

Kaluffa Entertainment

GAME DESIGN DOCUMENT

Drane's Luminance

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GAME OVERVIEW

Vision Statement

Talking about the core concept, the initial focus idea would be some sort of fantasy RPG game with some general traits like farming (Stardew Valley scent) or combat (it being turn-based). The farm would also be a housing area which you can expand upon through fees, can decorate with items you can purchase, unlock or loot from bosses etc.

The most accurate way to describe it is the concept of Stardew Valley and the overall graphics of Octopath Traveler without leaning into pixel art and keeping it pure 2D for characters and enemies while using 3D assets to create the environment. That way you can combine some highly successful elements into each other. In order to start working towards that approach, the following bullet points are presented and pending to be expanded as the idea grows and solidifies:

- Farm aspects which interact with character trait development (traits x basic stats) and the further enabling of such e.g. harvesting equals regaining mana replenishment.
- An extensive combat system with attribute upgrades per weapon type as well as stat growth with a level system as catalyst.
- A turn-based battle system, combat sequences are loaded upon interacting with monsters / striking an enemy from a particular location (back / sides) has the chance to give you a pre-emptive strike.
- Housing area wherein you can place furniture, customize the interior of your house, which is partially unlockable throughout the game.
- Open world concept.
- World-building enriched by lore, this being something which will carefully be expanded upon once the core concept is polished.
- Teleportal functioning, leading to various special areas allowing challenges to compete with.
- Various bestiary features, wherein you document the weaknesses and strengths of particular mobs, their type, which weaponry inflicts the most- least damage, etc.

Story premise

Play as Drane undergoing a series of trials created by gods who want to see if she's fit for becoming their warrior. Those trials are a test that, if Drane can complete, will give her the chance to ascend to godhood.

Explore the world trying to investigate if everything and everyone are real or just something being crafted by the gods wishing to test our main heroine. During your adventure, meet other companions that will join you, offering their powers and experiences, helping our dragoness in her journey. Drane will be a rather naive person, passionate and a little head-strong at the start of the game, but determined to do something which will take her all across the lands, completing "trials" in the form of major quests.

Each region will be a trial by a different subsidiary god to test Drane, and each trial will be related to the god's own traits and beliefs and many tests of morality that might impact her overall. There will be tough choices, forcing some character development from Drane's perspective, and by the end of the game the player might need to face important decisions. Will she discover the truth behind all the trials and the world surrounding her? Will she accept whatever happens upon reaching the end of her travel?

GAME SYSTEMS & MECHANICS

- Player Character, Camera & Controls
- Inventory System & looting
- Quest System
- Combat System
- Pet System - **TBD**
- Farming System
 - Plant
 - Harvest
 - Sell
- Bestiary
- Crafting & Shopping
- Achievements System
- Interactive Objects (Chests, buildings, signs, NPCs, etc).
- NPCs (simple interactions or quests suppliers) & Interactions
- UI/UX

Inventory System & looting

At the end of every battle, certain items can be dropped from the enemies for the player to obtain. These items will be stored in the inventory. The inventory will be divided in certain categories (tabs) depending on the nature of the item:

- Items (normal)
- Potions
- Equipment
- Quest Items

This will let the player only see the items associated with the category in terms of type. The items can be stackable or not and usable or not in both combat or field exploration (completing quests, farming, etc.). For each item, the following information will be displayed within the inventory:

- Name
- Quantity
- Description
- Key item: Yes/No
- Eligible for combat

The player will be able to click on each item and a little menu will show up. The game will let the player “Use” the item or “Drop” it.





Quest system

One of the ways to obtain certain items and level up the characters will be through quests. These will be divided in:

- Main quests → Can give key items, big amounts of experience or even unlock new areas. They will be very related to the extensive lore.
- Side quests → Can be an addition to the main quests. Can give normal items, smaller amounts of experience or help the player get through certain parts of a concrete location.
- Tutorial quests → Quests used to explain different mechanics to the player or present new concepts as it progresses through the game.

NOTE: Each of these quests can be divided into subquests so the player needs to clear them all in order to clear the parent quest and get the potential rewards. Some quests can also be prerequisites to others.

