

Overworld/Camp Initial Design

IAT 499

Overview

The overworld/camp are the primary ways of traversal and progression both through the world and the narrative of the game. The primary aspects of the mode are as follows: *Currencies*, *Encounters*, *Camp*, and an *Encroaching Force*.

The goal of this design is to make every movement on the world map an impactful choice without relying on overly complex systems. This means that decisions should be clear in their impact on the current state of the game.

The flow of the world map is as follows:

Movement > Encounter > Choice: Camp or Move Again

Currencies

Gold

Gold is used for purchasing items from shops and for dealing with specific encounters (ie: bribing bandits, charity, wishing wells, etc.). The primary way that a player gains gold is through winning combat encounters and by selling artifacts to a shopkeeper.

Rations

Rations are used as the 'fuel' for traversing the world map. Each movement between nodes on the overworld cost 1 ration. Once a player runs out of rations the player must either camp and hunt for more food or pay an HP and Bond penalty to move without rations.

Bond Points

Bond is gained through certain encounters and through spending time with your companion at camp. Bond improves the player's and their companion's combat abilities and also forwards the primary narrative of the companion.

Artifacts

Artifacts are items that provide passive bonuses to the player and their companion. They can be found during certain encounters and can be bought from shopkeepers. *(May be a bit of a scope issue, however, we really need some sort of random collection mechanic to maintain replayability)*

Encounters

Each node on the map will contain a single encounter. This encounter will be based upon the biome that the node represents (ie: bandits found in the forest, troll caves found in the mountains). The only visible information from a node is what biome it is and whether it is a shop. More information can be gleaned by possessing certain artifacts or if the player has received information through an event or companion.

Combat

The primary gameplay mode. Not fully designed yet. Will harm party members and will reward Gold, Rations, Bond Points and occasionally Artifacts and.

Decision Event

Decision events will be descriptive scenes that require the player to make some kind of choice to proceed. These events can sometimes result in combat encounters. These events can have many results including rewarding or harming the player and their companion (ie: gaining artifacts, healing the player's party, reducing bond level, etc.).

Shopkeeper

Shopkeepers are shown on the map at all times and provide a place for the player to spend their gold. Here they can purchase additional rations (limited to a random amount) as well as a selection of three artifacts. Additionally, the player can attempt to fight the shopkeeper in order to receive all three artifacts and all available rations for free at the cost of angering all future shopkeepers for the run. One per act. Disappears after visiting once.

Camp

At any point before making a movement on the world map the player can make camp for the night. Camp progresses the encroaching force by an amount equal to

5(?) movements on the map. During camp the player can choose to do one of three things:

Rest

This heals both party members by 30% of their max HP

Forage/Hunt

Spend the night hunting for rations and gain 2-6 rations

Talk

Gain 1 level of bond with their companion by sharing their company by the campfire. (Now level up when bond is at max)

Encroaching Force

The encroaching force is a mechanic that forces the player to continue moving forward in the game world. It will grow across the overworld, tainting any node that it touches. There are two primary mechanics that will govern the Encroaching Force:

Time

Every movement the player takes on the map will move the encroaching force forward slightly while every camp that the player decides to take will move the force forward by a significant amount.

Tainted Nodes

Any node that is enveloped by the encroaching force will become 'tainted'. Tainted nodes have their encounter pools changed to that of tainted ones which are either incredibly difficult combat encounters, or costly decision events.