

# Legend of the Seeker - Game Design Document

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## Part I

# Introduction

This is a game design document for the game named "Legend of the Seeker". The role play game elements are limited so it is possible to implement this game with fair effort.

## 1 In One Sentence

It's a mini role play game based on the story and character of the tv serie "legend of the seeker".

## 2 Abstact

The gamer plays in the world of "legend of the seeker". He controls the three main charakter: Richard Cypher, Kahlan Amnell and Zedd (Zeddicus Zedd Zu'l Zorander). The story is a collection of episodes from the serie.

## 3 Target Audience

The target audience are people who love the tv serie and want to play a short story of "legend of the seeker".

## 4 Platform

This game is an open source role play game with self made resources and a open source engine. The platform depend on engine support.

## 5 Playing and Developing

People can download the source and the game for free. Other developer can develope on this project.

## Part II

# Game Mechanics

## 6 The Battle System

Every role play game need a battle system. In this section the battle mechanics will be described.

### 6.1 Overview

While the player steps through the world a random battle can be started. A new level will be loaded where the enemys and the current characters in the battle group are placed. The battle system is based on alternate action (like in chess). First always our group begins, than the enemy group, than our group and so on.

### 6.2 Win

The group win the battle if all enemies are killed. In some cases the enemy gives up (depends on the story).

#### 6.2.1 Awards

After the group win a battle the group get expirience points and money. Only the characters who figthed in the battle get expirience points. In a worldlevel are different enemies and so different group of enemies in battle. The battles can be subdivided in easy, middle and hard. The harder the battle the higher the award.

### 6.3 Lose

The group loses a battle if every character is killed. The game has to load from a savepoint.

### 6.4 Cancel

The gamer can't cancel a battle.

## **6.5 Alternately Move**

If the gamer has the turn he can choose one of battle character and a action. If this action is a attack (normal or magical) he has to choose a target enemy. If this action is a support magic he has to choose a target in his group. After choosing the action starts immediately. Than the enemy group has the turn and the AI does random the same.

## **6.6 Time Limit**

Maybe each round could have a time limit. So the gamer has to do something before the time is up. Consequently the battle with time limit will be faster.

## **6.7 Actions**

The Gamer can control the actions of each character of the battle group. Magic actions need magicpoints. After a action a character must rest before he can do something. After a suspend round the character can do a action again. Some actions need no rest round, others need one and some need two rest rounds. The more powerful the action is the more waiting for the next round.

### **6.7.1 Standard Actions**

Each battle member can attack with a weapon (without weapon is not possible). Items can't be used in battle.

### **6.7.2 Magical Actions**

Only Kahlan and Zedd can cast magic. Kahlan has magic to heal and support the group. Zedd has magic to kill and hurt the enemies. Each magic needs points. More powerful more points are needed. Magic is subdivided into levels. At the beginning the characters learn lvl1 magics, in the middle lvl2 and at the end lvl3.

#### **Kahlan**

- "cure": Restore healpoints and resuscitating (lvl1)
- "recover": Restore healpoints and resuscitating (lvl2)
- "revival": Restore healpoints and resuscitating (lvl3)

- "power": Add healpoints (lvl1)
- "might": Add healpoints (lvl2)
- "force": Add healpoints (lvl3)
- "fire guard": Improve fire resistance (lvl1)
- "fire shield": Improve fire resistance (lvl2)
- "fire wall": Improve fire resistance (lvl3)
- "water guard": Improve water resistance (lvl1)
- "water shield": Improve water resistance (lvl2)
- "water wall": Improve water resistance (lvl3)
- "air guard": Improve air resistance (lvl1)
- "air shield": Improve air resistance (lvl2)
- "air wall": Improve air resistance (lvl3)
- "hope": Improve attack force (lvl1)
- "belief": Improve attack force (lvl2)
- "courage": Improve attack force (lvl3)
- "magic touch": Improve magic force (lvl1)
- "magic power": Improve magic force (lvl2)
- "magic faith": Improve magic force (lvl3)

