



# *Journey of the Hunted*

**You are Dragon — Born of fire.**

Learn to use natural abilities in flight, claw, bite, breath attacks and spells as a young wyrmling. Gain riches, build a lair, claim territories and fend off attacks from humans and other creatures. Grow through your life stages and become an ancient elder dragon, feared by humans and known throughout the world. Eventually challenge the other elder dragons to become the oldest and most powerful dragon alive.

**High Fantasy RPG \* Open-World Concept \* Single Player**

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# GAME OVERVIEW

## Background

Deep within a lair in the hills of your homeland, you awaken within your egg. The heat of your mother's fire breath burns at your shell from the outside causing you to stir. Scratching and clawing from the inside of your shell, you crack the wall and break free. You are born into the world, ready for battle. New to the world, with little natural ability, you must fend for yourself using your claws, tail and bite as weapons. Flightless and breathless your skills grow quickly as you survive your first few years as a wyrmling.

## Goal


Become the oldest living dragon in the realm by surviving the attacks of humans and other dragons, gaining as many natural abilities as possible, and defeating the other area dragons, including the current elder.

## Overview

This Platformer/Adventure game will take a player through the epic journey of the life of a dragon. The game is set in the fictional world of Duros with a variety of climates and terrains to explore. The traditional 12th century European castles and villages are the basis of human life, though humans are not seen for the majority of of the game. Players will play as a dragon and they will grow in strength and size as their dragon ages, gaining numerous natural abilities along the way. The player must survive on their own, learning to hunt, fly, and scavenge for treasures. As their dragon grows the player will be given the opportunity to train in new breath weapons, magic and other mind skills.

The age of the dragon will help determine the abilities they have. As the player plays longer, the age of the dragon will increase and so will their ability to practice and "learn" new skills. The special breath weapons are not available at first as the dragon needs to mature and develop the physical ability to create the breath attack.

Once old enough, there will be a requirement of riches a player must steal from nearby towns (or fight other dragons for) in order to develop a players lair and claim "territory". When this happens the dragon will become "known" to the human world, and a bounty is issued on it. The player's dragon is now being hunted for the rest of the game. As the player grows in size and ability, so does the bounty that is issued. The player must now survive attacks from hunters/killers...and other dragons.



Eventually the dragon will be faced with the epic quest of obtaining a number of hidden artifacts throughout the world. Journey of the hunted is a twist on the traditional “hunt a dragon” quest popular among the gaming community. The opening cinematic places the player within a dark setting and scratching at an egg’s shell from the inside. The breath from your mother scorches the outer shell and renders it brittle for your escape.

Learning in the tutorial level of the game from your mother the basics of battle, you will refine your hunting skills by following her guidance. As you grow in size, so do your natural abilities in flight and breath attack, as well as your appetite for food, and treasure. You must maintain a steady diet of creatures from the wild to keep your health up, as well as seek out treasures from nearby towns to quench your thirst for riches.


As a first of its kind, the game “D” allows you to play as the dragon. The idea of taking a full 180 approach to the traditional high fantasy dragon hunting game allows the player to play out the role of the antagonist. Under a more conventional dragon hunting game, a player is in the role of a warrior hunting a dragon or raiding it’s lair for riches.

“D” is designed as a single player action/adventure game taking players through a series of 10 different levels. The opening levels introduce the player to the standard abilities the dragon has; claw, bite, scratch, tail whip and simple breath attacks. Later levels allow for the player to refine their dragon skill such as flight, advanced breath attacks, psychic abilities and advanced aerial attacks.

At the outset the player is given the opportunity to choose from various breeds of dragons. All breeds of dragons will have the standard attack skills, but each breed offers specific skills and abilities in the area of breath, magic and psychic powers.

There are two types of saves within the game. There are save files, and running saves. The save files allow for complete shut off of the game and restart at the previous level starting point. This is also the starting point if you wish to play after a true defeat/death within the game. The running save is a page file system and used for in game retreats to previous check points. If the power is shut off during game play all running save information will be lost and replay must begin at the last save file location.