There will be a “Quest Log” to keep track of the current quests, grouped based on their category (main, side, tutorial). For each quest the player will get the following info:

- Title
- Objectives (from 1 to several)
- Description
- Rewards
- Reject / Accept button

Quests will have four different categories when it comes to their nature:

- **Location** → The player needs to reach a certain location to clear the quest and get potential rewards or unlock a new quest/area.
- **Kill** → The player needs to kill a concrete number of enemies to clear the quest and get potential rewards.
- **Collect** → The player needs to collect a certain item to clear the quest and get potential rewards.
- **Interact** → The player can interact with anything within the world (NPC, object, item, etc) and this will trigger a quest you need to clear related to said interaction.







Combat system

Appearance

- Making the battle maps visually appealing, making them custom depending on the zone we are in, visually nice usual procedural generation.
- Adding spells/magic through visual effects that make combat dynamic and gorgeous, fixing somehow the "slow" arena turn based combat might have.

Elements

- Pyro
- Hydro
- Electro
- Cryo
- Ljós (Light)
- Njól (Darkness)

Affected by: (visual HUD in combat)

- Pyro -> Red hp bar + icon
- Hydro -> Dark blue hp bar + icon

- Electro -> Purple hp bar + icon
- Cryo -> Light blue hp bar + icon
- Ljós -> White hp bar + icon
- Njol -> Black hp bar + icon

Elemental reactions + effects

Element 1

- *applied on element 2 (reaction name)*

Pyro

- Cryo (**Melt**) → DMG Multiplier x 1.5
- Njol (**Blaze**) → Set them on fire and does a percentage of attack / Duration: **3** turns

Hydro

- Pyro (**Quench**) → DMG Multiplier x 2
- Ljós (**Drown**) → DMG Multiplier x 1.2 + Lowers the accuracy of the enemy by 20% for 2 turns

Electro

- Hydro (**Charge**) → When you hit 1 person with hydro already applied, every enemy with hydro on them gets Charge too, does a percentage of electro damage for 3 turns.
- Cryo (**Polarise**) → Creates an explosion damaging all enemies/party members dealing a dmg based on a % of the attack.

Cryo

- Hydro (**Freeze**) → Skipping a number of turns (Duration: 2 turns) / **Splinter**. Can shatter the ice within those 2 turns using either a top-down move, or a certain element which does a percentage of attack extra or another multiplier. Physical, pyro, electro, Njol and Ljos can produce Splinter reaction.
- Electro (**Polarise**) → Creates an explosion damaging all enemies/party members dealing a dmg based on a % of the attack.

Njol (Darkness)

- Ljós (**Devour**) → DMG Multiplier x2 + Lowers accuracy by 30% for 2 turns

Ljós (Light)

- Njol (**Purify**) → DMG Multiplier x2.5

Skills

Each skill organized following this structure:

1. Name:
2. Element: 6 or neutral
3. Type: Melee/ Linear/ Top-down/ Ground-up
4. Mana cost: Elemental has, physical does not
5. Target: AOE/ Single
6. Damage: Scales off ATK if neutral or melee/ EATK if elemental
7. Armour piercing: A percentage of total damage (E.g. 20%)
8. Special effects:
9. Description:

Note: Skills are unlocked through points you get when leveling up (E.g: You can get an ability/skill point every 2 levels). Once unlocked, you can upgrade those skills using the same points and the better the skill, the costlier it will be. The abilities/skills will be structured in a small skill tree.

Note 2: Each character will have 4 abilities + an ultimate. The abilities/skills for each character will come from a 10 abilities pool we already select.

Main cast

- Drane → Pyro
- Bunny/Freyja → Ljós/Light
- Aurora → Electro
- Celestia → Hydro
- Engevel → Cryo
- Mistril → Njol/Darkness

Weapons

- Light Sword (**Ulfberht**)
- Long Sword (**Sverd**)
- Bow (**Bogi**)
- Lantern (**Kyndill**)
- Daggers (**Seax**)
- Spear (**Geirr**)

Weapon distribution per character

- Drane → Light Sword
- Bunny → Daggers
- Aurora → Long Sword
- Celestia → Lantern
- Engevel → Spear
- Mistril → Bow

Stats

- HP
- Armour
- Mana
- Speed

- Attack
- Elemental Attack
- Accuracy
- Crit Chance
- Fortune

Leveling and experience system

Leveling

- Individual leveling

Experience

- Exp from combat -> party members participating
- Exp from quests -> Everyone
- Exp from farming -> Everyone

Equipment

- Main weapon + 3 equipment (top, bottom, boots).
- Each equipment (weapon included) having up to 3 relic slots.

