Mission Statement

Develop a game with strong role playing characteristics that help the player immerse themselves into filling their role as the character. Dragon Seed will capture the audiences attention with it's fast turn based attack system and character leveling. The competition of remaining high on the game's ladder system will keep some playing for hours, or even days.

Concept

Eventually a Massive Multiplayer Online Role Playing Game, Dragon Seed will start out as two different prototypes. The first being a PHP internet game prototype will focus on the battle system and ladder system. Players will each be able to explore small maps of each area in the game. The maps will range in difficulty and in turn rewards. The later maps will yield higher experience, gold, and more valuable items for the player as they work their way to the top of the ladder. The players will be able to set their own magic, weapons, armor, shields, and attributes at any time throughout Dragon Seed.

The second prototype of Dragon Seed will be created with RPG Maker. This prototype will incorporate the same areas as used in the PHP prototype – just with more detail. The player will now be able to freely move in the layer sprite 2d world. The RPG Maker prototype will also include the story for which Dragon Seed will be based.

Game Play Overview

The top three pillars of Dragon Seed consist of character customization, top down 3-D environments, and interactive game play. Dragon Seed will consist of linear, story-driven game with optional quest the player can take throughout the game. Due to the length of Dragon Seed a player will be allowed to save their progress at any point in time. The pace of Dragon Seed gradually strains the player, forcing them to develop their own battle tactics for defeating the toughest of bosses. Elite weapons will reward those strong enough to overcome the obstacles.

Story

In the creation of time there exist two Gods. They created the world of Asirion and populated it with life; each God responsible for their own creation. The creations took on their creators traits. Eos' creations lived peacefully on Asirion, taking on Eos' peaceful and forgiving nature. Ares' creatures on the other hand were more destructive. Ares' creatures lived off the land and thirst for power. Ares had only created one creature, it created man.

The battle on Asirion between Ares' creations and the needless kill of Eos' creatures did not bow well with Eos. Ares' creatures began to dominate Asirion and Ares was not beginning to like the conflict with Eos. Despite all of Eos' attempts to quell Ares' violence and actions, a war between the Gods was imminent.

After a great battle of the Gods, Eos had struck down Ares. All of life now belonged solely to Eos. The creatures of Ares no longer had any guidance, any

direction, any God. Man no longer had any guidance to the afterlife. Eos with its forgiving nature created Avatars. These creatures were a gift to man and would ferry mankind to the afterlife. Each Avatar and human were bonded together at birth, they lived together and died together.

Millennia have passed. Mankind forgot the past and the battle of the God's turned from legend to myth. Mankind once again developed its thirst for power. War would soon consume all of Asirion and leave the discovery of an old truth down to one boy and his Avatar.

**What the boy will discover is Ares was not destroyed in the great war of the God's. Ares infact created himself on Asirion in attempts to destroy Eos at its roots. To destroy Eos' life.

Market Conditions

Self Assessment

- Computer driven technology to create the game.

Player Assessment

- The prototype games are directed for cheap people who want to download a free RPG maker game off the internet or play the online PHP prototype.
- Dragon Seed the full game will be designed for people who would like to purchase a student developed game which would be a fraction of the cost of a true endorsed game.

Player Characters

Characters

- Lance (renameable) – main character. A boy from the town of Lorien which was destroyed when he was 8. He has lived in the Kingdom Avalon in an orphanage since.
- Draco – an elite knight from the Kingdom of Avalon.
- Jazmin – Lives in Willowbrook. Her father is the mayor.
- Omin – a mage.

Attributes

- Lance will be a “hero in training”. He uses a Spear as his primary weapon. The player will set their own attributes.
- Draco is strong in combat and defense wielding his axe. Draco fits the “tank” description.
- Jazmin – Weak to physical attacks but has strong healing and holy powers.
- Omin – Weak to physical attack but has strong magic and condition changing powers.

Character Customization

- the stats will be adjustable at any time. Every time the player gains a level they will be able to apply their new attribute points to any attribute they see fit. They can only do this with their main character though (Lance), the other 3 heros on the team have set attributes. Each level amplifies them in their attribute field.

- Inventory will change depending on the items gained
- Armor and weapon sets will change. The player can set their own as well as their hero's weapons, shields, armor, and accessories.

NPCs

- There will be common town folk and enemy spawns.
- The enemy spawn attributes will be adjusted based on the characters.
- Boss characters will be strong and will require tactics to beat.

Features of game play

- Throughout the game the character will have experiences such as leveling up, buying or gaining new weapons and items. The player will also have choices in which path to choose during the game.
- The story will develop throughout the game. The player will be introduced to the concept at the beginning of the game and then completes the story as they travel throughout the game.

Art and other research

- The time period is reminiscent of the middle ages.
- Characters and assets will be created with 3D Studio Max or any other 3D modeling program.

Game Play Mechanics

- Pillars: Unique story, Play with an Avatar, beautiful high definition graphics.

- The player will be able to learn new attacks and skills as they develop and progress through the game.
- Able to save and load the game.
- Medium paced.
- In battle Avatar controls. The battle system will allow a player to control their player or the Avatar with just the push of a button.

Game Interface

- Navigation: Controls can be customized depending on the platform.
- Control of the PC: ability animations, walls, interactive signs, objects, and NPCs.
- Orient themselves in the world: the player will have the ability to access a mini map which will show their location and objective locations.
- Inventory Management: able to equip armor, weapons, and other miscellaneous gear. Items can be stored on person or within storage systems.
- Interact with NPCs: talk, traded, fight, act as walls, act as extras.
- Track PC Status: health and energy are represented by numbers, example full energy could be displayed as 100/100 and after some energy is used it could be 65/100.
 - Money is represented by Gold coins.
 - Experience is gained by defeating enemies. Experience gains players new skills and ability to buy better gear.

- Switches will be used to trigger events during game play. We will use self event switches to control item events and treasure events so they only happen once. Doors will be used to transfer a player from one level to the next or one area to the next. Devices such as keys will be used by the player to access certain areas. These will most likely need to be controlled by switches which will make the new event active once a key has been obtained.
- Audio and video is based on the area that you are in and the buttons are the default up down left right escape or zero shows the main menu. Enter and the space bar is the action key.
- You can continue your game from a previously save game by going to the main menu and saving your game.
- There will be a manual that come with the game or for more information go to the web site.
- The game pauses when you open the main menu. To exit close the game screen or go to the menu and exit.