Combat within the game will be unique as death will be faced with finality. If you are defeated you will retreat and return to the previous check point, losing riches, stamina, and notoriety. If you continue to fight with low stamina, your health will dwindle faster. Continuous defeat with lower stamina increases your chance



of death. If your dragon dies within the game you have faced true defeat and the game is over. Loading a previous save will allow for forward progress again, but in the true “spirit” of the game, this would be a work around and not considered a true completion.

As a player you will have numerous ability meters that must be maintained for game play: Health, stamina, magic, flight, breath, psychic and notoriety. Though not all levels will be required to be maintained at the same time (for example, flight is only maintained while in air, and breath is only available while engaged in combat), each meter will have significance on the outcome of a battle, the treasures found, and the overall health of the dragon. In the early stages of the game magic, flight, breath, psychic and notoriety are not available as they must be unlocked.

Though linear in game play, there is a non linear component of leveling up and selecting your special abilities. Depending on your selection of dragon subclass, you will be given a variety of skills and abilities to choose from. These abilities are saved to your save file and cannot be altered once imbued to your dragon. Choices made during a save file save will be lost and must be reassigned upon replay.

As a console title available on the PS3 and Xbox, this game will fit into the action adventure genre under the high fantasy umbrella. Similar games in this category with great success are the IP titles Diablo, Elder Scrolls, Dragon Age, and Final Fantasy. The success of these titles build upon the success of the genre as a whole and though this is a dragon fighting game, the unique properties of playing an leveling up as the dragon will help set this game apart from other IPs in the genre.

The game could be ported to the PC if the market research dictates it as a viable ROI, but the input device should require a controller as opposed to mouse/keyboard input because of the complex aerial combat performed during later levels.

# STORY




## Story Overview

The long forgotten world of Duros consists of 5 continents; Treggor, Ofima, Curanor, Ryflin, and Silfar. The major townships within these five continents are known regionally as the "12 Kingdoms". There have been many reigns of power within the region after the formation of the 12 kingdoms, but this story takes place during the 5th Reign.

With terrain as varied as that here on Earth, the continents consist of lakes and rivers, dense forests, hill sides, snow covered mountain tops, deserts and swamps. Born on the southern peninsula of Treggor, you begin your journey through the game as a young dragon with little knowledge of your fighting abilities. Unable to fly you must travel along this main continent early in the game and hunt for food as you hone your fighting ability.

Heading north towards the rivers you enter the forest region and begin your search for your first lair. As you make your way across the peninsula, past the rivers, and settle on the edge of the forest near the large lake, you search through the area to find a cave to call your new home. Along the way you will find a variety of creatures that




feast on young dragons so you must fight your way into the cave of your choice and seek shelter there. You settle into the area and continue to learn the ways of the dragon kind and practice your abilities in the fights and battles with the creatures of the area.

Once you have a cave of your own you feel the need to find a few treasures to sparkle up the place. Your lust for riches is innate and runs through your blood. You seek out area townships and as you learn to fly your thirst for the shiny stuff sends you on a hunt for any treasure in the area. You search the forest and the plains in the region and you locate a few small towns—none of which yield anything. One larger township, Pranshu, seems surprisingly wealthy and your senses lead you over their walls. As you approach you realize you are certainly not welcome in the area, however, your need for riches supersede your fear of the fight.

Once over the city walls you seek out the village's stronghold and within you find two very enticing objects tucked away inside of the keep's treasury. Amongst various leather bags of gold you find a solid wood chest and a very special velvet bag with a few special objects within. Your natural ability to detect magic leads you right to the chest and the large velvet bag. Satisfied with your bounty, you snatch the two objects in your claws, scoop up another pile of gold and gems in your mouth, and fly away over the walls back to your new home. Unfortunately you do not sneak in and out; rather you make quite a disturbance in Pranshu, and the townsfolk set out on an expedition to hunt you down. The mob of angry villagers is led by a small militia of hunters and fighters and together they search the region near the lake for your home.