Forming teams

- Configured whenever pre-battle, not letting it do it before it as it might slow whole battle flow
- Potential character distribution (v1)
 - Drane - **DPS**
 - Bunny - **Support**
 - Aurora - **CC**
 - Celestia - **DPS**
 - Engevel - **Semi-healer**
 - Mistril - **Half-Half (DPS+Support)**







Farming system

Farming will be an important part of the game as the player will be able to obtain different types of seeds and plant them. When finding a plot, he will be able to decide which seed to plant by selecting it from the **hotbar** placed at the bottom of the UI. Upon deciding, the seed will start to grow. The farming system will have the following mechanic in terms of steps the player has to do in order to farm plants using the seeds being collected/obtained:

1. **Tilling the soil:** Before being able to plant a seed, the player needs to get the plot ready by tilling the soil. In order to till the soil you need a hoe. *Additional: Once tilled, you can apply a fertilizer as well, this'll apply a permanent growth benefit (e.g 5% faster growth applied). You can hover over the plot to see which fertilizer is applied, allowing it to be partially customisable.*
2. **Planting the seed:** After having tilled the plot, the player will be able to select a seed and plant it.
3. **Watering the seed:** Watering the seed is needed in order for it to grow. If a seed hasn't been watered, once it reaches the sprouting time, a seed that has not been watered won't be ready to be harvested and the player will need to wait until the next sprouting cycle. Growing stages will be determined at one single moment (say 1AM in-game for example). This watering can be done by the player through a watering can or by monsters the player has tamed/befriended which reside in little houses at the player's farm. A plant can reach a deceased

state if the player doesn't water the plot for 2 consecutive days, so the player is not able to harvest it and loses that plot production.

4. **Day-night cycle:** The game will monitor the in-game hour so the seeds will sprout and grow based on that. A seed can remain 'stuck' on a level if it wasn't watered or it can even wither.
5. **Destroying a plant:** Plants can be destroyed by using a sickle. This won't give any type of plant to the player, so the ones being destroyed will be lost.
6. **Harvesting the plant:** Once the plant is grown, the player can harvest it. Some seeds might keep giving plants once they are ready to be harvested, but the potential plant obtained will sell for less. This mechanism can also be done season-bound.

Considerations:

- There will be multiple greenhouses in the user's base. This allows you to make greenhouses with the conditions of the biome/zone you visited as you progress to different regions and have it made at your base by some person from that area. This way all farming takes place at home instead of everywhere which might be messy.
Note: Greenhouses can be expanded within time; the way to expand them is just “unlocking” tiles that we already have in game but hidden to the player (eg: A greenhouse can have up to 12 tiles but only 6 show at first, being able to upgrade to 12 as the player progresses through the game).
- Farming will be central to crafting. Through farming you will be able to yield potions, items, upgrades to weapons...
- Farming will be offering income to the player too for other matters and items they might need inside quests or tasks related to a concrete trial.
- The addition of teleports for fast travel + checking plots and greenhouses back in the user's base.
- Have about 12-20 (potentially being 16) crops across all 9 areas (8-9-10 whatever it ends up being).
- Those crops will have associated crafting recipes and will have individual monetary value.
- Some of those 12-20 crops will be restricted to concrete areas.