## **Zedd**

- "fireball": Fire magic (lvl1)
- "lavaball": Fire magic (lvl2)
- "novaball": Fire magic (lvl3)
- "soak": Water magic (lvl1)
- "fontain": Water magic (lvl2)



- "tsunami": Water magic (lvl3)
- "breeze": Air magic (lvl1)
- "storm": Air magic (lvl2)
- "tornado": Air magic (lvl3)
- "bite": Vampirism (lvl1)
- "withdrawal": Vampirism (lvl2)
- "bleed to death": Vampirism (lvl3)

### 6.7.3 Seeker Actions

Richard can't cast magic, but he is the seeker and so he has special seeker actions. The seeker actions are different attack combinations. Some attack combinations are powerful against some kind of enemies other not. If the magic points of Kahlan and Zedd are less, Richard can load up the magic points.

#### Seekerskills

- "magic moon": Restore magicpoints (lvl1)
- "magic star": Restore magicpoints (lvl2)
- "magic nova": Restore magicpoints (lvl3)
- "jumping sword": Attack combination (lvl1)
- "dancing sword": Attack combination (lvl1)
- "rotating sword": Attack combination (lvl1)
- "sword hit": Attack combination (lvl2)
- "sword clash": Attack combination (lvl2)
- "sword smash": Attack combination (lvl2)
- "rude sword": Attack combination (lvl3)
- "ruthless sword": Attack combination (lvl3)
- "brutal sword": Attack combination (lvl3)

### 6.7.4 Special Character Actions

Each character has a Special action. A Special action is powerful, but has some negative after-effects. Each character can only one time each battle do a special action.

- Richard Cypher: With the sword of truth he can attack a group of enemies at once. The after-effect is that his next attacks often miss and are not so powerful.
- Kahlan Amnell: She is a Confessor and can manipulate a enemy. The enemy jumps to the other side and fights against his own people. The manipulated enemy can be controled like a character. The after-effect is that kahlan will be weaker. Her defence reduce and she is for a short time attackless. (Kahlan can't use the skill against boss enemys and if only one normal enemy remains).
- Zedd: He is a powerful magican. His special action is to invoke a big monster who attack the enemies. After this Zedd loses his magical power and it takes time until he can cast a magic again.

## 6.8 Character Status

### 6.8.1 Heal- and Magicpoints

Healpoints explains how near the character is the death. If the healpoints goes to zero the character is dead and must be revive. Magicpoints (only for magicans) explain how many and how powerful magic they can cast.

**Restoring** Both stats don't reload automaticly. In Battle Kahlan can with healmagic restore healpoints and Richard can with seeker skill restore magicpoints. If the battle is won and a character died he can revive in the next battle with magic. Also restoring points in the level can restore heal- and magicpoints.

### 6.8.2 Attack and Resistance

- Attack: startvalue - endvalue (weapon status is included here)  
Explains how strong a attack is. The character can reduce enemies healpoint from startvalue til endvalue (random attack force).
- Element Resistance: value% (ranges from 0% - 200%)  
Element Resistance for each element (fire, water, air). 0% means that

the elemental attack hurt normal. 100% resistance means that the elemental attack doesn't hurt (no reduce of healpoints). over 100% means that the elemental attack heals the character. 200% means that the full normal damage are healpoints for the character.

## **6.9 Weapons**

Each battle character can equip one weapon. Weapons only improve the attack of the character.

### **6.9.1 Richard**

Richard has from beginning to the end of the game the sword of the truth. To improve his weapon he must go to a blacksmith and buy for money the improvement. So the attack of the weapon become higher.

### **6.9.2 Kahlan**

Kahlan fights with two knives. In a special knife shop she can buy some to improve the attack.

### **6.9.3 Zedd**

Zedd is a magican and need a wand to fight. In a special wand shop he can buy some to improve the attack.

## **6.10 Items**

There are no items excepting the weapons. There are no item menu.