With the hills alive with hunters, you settle into your cave to review the artifacts you have discovered. You crush the chest with your teeth and discover a gnarly looking aged dagger wrapped in a linen cloth. The dagger is known as the "Dirk of the Estranged" and has been held safe within Pranshu's treasury for nearly 700 years. It is known to give the holder the ability to cause confusion and sometimes even paranoia in his enemies. You investigate the bag and discover a petrified eyeball about the size of a small tomato. The eye is from Glenathis the cursed and the "Seeing eye of Glenathis" is now in your possession. The eye allows foresight in the holder's hands and gives the user the ability to see things unfold before they actually happen. As you enjoy your new treasures you hear the hill side awaken with the sounds of the hunting party—you have been discovered. You must now fight the humans and keep your new discoveries all to yourself.

As an intelligent creature you know killing them all will not make your life any easier. You instead decide to use your wits and outsmart the simple creatures. You make




your way through the hills and forest of the area trying to confuse and tire the humans as they search for you. Just when you feel you have given them the slip and you head back toward your lair, a strange human comes into sight. The human is an older man with short grayish hair. He is a clean cut gentleman and dressed in what appears to be monk's wardrobe. As he approaches you there is a sense of calmness and a lack of fear in the human. You have a sense that the individual can be trusted and allow him to come toward you. He holds up his hands in gesture of peace and tranquility and introduces himself. Fentor, The official scribe of Pranshu, speaks to you of a possible partnership and a new journey is offered to you. In trade for the two artifacts you have wrongfully taken from their treasury, Fentor offers you a new home in the northern region of Treggor, and an opportunity to find 5 different artifacts throughout Duros. You must bring him the other 5 artifacts, but you are told you can keep all of the other riches you find along the journey. In return you can safely make a secret, permanent lair in the North. The cave he brings you two is hidden with magic. Perhaps the knowledge this scribe hold is more that what you had expected.

With a fresh start, a new home to return to, and an ally in Fentor you begin your quest for the 5 missing artifacts. The first is said to be within the volcano on the northern most island of Ryflin. You search the mountains and hills fighting the guardian creatures that keep the artifact safe and enter into the mouth of the volcano. With the heat of the lava scorching your skin you must navigate through the labyrinth of lava drenched caves and find the sacred shrine hidden high above the pools of lava. Once inside the shrine you see the pedestal and the apparent home of the next artifact—"The Crown or Triton". The crown is a blessed artifact that provides the user with an aura of strength and allows for near instant stamina regeneration. Escaping the region with this artifact is quite easy and you return to Fentor and your new home in the northern region of Treggor.

Fentor thanks you for the artifact and allows you to bring the "Dirk of the Estranged" with you on your next adventure as the ice creatures in the north can be very overbearing and difficult to defeat. Travelling to the Ice Mountains of Ofima, the next two artifacts are located within the abandoned Castle Sorentha within the snow covered hills of the desolate continent. The caves and catacombs of Sorentha are similar to the lava filled caves of Ryflin; there is a large network of passageways to explore with countless creatures to battle within them. The one difference with this region compared to the rest of Duros is the previous inhabitants cursed the region and creatures of the undead variety roam the hills and cliffs...including turned dragon kin. Fentor knew of the dragons and sent you with the Dirk as an added layer of protection for you since you are still learning all of your dragon abilities. Thankfully the region's passageways are exceptionally large. Though you are a small dragon,






the corridors within the great halls are a little cramped. It is within these corridors that you find the Temple of Sorentha and discover the treasure room. Within this treasure room you battle a large group of wraiths and a few small dragons. After you clear out the area of the creatures you are free to gather the treasures. Included within these treasures are the "Tome of Nilesch" and the "Tears of Vanuth". The "Tome of Nilesch" is said to contain the written words and unanswered wishes of the Banished King of Nilesch, a ruler of one of the 12 Kingdoms. Legend states that when the book is placed upon a sacred altar the reader is granted the unspoken wish of the King. Different rumors of what the wish could be range from untold riches, the power of flight, and even immortality. The "Tears of Vanuth" were tears collected from the fairy folk of Vanuth and when drunk from a goblet of solid ruby is said to bestow the ability to speak with animals.

