

1. Design History

Version	Author	Date	Comments
1.00	A.M. Olivo and Ilan Olivo	June 27, 2023	Initial version

2. Vision Statement

2.1 Logline

All eyes turn to the Royal Family of Kram as the sudden death of the King sparks the search for the prized Book of Sooth, the Oracle, and the thief that took them.

2.2 Gameplay synopsis

In *Ash and Sooth*, the game opens with a playable premise where the player, starting as the thief, must go through the Royal Palace to find the Book of Sooth and attempt to steal it. As they successfully move through the guards and other obstacles, the player is caught in their attempt to steal the book, and is subsequently taken to a holding cell to await punishment in the morning. This introduction to the game is unique in that it defines success and failure in terms of the thief's true element (stealth), yet it follows a linear progression as it introduces the player to the core elements of the story: the Book of Sooth, and the Oracle.

The core mechanic of this game is cooperative combat, but in contrast to conventional action RPGs, *Ash and Sooth* juggles the freedom to explore the world and the secrets it contains, as well as follow the more linear path of the narrative at their own pace.

The setting of *Ash and Sooth* primarily takes place in between the mountainous and snowy urban capital of Kram and the sandy port settlements of Iberis, set in a fictional Renaissance-like era where magic has become limited to the hands of the wealthy. The style of these buildings will depend on which region you reside in: Kram will be taking elements from Elvish, Nordic, Greek, and loosely Islamic architecture, whereas Iberis will be taking elements primarily from Islamic, Babylonian, and Greek architecture. Certain deviations in between both regions will explore more architectural elements from the Puebla, using Mesa Verde as inspiration. In this environmental focus,

it will establish the degree of history each region has in conjunction with one another, as well as the present-day disparities Kramian and Iberic societies face against each other.

The overall look and feel of *Ash and Sooth* aims for a fantastical, illustrated, and heavily stylized aesthetic as it combines both 3D characteristics in an existing 2D space, similar to *Hades* (2018).

3. Audience, Platform, and Marketing

3.1 Target audience

Who will buy your game? Describe the demographic you're targeting, including age, gender, and geographic locations.

- Audience Demographics
 - Age
 - Gender
 - Education level
 - Socioeconomic status
 - Subcultures based on race or religion
- Psychographics
 - Core values
 - Personal beliefs
 - Hobbies and pastime activities
 - Professional interests
 - Personality types
 - Lifestyle choices
- Existing customer
 - A group of individuals who are already customers of a business or organization and who may be targeted with loyalty or upselling campaigns
- Niche audience
 - A smaller, highly specialized group of individuals with specific needs or interests.

3.2 Platform [this can be general, because you won't be building this]

What platform or platforms will your game run on? And why did you choose these platforms?

3.3 System requirements

System requirements may limit your audience, especially on the PC where the hardware varies widely. Describe what is required to play the game and why those choices were made.

3.4 Top performers

List other top-selling games in the same market. Provide sales figures, release dates, information on sequels and platforms, as well as brief descriptions of each title.

- *Lookalike audience*
 - Make a list of the game's 3 biggest competitors
 - Mine their audiences for demographics and interests, documenting the results along the way
 - Google AdWords display planner
 - Tools > Display Planner
 - FaceBook Advertising Audience Insights
 - Ads Manager menu item on left hand of screen
 - Tools > Audience Insights
 - Interests > [Competitor]
 - SimilarWeb traffic analytics and behaviors
 - Stick to domains for better results*
 -
 - Overlap to find the game's tentative target audience

<https://www.gamedeveloper.com/business/how-to-research-your-next-game-s-target-audience-for-free>

3.5 Feature Comparison [here, address a game your design is responding to in some way as a point of critique]

Compare your game to the competition. Why would a consumer purchase your game over others?

4. Legal analysis

Describe all legal and financial obligations regarding copyrights, trademarks, contracts, and licensing agreements.