- Gameplay wise, there will be a notification message appearing on the bottom left of the UI every time new crops are ready to be harvested, and it's up to the player if they go and do it or not. **Note: The crops won't die/wither after some time, it will depend on the player to go harvest them on time or waste some days with tiles not producing new crops.**
- To add to the previous point, there will be a farm-tracker the player can see their plots in to avoid them missing the messages. The tracker tab will have the appearance of a movie theater seating bookings with 3 different color codes representing the states.
- Addition of fertilizers for the tiles to gain extra buffs (grow faster, produce more, etc). These fertilizers will be applied to an entire plot.
- There will be pests or monsters that can destroy crops, which maybe makes it so you need to plant complementary crops with each other. Like IRL, flies attack tomatoes, so farmers plant like peppers or something next to them to ward them off. The attacking crops are more imposing a challenge that lowers your rewards if not managed well.
- Bugs that can be used in crafting. The attracting bugs is imposing a new resource where you need to manage your farm's crops more if you want to get bugs.
- The in-game time will freeze when the player's not playing, continuing from a concrete day and hour once the player decides to play again. This means that the in-game time will have to be saved and loaded with all the variables needed to preserve it once the "Save/Load Game" mechanism is considered.
- Plants might need a different amount of days to be fully grown and ready to be harvested. A plant might need 1 day while another 7. For each seed the game will store that as information to consider when it's been planted in a farming plot and know in which growing/sprouting stage needs to be fully grown.
- The seed needs to be watered at least once so it can grow when the next stage happens at 6AM in-game time.
- Prerequisites → The player needs a certain tool to be able to use the farming system. Either the player can't interact with a plot without the tool (the seed inventory not appearing) or the game shows a message letting the player know he needs a certain item to unlock the farming system.
- Potential evolutions to the initial system
 - Needing better items/tools as the game progresses and he finds new farming areas
 - Having to kill certain bosses or do concrete quests to obtain new seeds











Bestiary

The structure for each entry in the bestiary would consist of the following:

1. **Element** - One of the 6 elements or neutral
2. **Species** - The relevance of this could be certain species react differently to things - E.g. Mammals' attack stat drops when afflicted with Blaze or Melt - This makes it so players could refer to the bestiary to prepare and out-strat their enemies
3. **Description**
4. **Unique notes** - Characteristics special to that one enemy including things like their weaknesses or where they spawn - Ex: Werewolves appear at night, take 50% more damage from Purify

Shopping

- Different shopkeeper locations -> a few in each map, maybe half the maps with shopkeepers.
- Each shopkeeper has a certain amount of money, they have limited stock too and they buy your things or sell you for different amounts. Depending on their actual condition, peasants have less money, sell and buy for less and have fewer stocks
- Different shopkeeper types: potions, crops, equipment, etc.
- Fixed stock being updated every few in game nights
- Some will need you to do quests to unlock, some will give you extra quests to upgrade them. Upon upgrading they can't ever reach the same quality/quantity as one in a richer zone.
- **Market tracker.** When visiting a new area and its shops and after upgrading them, the player will have the chance to check the shops inside of the "Market tracker", being able to buy and sell items directly from there without having to travel to the concrete area and shop. This will add a motivation for players to upgrade the shops through quests or whatever it is decided as an upgrading method.
- Region specialties will have a chance to be sold at a higher price in other areas/regions.

Crafting

- You can craft items through the inventory so being able to craft anywhere without needing to find a crafting point around the map.
- The rest of items that you can obtain (more specific potions, equipment, farming items, etc) can be obtained through armorers, blacksmiths, etc.
- The way to obtain the crafting recipes will be through two different ways:
 - Completing certain quests
 - Buying the recipes in shops. The way to get them might be linked to having to upgrade certain shops in order to unlock the recipes as in the basic shop level they won't be available.



Crafting lore (initial version)

Vegetables: The most common resources. Can be grown in the farm, foraged. Two groups of vegetables exist: Ones that enhance vitality and ones that enhance our constitution.

Fruits: Uncommon resources. Bounties of the land that are used by wizards and witches to enhance the strength and magical essence of a person. Often consumed in scarce quantities, or in the form of a decoction or an ointment.

Spices: Rarest of the resources. Used as a catalyst in crafting to transmute a fruit or a vegetable. The corresponding alchemical reaction depends on the ingredient used. Only a skilled alchemist with a thorough knowledge of the herbology can use spices. To be used sparingly, lest they turn you into monsters. Spices will react to certain fruits and vegetables only. There are fruits that react with spices that enhance one's vitality greatly, while other spices are used to brew deadly potions and concoctions.