When you return to Fentor he takes back the Dirk and tells you the truth of the "Tome of Nilesch" and that through his many years of research he has found ancient scrolls from all of the 12 kingdoms, handed down from their scribes, and they all detail the secret wish differently. The strongest account of the wish though is that it reveals the secret location of the hidden Glass city of Garitel; the true birthplace of magic. Fentor sends you on your next assignment to find the fourth artifact which is guarded by one of the stronger dragons in the world—Aanahkaas. Located along the coastline of one of the three islands of Curanor, the dragon's lair is in the open and guarded by its keen sense of smell. Though Aanahkaas is an older dragon he is not a very strong dragon. What he doesn't have in strength he makes up for in puzzles, traps, and sneak attacks. Once you locate the dragon you must find a way to defeat the dragon without becoming destroyed yourself. After you have outwitted Aanahkaas you are free to plunder his lair. In doing so you discover tons of golden trinkets, jewel encrusted armor and large gemstones. Among all of the gemstones and pieces of armor are a set of three chalices made of solid stone. Each one is a different color – one red, one green and one blue, they are not particularly beautiful as they are quite old, but they have a magical aura and you know instinctively that these were the artifacts you were to return. You take the "Gemstone Chalice Collection" back to Fentor as the 4<sup>th</sup> artifact in your list of five.

With the "Gemstone Chalice Collection" in the possession of Fentor you are tasked with heading to Silfar in the southwest to defeat a very strong enemy and retrieve the last relic. The final artifact is held captive by another one of the strongest dragons in the world; Fornethus. Hidden within the forest of this region is the Fornethus' dungeon lair. The magic used by this dragon is the strongest you have faced yet. Stronger than you are, but older and slower, your advantage here is with your flight abilities. Unable to fly Fornethus is tethered to the ground. But make no mistake the magical powers it possesses far supersede his need for flight in this battle. As you



are now a very strong and agile dragon you can use your variety of attacks to defeat the dragon with a series of well placed breath attacks and diving attacks. Once you have destroyed the creature you will discover an immense bounty within his treasure room. A most peculiar find within that room is an old wooden podium that screams of mystical ability. Knowing full well this is the next artifact you take the relic back to Fentor.

As soon as you return to Fentor with the podium he sends you back to the region of Pranshu to regain the first artifact you found, the "Seeing eye of Glenathis". Once you return to the region of your original lair you realize that a lot has changed and a lot of time has passed. Your old lair is now way too small for you to even get into, and with nearly 300 years since your last visit, you find a lot of the terrain has changed, the village has grown to a small city, and you are way more hunted than ever. You fight your way through the battles with the humans to regain the "Seeing eye of Glenathis" and then return to the northern territory as soon as possible.

On your quest back to the cave you start to add up some of the legends and lore surrounding the 7 artifacts of the region that you have just located. It is here that you realize what your final mission should be. If you retained all 7 artifacts and destroyed Fentor, you would be the all powerful beast of the world. When you return you find Fentor arranging the many relics you have located for him and he has placed the Tome on top of the podium. Fentor explains that you had previously brought him the "Sacred Alter of Nilesch" and that; along with the Tome it will give him the untold location of the Glass City of Garitel.

The truth of the warlock is revealed – Fentor is an all powerful wizard also seeking to rule the world and you have been played. As his puppet you have destroyed the area dragons, gathered the special artifacts, and made a notorious name for yourself all while keeping him out of the spotlight. You are the patsy of his ruthless power seeking and will now take the fall if you do not vanquish him yourself...but the full truth has yet to be revealed...