5. Gameplay

5.1 Overview

Kram can be described as a region that sits on a mountain, organized by its richest residents at the top whereas the lower classes reside toward the bottom of the

mountain, spreading into the fields surrounding it. Iberis's richer residents are more concentrated toward the coasts, whereas the lower classes, including 'untouchables,' are concentrated in the outskirts of the more populated cities, closer to the region of Kram. The overworld is made to be explored, riddled with resources and clues for the player to discover, adding layers to how they manage their gameplay. There is an obligation for the player to purchase items that can increase their ability in combat and stealth, but these can be pursued through various means. While the main method of getting items like armor, weapons, and pact boons is through purchase in a shop, the player's alternative is to scavenge for materials and items by exploring the world, completing quests, or clearing out dungeons. If the player is low on money, they can take risks by gambling or selling items. Additionally, the amount of money a player can hold is limited, yet there is the opportunity to pay a certain fee to open up a bank account with no limit to the amount it can hold. Functioning like the real world, *Ash and Sooth* is structured by 24 hour days. The type of enemies the player faces depend on the time of day, as well as the items that can be rewarded through continued gameplay.

5.2 Gameplay Description

Provide a detailed description of how the game functions.

5.3 Controls

WASD / Left Joystick— Move

Left Click / Right Trigger — Attack

Right Click / Left Trigger — Special

Space / B — Dash

E / A — Interact

Esc / + — Menu/Inventory

Q / Left Bumper— Ability/Rune

1 / DPAD (Right) — Weapon Switch

2 / DPAD (Left) — Ability/Rune Switch

C / Left Joystick Press— Crouch/Sneak

R / Right Joystick Press— Reload

5.3.1 Interfaces

Create wireframes for every interface the artists will need to create. Along with each wireframe should be a description of how it functions. Make sure to detail out the various states for each interface.

5.3.2 Rules

If you've created a prototype, describing the rules of your game will be much easier. You'll need to define all the game objects, concepts, their behaviors, and how they relate to one another in this section.

5.3.3 Scoring/Winning Conditions

Describe the scoring system and win conditions—these may be different for single-player versus multiplayer, or if you have several modes of competition.

5.5 Levels [sample level will suffice, don't go overboard]

The designs for each level should be laid out here. The more detailed the better.

5.6 Flowchart

Create a flowchart showing all the areas and screens that will need to be created.

6. Game Characters

6.1 Character Design

Ruhe:

The only daughter of the late King, her identity was kept secret by the Royal Family due to the fact that she was born out of wedlock from an Asher mother. Her mother died when she was young, prompting her to reside in the Royal Palace with no contact with the outer world. Following the discovery of the Blessing, she was therefore named as the Royal Oracle.

- Appearance:
 - Short white hair
 - Braided sideburns
 - Purple eyes
 - Tan skin
 - 5'2"
- Clothing:
 - Blue cloak, white blouse, dark gray pants, leather boots

Samir:

Faced with poverty during his upbringing, he was envious of the comfort the aristocrats posed with their wealth. In order to survive, as well as find a connection with an elevated lifestyle, he turned to thievery. Always looking for a way to get ahead while he still can, Samir found talent in his practices, and as a result, has become a prominent figure in the Black Market.

- Appearance:
 - Long* brown hair
 - Formerly tied up in a ponytail, unevenly cut due to his encounter with palace guards upon his failed attempt at stealing the book
 - Brown eyes
 - Tan skin
 - 5'11"
- Clothing:
 - Checkered pink and purple cloak, black feathered pelt on shoulder, white blouse, black pants, black leather shoes.

6.2 Types

If your game involves character types, you'll need to treat each one as an object, defining its properties and functionality.

6.2.1 Player Character

6.2.2 NPCs [if needed]

6.2.2.1 Monsters and enemies

As Samir and Ruhe travel together, they will find several enemies as all of them either want to capture the princess and return her to the king or want the book that she is carrying with her as it fetches a price within the black market. Some of these enemies will include: some other bandits involved with the black market, other bandits and assassins sent by the King and other nobles, royal guards as well as other guards from different places.

6.2.2.2 Friends and allies

7. Story

7.1 Synopsis

Following the mysterious death of the King of Kram, his brother and former advisor Finnian takes control of the throne, as it is common knowledge that the late King had no heirs. He prepares his son, Prince Amos, to inherit the throne after him.

7.2 Complete story [only if you need it, and keep it brief if so]

7.4 Narrative Devices

7.5 Subplots

8. The Game World

8.1 Overview

8.2 Key locations

8.4 Mapping

8.9 Time

8.11 Society and Culture