Properties: (Buffs ATK / Mana when used with fruits. Buffs HP / DEF when used with vegetables. The core of alchemy in this version)

Pepper + Fruit = Add for toxin effect. (Causes a paralyze / stun / bleed effect on enemies for every attack they make. Bleed proportional to 10% enemy base HP? Useful against stronger enemies like walking trees.)

Pepper + Vegetable = Add for a % of HP regen after every hit. (HP regen proportional to base HP value of potion x 1.5) Garlic + Fruit = Buffs mana and spellcasting. Effects are individual or party.

Garlic + Vegetable = Add for a % DEF Buff for 1/2/3 turns. (Buff proportional to base value of DEF x 2)

Things to note: You cannot mix a fruit and a vegetable to create a hybrid potion. Perhaps later. But only two vegetables / two fruits can be combined. Or a spice and a vegetable / spice and a fruit. Two spices cannot be used together. Base Values: Arbitrary.

Recipes:

VEGETABLES:

HP: Three types of Health Potions: Lesser, Greater, Superior. Unlocks incrementally. Adding Pepper to each: (HP regen proportional to base HP value of potion x 1.5. Scales per level? Unsure.)

Lesser Potion of Vitality: Unlocks at level 1.

2x Peas + 2x Tomato = Restores 20 HP.

With 2x Pepper = Restore 30 HP

Greater Potion of Vitality: Unlocks at level 5.

4x Corn + 4x Radish = Restores 40 HP.

With 4x Pepper = Restores 60 HP

Superior Potion of Vitality: Unlocks at level 20.

6x Carrot + 6x Leek = Restores 60 HP.

With 4x Pepper = Restores 90 HP

DEF: Three types of Défense Potions: Unlocks incrementally.

Adding Garlic to each = A set % DEF Buff for 1/2/3 turns. (Buff proportional to base value of DEF x 2. Does not apply to the party.)

Potion of Resilience: Unlocks at level 1: Reduces damage by 20% of the base value of DEF.

2x Onion + 2x Eggplant = 20 DEF

With 3x Garlic = 40 DEF

Potion of Greater Resilience: Unlocks at level 5: Whole party gets a DEF buff based on 40% of the base value of DEF.

4x Potato + 4x Cucumber = 40 DEF

With 3x Garlic = 80 DEF

Potion of Impenetrable Resilience: Unlocks at level 20. (Makes you invulnerable for the next hit. Does not apply to the party.)

6x Pumpkin + 6x Cabbage = 70 DEF

With 3x Garlic = 140 DEF

FRUITS:

Six kinds of potions. Each works with a spice only. Gives a different effect based on the constitution of the fruit. Unlocks incrementally.

Pepper + Fruit = Add for toxin effect. (Causes a poisonous effect on the enemy based on the fruit. Paralysis lasts for x turns. Bleed proportional to 10% enemy base HP. Useful against stronger enemies like walking trees.)

Level 1 – 10 Potions:

Grape + Pepper = Decoction of Paralysis: Paralyze an enemy for one turn.

Strawberry + Pepper = Elixir of Venom: Adds a bleed effect on the enemy. Bleed is proportional to 10% enemy base HP for every hit they make (150 HP enemy bleeds for 15 HP with every hit + additional damage by our weapon.)

Peach + Pepper = Decoction of Immolation: Buffs the next attack by 40% of base ATK. Does 40% extra damage + has a chance to immobilize. (Does not work for the party.)

Level 20+ Potions:

Watermelon + Pepper = Elixir of Shock: Next attack has a 50% chance to stun the enemy. Being stunned causes the enemy to miss one turn and receive 2x the damage on the next hit.

Cherry + Pepper = Elixir of Equanimity: (Applies to entire party) Enemies get returned a % of damage they do to you for every hit. So, a hit for 30 HP returns back 10 damage to the enemy. Lasts up to 3 turns.

Lemon + Pepper = Elixir of Obscurity: Casts an AOE effect of blindness. Enemies have a 50% chance to miss the attack against you completely.

Garlic + Fruit = Buffs mana and spellcasting. Applies to the entire party.

Lesser Potion of Life Essence: Unlocks at level 1.

2x Grape + 2x Cherry = Restores 20 Mana.