## Game Characters

**Main PC – (UNNAMED)** You are a dragon, one of many different races available. (See chart below for race and powers) Based on your pre-game settings you will determine the exact tree of specialties your dragon can focus on. Each level you start you will be given a few increases in your natural abilities and, based on your performance/completion of the previous level, you will be awarded perk points to add to your skill tree. Once you select a perk or skill at the beginning of the level you can “re-treat” to the beginning and try a new perk, though it comes with a price of lowered stamina overall and having to repeat the level.


At the beginning of the game you are allowed to change and customize your dragons skin tone, eyes and face style and shape/style of wings. Though they have no affect on the playability of the dragon it is a customization tool that allows you to make the dragon your dragon. The color ranges available are limited to the style of dragon you choose. For example, a sapphire gem dragon should not be bright red. A chromatic green dragon shouldn't look black, etc.

**The Wizard (NPC) – (Fentor)** Not much is known about the mysterious individual that approaches you during the third level. His magic is no mystery though as you witness him on several occasions transmuting objects, levitating rocks, using fire ice and air to his advantage as he needs. The knowledge this character has of the artifacts is similar to that of a scholar who has studied them for years. Perhaps he has sought these artifacts for a long time. You are uncertain of his age but there is no question some level of magic has given this character additional life and a level of immortality only seen with magical and mystical creatures.

As the game unfolds you see the personality of the character change from helpful and gracious to overbearing, dangerous and even hostile at your actions. There is definitely a strong sense of urgency too as you begin to deliver the artifacts to him. As more arrive within the lair, the power, personality and even appearance of the individual begin to shift into a dark and horrible beast.

**The Villagers – (Pranshites, inhabitants of Pranshu)** The villagers of the world are a race of ordinary humans. At the beginning of the game they are not very hostile at all. Once you begin raiding the towns around the world they become more and more aggressive toward you. At times in the game, while you are searching for the hidden lairs or caves of the enemies and keepers of the artifacts, you will be challenged by a hunting party, small mob/militia groups, and even small armies of knights out to hunt you down. The threat from them as individual is harmless, but the danger you face when they are in groups should not be discarded.

**Mini Boss 1 – (Aanahkaas)** As an elder dragon this is a fierce enemy to have to deal



with. This dragon in particular is quite intelligent and cunning. Quite protective of his lair the creature has set up numerous traps and destructive devices. The mind powers of control has turned all of the creatures in the area into a horde of killing entities you will have to deal with. None of them pose a threat to kill you, but all of them are on a mission to weaken you and slow you down so you are tired and unstable when you meet the keeper of the treasure.

The lair is a labyrinth you must navigate through and there are many uses of deadfalls designed to knock you out, block your path, or inhibit you from turning around to go back. All in all the maze is more of a problem to decipher than the final act of battling the beast. His true powers are in subterfuge and deception. Make sure you battle the beast in the right location of you may be surprised to find the doppelganger ability of the creature.

Mini Boss 2 – (Fornethus) Though flightless (due to a tragic aerial combat loss), this beast has more magical powers than you have ever faced. Seemingly impervious to your magic and breath ability you must rely on your flight and aerial attacks to work past his attacks, and use brute force and destructive strength to overpower the old beast. Unfortunately the dragon knows this and has positioned himself in a near flightless area of his lair. Solve the puzzle of how to get him outside and you have crippled the beast.

Once you have made your way outside the playing field is now level. Watch your stamina, retreat if you must, but never allow the beast to corner you in a way that he can force you back inside. Playing an aerial chess match is hard, but playing without the “queen” of being outside of the lair makes this game nearly impossible.

## Major Goals

First Lair – Locate and find your first lair. Upgrade your dragon with your skill points and begin a specialization in a magic, breath, and attack tree.

