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Culmination

Game Design Proposal

Steps of Claenia

Game Genre

Simulation

RPG

Management

Game Summary

In the country of Criu Crana there exists a town called Claenia, where the townspeople work day to day living their lives in peace and prosperity. You arrive in town and shortly after, you are placed in charge of managing an estate of troublesome tenants, while acquiring a debt of a million silver. With a debt to pay off and no wait out of the situation, you are tasked with repairing the estate and paying off the debt.

Explore the areas around if you are the more adventurous type, or pick up the many trades of the hand such as cooking and crafting.

Game Mechanics and Systems

Players can decide how to setup the estate and what they decide to invest in. For example, if they decide to invest in a more cooking focused life, they can build the estate to provide ingredients. Players will be able to invest in many different things but space in the estate is still limited.

You can also complete requests from people within the town and gain reputation and rewards to further help you to rebuild the estate. As you rebuild, people will move in depending on what the player actions and what skills they decide to invest in.

Goals for this project

For this project, I want the players to decide themselves what they would like to invest their time in.. At the end of this demo, I want players to feel like the took part in a fantasy world that wasn't just about fighting, but actually living in the world. The project itself will require no outside resource as I will be creating them myself or using free open source assets. The demo for this game, should be around for at least 30 minutes of playtime.

Why a game like this

Some of the earliest games that I’ve played were games that were focused on the people in the game and follows a slow but meaningful playstyle. I was heavily inspired by Harvest Moon, a farming simulator and Rune Factory, a game that was also a farming simulator but had fantasy elements. I have always had an interest in these games due to the fact that you can sink many hours into the game, and still feel that your action all meant something despite its peacefulness.

Assets

3D Models - Simplistic and low poly count models

* Main chara
* Villagers
* Items
* Tools
* Special Effects

Computer

Programs

Photoshop

Unity

Blender

Environment/Area Design

Town

Forest area with a few amounts of animals and creatures. It contains different ingredients and items that can be used in crafting and cooking recipes.

Estate

Gameplay Loops

Request and Reward System

Townspeople will be able to post request that players will have a limited time to complete. Upon completion the player will be rewarded with silver, affection and possibly items.

Townspeople affection

By helping townspeople and giving gifts, players will unlock more options for the dorm as well as crafting and skills that can assist with their daily life.

Art and Sound

Concept Art

Character Concepts

Animals Design

Music for town and forest.(Generic fantasy designs)

Deliverables

Playable Demo of this game

Budget

This project is going to be built using open source tools and free assets