Project Twinblade: Introductory Brief

Primary Design Objectives

- Producing a compelling and investable plot. Idle time banter between the two main characters will humanize them, and realistic and human-like writing/quests will make the game world feel relatable and exciting.

- Creation of an exhilirating combat system that requires strategic thought, and foresight, to navigate, through both difficulty and original combat mechanics. As a result our biggest hurdle to overcome is the "right click to death," trend that has arisen in a slew of contemporary games. For instance: to increase difficulty we will not simply lower the damage of the player-character, and increase the health of the enemy characters.

- Combat that feels rewarding. In many games the hero character can be seen hacking down hords of enemy combatants. In Project Twinblade our aim is to produce combat that feels rewarding, both through satisfying audio and gameplay, but also through the feeling of competency. Instead of our players chopping down hundreds of enemies, which is desensitizing and takes away from combat satisfaction, our players will fight against only a handful of, powerful, enemies, per encounter. This will ensure that every fight, not only boss-fights, will feel satisfying.

- A departure from hackneyed RPG tropes. To make a lasting and memorable experience Project Twinblade will avoid overused tropes: such as the quirky, but likeable, Dwarves that drink too much, live underground, and are renown as blacksmiths. Our Dwarves are a nomadic bunch that live on the outskirts of Khadria in rocky formations. They're tribelike, menacing, and routinely raid Northern cities. In Project Twinblade Elves are not thin, fair-faced humanoids with a rich cultural background, rather, they simply do not exist in the world of Khadria.

- A natural link between lore and gameplay. In many games the lore and gameplay exist in seperate realms, and rarely do they overlap in a palpable way. In Project Twinblade our goal is to make the lore in a way that makes sense, and to implement it in ways to the gameplay itself. An example is: The antagonists of the story (the magic users) commit human sacrifice to bolster their own power. This is how they've entered into the non-magical dimension of Khadria. As a result these magi are able to sacrifice their allied npcs in combat; if the player damages an enemy, and the enemy survives with 10% HP left, the enemy Magi is able to sacrifice them for a massive buff to their own power. These kinds of links between Lore and Gameplay is what we are aiming for.

- A connection between decisions and gameplay. Creating a multi-faceted decision making/dialogue tree system, like seen in the Witcher 3, is simply out of reach for an Indie team. As a result we must innovate to bring the weight of decisions to players in a way that is still possible for a small team. One solution we currently have (and we are always looking to incorporate more) is that each dialogue option has a tag associated with it, similar to what was done in Mass Effect:

Andromeda. The tags of: pragmatic vs. idealistic, and secular vs. religious, and cold vs. compassionate. Each dialogue choice will update the player's "tag." For instance one dialogue response, regarding the existence of the God's of Khadria, may lower the player's secular tag by 5 points, but increase religious by 5 points. This is all done behind the scenes and there is no marking, or sign that it has occured. Each tag will give the player bonuses. For instance having a high Religious tag of 50 will give the player a buff: Divine Strength: +50 Will, or having a high Pragmatic tag will give the player a buff of: Logical Mind: +25 Intelligence