**REWARD:** Lair/home base to call your own

Pranshu – Infiltrate the township and locate the treasures


**REWARD:** Discovery of two artifacts: Dirk of the Estranged and the Seeing Eye of Glenathis

Northern Cave - Relocate yourself to a new northern cave that is

**REWARD:** New cave for your treasures. Befriended by Fentor (NPC)

Ryflin – Infiltrate the volcano and locate the Shrine room

**REWARD:** The Crown of Triton



Ofima – Locate the Castle Sorentha and destroy the guardian undead creatures in the treasure room

**REWARD:** Tome of Niles and the Tears of Vanuth

Curanor – Destruction of Aanahkaas

**REWARD:** Gemstone Chalice Collection

Silfar – Destruction of Fornethus

**REWARD:** Sacred Alter of Niles

Pranshu – (Part II)

**REWARD:** Seeing Eye of Glenathis

Treggor – Destruction of Fentor


**REWARD:** End game

## **Seven Artifacts of Duros**

Hidden throughout the land of Duros are a number of mystical and religious treasures which hold supreme power. Some of the mystical power is inherent in the objects, other times become powerful when combined with each other. Of the many artifacts available in the world, Fentor has requested that you collect seven of them for him. Each artifact has its own history associated with it, and these lines of history intertwine a fabric of history for the land of Duros. The true overview of the powers a user would have if they held all seven is outlined after the descriptions. Listed here are seven of the artifacts that come into play during D.

**“Dirk of the Estranged”** – Originally the personal dagger of Kirnur the Brave, the blade was used during the Pirate invasion of the 4th Kingdom. Kirnur the Brave was a knight from Old Pranshu and leader of a very powerful battalion of elite soldiers. He fought for the king and their homeland prior to the destruction of the city from the land war in the 9th age. On the battlefield the Brave knight fought valiantly through countless raids and defended Old Pranshu with his life. Folklore states that during the many long nights on the battlefield, Kirnur the Brave was said to mutter on that the Pirates were actually under the influence of the Great Wizard from the mountains of Silfar. It was these claims of paranoia that helped to fuel the legend of the Dagger.

In his final battle, Kirnur the Brave was attempting to fight off a wave of enemies on the western shore of Treggor. As he stood his ground on the shoreline, a darkness fell over the day. Thunder and lightning filled a rainless sky and the oncoming army paused. At that moment, a single ray of sunlight flooded the area where Kirnur stood. He held his own dagger high in the air and plunged it into his own chest. The



slaughter that continued was known as the greatest mass suicide ever seen as soldier after soldier raised their own daggers as well and followed in turn as the light from the sky landed at their feet.

After the battle, as the dead lay dying, reinforcements arrived to see the Brave knight on the sands of the shore. Kirnur himself claimed in his final breath that he heard the words of the evil wizard he spoke of. The blade of the dagger pulsed a mysterious red glow within the knight's chest. It was collected with the bodies of the soldiers and set aside for and has been held safe within Pranshu's treasury.

Other soldiers that grappled to their last breath told the account of what had happened and how the paranoia of Kirnur seemed to envelop the army after his act of suicide. The blade is now considered to give the holder the power to insight fear in his enemies, and the ability to cause confusion. Sometimes the will of the holder is strong enough to even cause enough paranoia in his enemies to carry out the fated suicide ritual of the original owner.


**"Tome of Nilesch"** - A large book that is ornately decorated and quite large. The red leather bound volume is filled with old, tattered pages and has a large satin bookmark tucked in between its pages. The item is decorated with golden corner protectors and a large iron clasp lock to keep the contents inside secret and safe.

It is said to contain the written words and unanswered wishes of the Banished King of Nilesch, one of the 12 Kingdoms. Legend states that when the book is placed upon "The Sacred Alter of Nilesch" the reader is granted the unspoken wish of the King. Different rumors of what the wish could be range from untold riches, the power of flight, and even immortality.

The true result of the pairing of the Tome with the Alter is that the tome reveals the hidden location of the Glass City of Garitel—which is home to the only remaining location of Harmony crystals in the entire world of Duros. These crystals are needed for a variety of conjuring spells cast by only the most elite wizards to summon creatures from all different planes of existence. They are extremely rare, and highly sought after.

If the location of the Harmony Crystals can be found that the wielder of this knowledge will find a bounty of income from selling just the information of the location. If one were to actually find and/or mine a crystal for them, it is nearly a priceless item that an entire township's treasury couldn't afford.