With 2x Garlic = Restore 30 Mana

Greater Potion of Life Essence: Unlocks at level 5.

4x Strawberry + 4x Lemon = Restores 40 Mana.

With 4x Garlic = Restores 60 Mana

Superior Potion of Life Essence: Unlocks at level 20.

6x Watermelon + 6x Peach = Restores 60 Mana.

With 4x Garlic = Restores 90 Mana

MINERALS:

Weapon Crafting: Warriors of the land use its rare ores and minerals to craft weapons imbued with magical power. A skilled blacksmith can create a sword capable of slaying any foe with just a handful of materials. Be wise in your choices: A weapon is considered to be an extension of one's own spirit.

Beginner's Sword: Twofold recipe. Unlocks at level 1.

Sword Handle: 10x Wood + 5x Metal

Sword Blade: 5x Metal + 5x Ore

Less attack power. Easier to craft.

Beginner's Axe: Twofold recipe. Unlocks at level 5.

Axe Handle: 20x Wood + 10x Metal

Axe Head: 10x Stone + 10x Ore

More attack power. Takes more time to craft.

Strongman's Helmet: Threefold recipe. Unlocks at level 10.

Inner Helm: 10x Stone + 10x Wood

Outer Rim: 10x Ore + 10x Metal

Visor and Horns: 5x Meta

Achievements System

There will be an in-game achievements system keeping track of all the achievements the player unlocks and their progress. At future stages, steam achievements will also be considered so there are two different systems. For each in-game achievement, the game shows the current progress through notifications appearing on the bottom right. The player can also check the entire list in order to know the progress for each of them is.





CONNECTION BETWEEN SYSTEMS

Some of the game systems/mechanics might have a connection. Some examples are presented in the upcoming list:

- Farming - Combat
 - The player can plant and harvest certain items that will then be used to obtain potions. Those potions will be eligible in combat so the player can recover HP or Mana without needing a healer in his squad in case there isn't one or he hasn't obtained it.
 - During a fight, as a result of winning, the player can end up taming concrete monsters that he might use for his farming duties like watering the plants.
 - Certain spells the character can learn might be used for farming; watering plants, removing deceased plants, creating new farming plots, cleaning an area to be able to farm, etc.
 - When defeating monsters, there can be a chance of obtaining items that will be used to update the current farming tools the player might have, giving him buffs or upgraded items to farm faster or more efficiently.
- Quests - Farming & Combat
 - In order to clear some quests the player might need to farm certain plants or defeat concrete monsters. This will result in clearing the whole quest, a part of it in terms of an objective and potentially obtaining items or experience to help the player progress.

CHARACTERS

Main cast

Drane's Luminance has **six** characters that form the entire party the player can control. After the first two characters within the first map, the other four will be presented to the player as they progress through the game and lore.