### **6.10.1 Recovering**

In the world there are recovering and save points. But recovering is not equivalent to save points. Recovering points can heal different amounts of heal or magic (or both) points. After a recovering point is used it can't used again.

### **6.10.2 Weapons Equipment**

There is no equipment menu. In shops you can buy weapons and equip them immidiatly. The old weapon will be destroyed. It is impossible that a main character holds no weapon (he must equip a weapon).

## **6.11 Enemies**

In the world of "legend of the seeker" there are many different monster our group have to fight against. Every enemy has a name. If duplicates in the battle the enemies get random adjectives before the name (e.g. "beast" and "beast" to "brutal beast" and "hungry beast").

### **6.11.1 In Battle**

Enemies have the same standard status and body status like the main characters (except magicpoints). All stats are not visible for the gamer. Enemies can attack or cast magic.

### **6.11.2 AI**

The enemy attacks in random mode. But the random is subdivided into

- normal attack: probability of a normal attack against a random character.
- magical attack: probability of a magical attack against a random character.
- magical support: probability of a magical support for a random enemy.

All actions are 100%. These 100% are divided into the three sections (e.g. A enemy attacks with a probability of 60%, cast magic with 30% and support with 10%). (e.g. Nonmagical enemies have (100%,0%,0%)).

### **6.11.3 Magic**

Enemies have a range of magic from the magi list of Kahlan and Zedd. Enemies don't need magicpoints. They can cast magic without them.

### **6.11.4 Informations about Enemies**

The only way to get informations about enemies is to speak with people in the world. So the gamer can learn that the next enemy is unimmunized to a special element or that a definite seeker skill works the best.

### **6.11.5 Seeker Skill Resistance**

The Seeker has attack combinations. Each Enemy is more or less resistant to such skills.

**Value** The enemy has for each seeker skill a value in percent. The range is from 0% to 100%. 0% means that the skill works not good (you should better attack normal). 50% means that the skill works normal (a bit better than normal attack). 100% means that the skill works very good (most damage with physical attack).

### **6.11.6 Boss Enemies**

Boss Enemies are more difficult than standard enemies. They have the same values and stats like a normal enemy. Each Boss has a special skill. Kahlan can't control a boss with her special skill.

## **7 Character Development**

After each battle the group get experience point. This points will be split fair to all battle group member. Each character has a level. If he collect a defined amount of experience point he levels up. In defined levels the character get new skills. The Gamer can't control the character development. The higher the level the more experience points the character need to level up. The characterlevel has a range from 1 to 99.

### **7.1 Learn Seekerskill and Magic**

The levels where the characters learn new skills are so distributed that after a level up only one of the three learns a new skill. So the skill learning is not so linear what it makes more interesting to the gamer.

### **7.2 Heal and Magicpoints**

Always after a level up the maximal heal and magic points climbs.

### **7.3 Attack**

The attack can't level up. It will always be the same standard value. Only weapons can improve the attack. So it is important that the gamer buys always new weapons for the characters.

### **7.4 Elementar resistance**

Sometimes after a level up the elementar resistance climbs.

## Part III

# Visual Concept

The game uses 3 dimensional graphics for the world, levels and characters. 2 dimensional graphics are in use for displaying menus. Moreover it needs font graphics for displaying text of the dialogues.

## 8 Levels

Levels are space limited worlds where the gamer controls a character thru. All static level objects are in one mesh. Moveable level elements are extra models and will be animated and moved by the game engine.

### 8.1 Camera

The camera is looking from the top to the main character which is controlled by the gamer. The gamer can move the camera around the main character. If the main character moves the camera follows (moves with) him. There is no switch to a ego perspective or another.

## 9 Sequences

Sequences are parts in the game where the main characters have dialogues and gestures.

### 9.1 Dialogues

There are Dialogues to show what the characters speaking. The output is only text, no synchronization. The text is only that what the characters are speaking, no emotions.