**"Sacred Alter of Nilesch"** – A seemingly innocuous, old wooden podium that belonged to the personal healer of O'lifar, the banished King of Nilesch from the 12th Kingdom. The king's healer, Deotran, was a powerful cleric who worked for the king



for over 60 years. The podium was used beside the alter of the alchemist's room and as the king would report to the healer during times of quandary, the wishes, dreams, and hopes of the king were written down in a journal. The journal was known as the Tome of Nilesh.


The King was eventually banished from his court as sorcery was outlawed in his kingdom. Even the king himself paid the price for the long standing rule of only natural magic being allowed. But the King sought the mystical powers of conjuring to help protect his land of the coming age of Dragons. Deotran and O'lifar sought the components to the most powerful conjuring spell known. And it was the final ingredient that he sought until his final days. The entire account of their search and possible discovery of the ingredient is written in the King's tome. But the magic of the alter obscures the tome from being read until the two are paired together.

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**"Tears of Vanuth"** – A large glass vial contains the fallen tears of the fairy folk. It glows a soft greenish yellow glow at all times and is about the size of a dragon's egg. The deep blue glass vial is wrapped with ornate emerald cording and has ruby encrusted stopper that is held into place by a thick wrap of similar gold cord.

The tears were collected from the Gæliân (Jay-LEE-Yun) fairy folk of Vanuth during the banishment of their kind during the mining exploration raids which occurred during the 3rd Reign of the 12 Kingdoms. The Gæliân were an atypical breed of fairies that lived in a symbiotic relationship within their land—unlike any fairy relationship ever before them, or since. The animals and plants of that region communicated naturally with the fairies and they worked in unison to protect the land, and each other. The fairies would even call the rain or the sun for the plants as needed, and warm the air, or bring clouds in as needed for the animals.

Their homeland is a particular region of Vanuth that is a naturally rich region bountiful with gemstones and is usually the "go to" place for mining many varieties of gems. The hills of this region are filled with natural stone crops filled with rubies. These rubies echo the natural energy of the fairy folk and though the rubies may be removed from the region, the fairy magic never actually leaves the rubies. It is said that when any intelligent creature ingests the Tears of Vanuth from a goblet made from unpolished ruby, the ability to speak with plants, animals and even nature itself is given to them. The effect is not permanent, but it last for a long enough duration



to make the vials of tears, and a stone goblet a sought after treasure. The last known holders of the vial were the Noble people of Sorentha, from the mountains of Ofima. The vial was a gift offering during the Peace talks of Silfar-Ofima. They were once the possession of the Dark Wizard from Silfar before his banishment.

**“Seeing eye of Glenathis”** – Contained within a sacred red velvet bag, this artifact is an actual petrified eye from a stone giant. The eye is from Glenathis the cursed and it allows foresight in the holder’s hands and gives the user the ability to see things unfold before they actually happen.

Glenathis was a solitary stone giant that lived in a mountain cave in the northeast area of Treggor. Legend states that the giant lived alone because he was cursed by a wizard from Silfar who bestowed upon the giant a gift of seeing the future in exchange for his families sacred heirloom; a secret vial of magic water in a red velvet bag. However, the Glenathis was cursed upon receiving the trade and though he could see the future, the only future he could see was his own death.

The torment of the sight caused him to pull one of his eyes from his head and vowed to never open the other eye so as to not see the death when it came. This single eye “seeing of the future” fable came to be known as the modern story of the Cyclops. The vision of his death was a gruesome one as he was swept up by a dragon and his appendages were ripped from his body. The dying giant lay in the plains below, armless and legless, as he suffered through a horrible demise as the scavenger birds ate from his dying carcass.

The eye of Glenathis still contains the foresight magic from the Great wizard. Since the magic is within the eye, but the curse is lifted from the death of Glenathis, the eye can now see the future of any holder, and not just the death of the possessor, but the future in a broad scope.