- **Drane:** A rare species of reptilian genesis, Drane is a proud member of the forgotten dragons. As fiery as her galvanized flames, as amicable as a candle light, her amiability and peculiarity naturally draws others to her. She has no troubles trusting others, even those who materialize sinister motives. Thus, she must rely on her few true companions to ward away the villainy that threatens to persuade her. Though it is foolish to assume her naivety, emerging from poverty, she is every bit tenacious as a seasoned heroine. Not one to lack enthusiasm, Drane yearns for the call of the wild, yet still relishes in the comforts of relative luxury, a person more queer than it meets the eye. Quick to action, even a dawn with her is rarely mundane. A fond listener of olden historical tales, Drane tends to blades of historical relevance. Despite her dependence on peers, she is more than capable of igniting the battlefield and ensnaring her enemies in pyroclast.
- **Bunny:** A mysterious mammalian from the leporidae family, Bunny maintains an air of surprising royalty. Her dignified aura is contagious, invoking those around her to act servile. Though reflected pompously, Bunny often places the safety of her comrades above her own, her motherly sanctuary appears to give impunity. With what others perceive as a premonition, she is an attested guide, allowing companions to avert harm and harvest riches. Such a presence could be stifling, but her nobility is not without merit. Bunny wields bountiful knowledge of unknown origin, with such insight, she often acts apprehensive with the foolish decisions of others. One of a few known light-casters, her element is almost picturesque. A mingling of destructive brilliance and constructive omen, herself in a delicate balance. Preferring to carry light and react to impending danger, Bunny brandishes a pair of daggers cloaked in light. Both an unusually dependable escort and a shockingly competent combatant, a person with an untangled story.
- **Celestia:** An astute mammalian of vulpes origin, Celestia inherited numerous characteristics from her heritage. As a cunning individual, a realist fond of the fabric of the arts and a weaver of her portion of the imagined realm. She remains serene and analytical however projects illusive words onto others, often in enigmatic riddles. An alchemist as her official profession, Celestia stows her stellar lantern by her side at all times. At the request of others, she is able to conjure elixirs on the spot, for a fee. An artistic sorceress in the day, a mystical artist in the night, her combination of skills delivers a fascinating spectacle. Not one to shy from attention, both her fur and hair are dyed flamboyantly. She, too, devotes herself to accessories in glitters. Though Celestia is held back by her pride, she can be a helpful aide. Details never slip her sight, and one would learn to rely on her calculations. Behind her tapestries of cosmic showers, Celestia's torrents of tsunamis would engulf her hapless enemies.
- **Aurora:** An inquisitive mammalian with a felidae origin, Aurora is sublimely erudite, reading tomes of ancient literature in an exotic tongue. The knowledge catalyzes her curiosity of the world's far-stretching edges, she who harbors an adventurer's heart in the ligneous walls of libraries. Aurora is however, soft-spoken, her intelligent words at

times pitifully muttered, to the dismay of her listeners. She is an encyclopedia of knowledge, with a boundless wealth of mastery in the written language and a thirst for more. Without venturing far on foot, she has traversed more realms than many veterans of conquest. With Aurora, puzzle pieces fall in place naturally. Her keenness for discovery is second to none, often carrying a different opus as the journey wears on to foreign lands. Despite her quieter nature, Aurora's deafening thunder can quake the ground to the next town. A practiced and gracious swordswoman with a volume electric incantations is a sight to behold.

- **Mistril:** A clear-cut human who hangs her emotions on her sleeves, Mistril is acute and transparent and has no fear speaking cold truths. Her transparency as a virtue, her words untwisted, she points out insidious issues before most could. A superbly insightful orator, Mistril's expressions garner trust swiftly. She is often highly popular with the destitute, verbalizing their woes to the upper classes. Consequently, her actions are less than favorable to megalomaniacs. Though not a fool, Mistril festered a conflicting restraint, becoming rather wary. Despite so, a champion of the deprived, a forerunner of principle, her name resonates deeply wherever she pursuits. As renowned as she is, many rewards can be derived from her popularity. Not only a combatant of words, Mistril draws a bow with a flourish, culpable of felling numerous vagrants thus far. Her speeches as sharp as her arrows and her stance as true as her aim, Mistril is as proficient as a bowman as she is a speaker.
- **Engevel:** A reptilian hailing from the serpentes family, Engevel is a doyen within the ranks of the adventurer's guide. One who could raise citadels from sticks and stones, a jack of many trades. Her resourcefulness turns situations of imminent devastation into harvest, it is prudent to keep her prowess by one's side. Despite her diligence in the mastery of her many crafts, Engevel lacks the same enthusiasm towards others. Aloof and distant, her collaborative works are born out of necessity. Still, she does revel in the occasional company of her cherished comrades. Her clothes boast numerous pockets and sleeves, withholding dozens of tools from sight. Each with a purpose, for every contingency. Tending to accumulate tools, Engevel's retinue of gadgets constantly alternates. Humorously coincidental, her coldness is mirrored in her element. A whisperer of shattering icicles and protective cloaks of blizzards, she can still be a dependable guardian when the time necessitates it.

Enemies

Each type of enemy will have variations depending on the element they are based on (the 6 existing ones or neutral).

- **Ravens:** Familiars of Odin



- **Vikings**



- **Dragons:** Nidhoggr (or Niddhog) was an enormous dragon with massive claws, bat-like wings, scales all over his body and horns erupting from his head.