#### 9.1.1 Appearance

A box arranged on the screen shows the text of a character.

#### 9.1.2 Format

First the name of the speaking character followed by a colon. Then the speaking text continued. In this text is only speaking text, so no emotions.

Format example: "Zedd: You are the true Seeker."

### **9.1.3 User control**

The text will be visible letter by letter. The user can speed up this to show the full text. If the box is full of text the dialogue box wait for input of the gamer. Than the next part of text will be shown.

## **9.2 Gestures**

There are animations to show the gestures of the characters.

## **9.3 Face**

Every character has a face texture for these emotions: normal, angry, worried and happy.

## **9.4 Camera**

The camera can change the perspective to make a visual effect. In sequences the camera is controled by the game (not by the gamer).

# **10 Battles**

In a battle (normaly enemy vs. main characters) the groups are fronted. A battle level is for a specific region always the same. In the middle is free space where they fight. On the outside of the level there are levelmodels (e.g. trees, bushes, houses). On the walls of the level there are textures of the surrounding.

## **10.1 Camera**

First the camera focused the whole group. If a character starts a action the camera focuses him (and can rotate around him). Also the camera focuses a battle member when he got damage.

## **10.2 Damage**

If a battle member got damage a number of reduced healpoints arise for short time. Magicpoints are not shown.

## 10.3 Animation

Every battle member need those standard animations:

- Stand: the battle member stands upstanding in fighting positon.
- Rest: the battle member must rest and is exhausted.
- Normal weapon attack: the battle member attacks with his weapon. Enemies without weapons have a normal attack here.
- Magic attack: no matter what magic will be cast the animation is the same.
- Hurt: if a battle member is attack by another he jerks because of pain.
- Die: main characters fall to the ground while enemies dissolve.

### 10.3.1 Magic Animation

For every magic there is a small animated effect.

### 10.3.2 Special Animation

For every special skill there are a special animation.

## 10.4 Menu

While a battle a menu is shown. It has the following informations:

- names of the main character.
- heal- and magic points of the main character.
- which main character is focused by the gamer.

After selecting a character a submenu opens with a action list:

- attack
- seeker or magic
- special



#### **10.4.1 Attack**

The gamer has to choose which enemy should be attacked.

#### **10.4.2 Magic**

A magic list appears sorted by type and level. For seeker skills similar.

#### **10.4.3 Special**

Only Kahlan has to choose an enemy before her special action starts. Richard and Zedd make damage to the group of enemies.

#### **10.4.4 Target Selection**

The target for an attack or magic is selected in the 3D battle level. A Selector appears next to the battle member model. The camera must focus the group of possible targets.

## Part IV

# Game Progression

The game has a linear story and is subdivided in levels. For details to the story and the gameplay look at doc/gameplay.

## 11 Overview

The gamer plays the story of "Legend of the Seeker". On the one hand he follow the story by reading the dialogues and look at the animation squences, on the other hand the gamer must fight battles, buy weapons, talk to peoples in the world and run thru the levels.

## 12 Storypart

In the Storyparts the gamer reads the dialogues between the main characters and follows the story.

## 13 Levelpart

After a storypart a levelpart can follow. Here the gamer control a main character thru a level to a target point. Random battles can start in this time. At the beginning of a level there is sometimes a savepoint and/or a curepoint for healing healpoints or magicpoints.

### 13.1 City

In a city the gamer can buy weapons for the characters and talk to peoples. Also he can carry on the story by asking the right character.

## 14 Episode

Some episodes of the serie are episodes in the game. A episode starts with a problem (storypart). This problem must be solved (in different levels). But the maincharacters got some hurles (battles, secrets). At the end a powerful enemy must be killed to solve the problem (bossbattle). In the middle there are often small storyparts to move on.

## 15 Worldmap

After the plot of the story (first two episodes) the gamer can control the main character thru a worldmap. The worldmap has towns, rivers, lakes, mountains and hills. In different areas can be started random battles.