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GAME DESIGN DOCUMENT

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Project description

The game features action rogue-life gameplay combined with survival elements situated in a challenging post-apocalyptic fantasy world. The protagonist finds themselves in an unforgiving world tainted by a mysterious and ever-spreading Corruption.

Survivors of the apocalypse regularly venture on expeditions to scavenge resources in the infected wastelands. These missions must be taken at night, since it is the only time when a specific herb crucial for survival is harvestable. With the sunlight, other dangers arise and thus they need to return back to fortified encampments – the only sanctuary for those seeking refuge.

Unique Features

- ***Scavenge and gather resources in a procedurally generated world,*** Find herbs that help you resist the Corruption and loot materials to craft potions, items and gear.
- ***Survive the expeditions,*** Sneak past the monsters quietly and unseen or fight your way through them to fulfil your scavenging goals and return to your sanctuary successfully.
- ***Improve your character,*** Enhance skills and upgrade equipment after every expedition. You will need to achieve great progress to be able to take the fight against Corruption.

Age Rating Classification

PEGI 18. *The game features graphic violence, blood and gore.*

Story and World

The story takes place in a post-apocalyptic setting of a dark medieval-fantasy world. The lands are corrupted with a magical plague infesting soil and all the living creatures in contact with it. Living in this grim, savage world is utterly dangerous. Life and vigour can be seen only scarcely.

Despite the menacing corruption and treacherous monsters lurking in every corner, there are places where the spirit of the Old World still lives within. The Last Free Folk resisting the Corruption is gathered in encampments, which function as sanctuary not only for its dwellers, but also the very few travellers and other souls lost in the apocalypse. All that is left of hope is being put into researching ways of fighting the Corruption and shielding one against its malicious effects.

Gameplay Mechanics

- First-person slasher with simple real-time action combat. Engage in combat against the Fallen humankind and other mutated abominations.
- Return to the encampment by dawn. With the coming sunlight, the infested soil will absorb you to transform your body into a fertiliser for the Corruption to spread further.
- Survive the ever-present danger outside the safe encampments. Learn the art of sneaking to avoid being heard or seen. Perform protective rituals and prepare magic plants to make yourself resilient to Corruption. Drink potions to enhance your abilities.
- Refill your strength and energy inside the encampments. Use alchemy and crafting skills with the gathered resources to prepare for the next night expedition. Level up, improve attributes and skills while you have time to rest. This is the comfort of a sanctuary.

Team members

- VŠMU → Elena Bujdošová, Silvia Rákociová
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