- **Elves:** In Norse mythology, there are two different types of elves, the Dokkalfar (the dark elves) and the Ljosalfar (the light elves). The Dokkalfar elves lived under the earth and were said to be similar to dwarves but were completely black in color. The Ljosalfar, on the other hand, were radiantly beautiful and were considered the same as the gods.



- **Wolves**



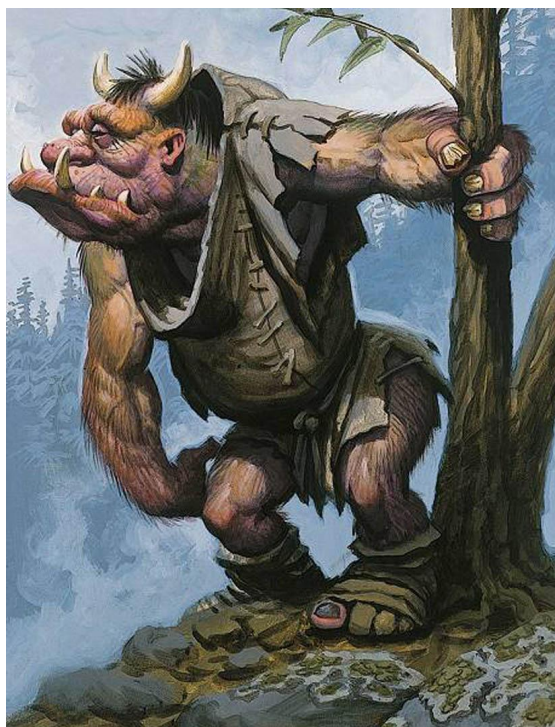
- **Krakens:** The Kraken is a famous sea monster depicted as a gigantic squid or octopus. In some mythical Norse tales, the body of the Kraken was said to be so large that people mistook it for an island. If anyone set foot on the island, they would sink and die, becoming food for the huge monster. Whenever it rose to the surface, the Kraken caused large whirlpools which made it easier for it to attack ships.



- **Jormungandr:** The giant serpent was prophesied to grow so large that he'd encompass the whole world and bite his own tail. Once Jormungandr released his tail, however, that'd be the beginning of Ragnarok.



- **Trolls:** There were two types of – ugly trolls that lived on mountains and in forests, and small trolls that looked like gnomes and lived underground. Both types weren't known for their intelligence and were quite malevolent, especially towards humans. Many of them possessed magical and prophetic powers.



- **Valkyrie:** Female spirits who served Odin in battle



- **Draugar:** Hideous creatures that looked like zombies and possessed superhuman strength



REGION DEFINITION

In Drane's Luminance there will be a total of 9 regions distributed in a 3x3 square following this pattern:

Extreme	Neutral	Initial zone
Neutral	Neutral	Neutral
Extreme	Neutral	Extreme

The corners of the 3x3 world (except the Initial zone) will be linked to "extreme" zones where the conditions might be a bit harsher towards not only the player but to other creatures, probably limiting the amount of potential populated areas. The rest of "neutral" zones can have special traits like for example the central one which will be decided soon.

This is the generic definition of a region within the game:

- The God's trial
- Shopkeepers
- Quests
- Enemies splitted into normal mobs, sub bosses and bosses
- Villages/towns/castles
- Trading camps
- Military outposts
- Weather
- Biome's nature

Map 1 - Initial level in the game

Given the previous generic layout, the following items will be the ones that define the game's first map:

- 2 main villages → One located on the right side of the river splitting the map in two and the other one located on the left side right next to said river.
- Drane & Freyja presented → The main characters from the cast will be presented in this first map, giving the player the possibility to control two characters early into the game.
- Forestish zone with temples/shrines → The zone located on the left side of the river apart from the village will be formed by forests and some temples scattered around them, with enemy mobs wandering around.
- 2 small shopkeepers → One in each village. Both shopkeepers will have a lower category given that this first map where our heroine lives and starts her adventure will be considered a rather poor region.
- Local boss + smaller mobs/bands → Probably mostly located in the second half of the map (left side of the main river splitting the map) where the 2nd village and whole forested area is:
 - Boars
 - Wolves
 - Slimes → Following different types of them depending on the element.
- Quests
- Mechanics presentation: farming, crafting, shopping.