**“Gemstone Chalice Collection”** – The collection was a special gift of three stone chalices given as a wedding offering to the King and Queen of Vanuth. The Chalice Collection was from the Gæliân and given to the king on his wedding day during the 2nd reign of the 12th Kingdom. The chalices are made of solid stone and each one is carved from a single gemstone that is neither polished, nor refined.

The story is told that the elder Fairy gave the gift with a speech:

“The Red chalice represents the life blood of us Fairies and is made of pure ruby. It is in this color that the relationship of the human world and the fairy world exist. Without the harmony of the two races the fairy would surely die.

The Green chalice represents the plants and animals of the kingdom that we fairy





are in tune with. Helping the plants and the animals survive is a daily task taken on by us and without our work to assist the animals and plants, the region would become overgrown and decimated and fall into chaos.

The Blue chalice signifies the purity of the sky and water as they touch. In harmony with the clouds and heavens we Fairy bring the warmth and the rain each season to help the animals and plants continue in their life cycle.


Our gift to you is our efforts to also bring to you the balance and harmony we display in the forests of Vanuth. Let these three chalices be symbolic of the three areas in which we vow to protect you and your kingdom.”

Each chalice weighs between 2 and 3 pounds and is roughly 12 inches tall by 4 inches across and the walls are nearly ¼ inch thick. Carved and shaped out of a single giant gemstone the value of these items individually is enough to line a village’s coffers for centuries. Though no magical properties exist within the chalices themselves, their value as large gemstones makes this artifact collection a very, very enticing treasure to find.

**“The Crown or Triton”** – Triton was a great warrior who fought in the Kings army for the old nation of Garitel during the 1st reign of the 12 Kingdoms. The Crown of Triton was actually the King of Garitel’s own crown that was commissioned by a skilled blacksmith from Garitel. Made of dragon scales, precious metals and glass, the level of craftsmanship that was put into this crown was extraordinary. As it was simply a decorative piece the need for strength was not required. But when the Dragon war of the 1st reign began, the King’s brother Triton rose as the leader of the King’s army.

To help protect his brother the king wanted to give him something to use during the battle. He went to his sorcerer and asked for a protective piece of armor for Triton to wear to give him added strength to fight the dragons with. The only spell available for giving strength required the hide of a dragon. The king gave his own crown to be used for the spell and the wizard cast the strength spell upon it. But the king did not know that this spell would come at a cost. The dragons would sense the magic and be drawn toward it. The king asked if there was any other spell that could be added to the crown and the Sorcerer experimented with immortality to aid the king’s brother even further.

During his experiment and research the mage was said to have discovered a secret to immortality, but the rumors were quickly discarded when the sorcerer was killed in a fiery accident within his alchemist lab. The crown contained the strength ability, but was never worn for fear the dragons would raid the army head on to attack



the magic being used. It was never known if the immortality spell was added to the crown. However, the crown is a blessed artifact that provides the user with an aura of strength and allows for near instant stamina regeneration.

### **Collective abilities**

With the fabric of the artifacts woven together and placed into the possession of a single user, the abilities the holder would gain are as follows:

Dirk of the Estranged: The blade will give the holder the power to insight fear in his enemies, and the ability to cause confusion.

Tome and Alter of Nilesch: The result of the pairing of the Tome with the Alter is the discovery of the location of the Glass City of Garitel—which is home to the only remaining location of Harmony crystals in the entire world of Duros.

These crystals are needed for a variety of conjuring spells cast by only the most elite wizards to summon creatures from all different planes of existence.

Tears of Vanuth and the Gemstone Chalice collection: When any intelligent creature ingests the Tears of Vanuth from a goblet made from unpolished ruby, the ability to speak with plants, animals and even nature itself is given to them.

The Eye of Glenathis: The eye contains the foresight magic from the Great wizard. It can help the holder of the eye see the future, not just their death, but the future in a broad scope.

Crown of Triton: It is a blessed artifact that provides the user with an aura of strength and allows for near instant stamina regeneration.

A common thread that may be discovered by players of the game is that the evil wizard, dark wizard, and mysterious wizard mentioned throughout the history and lore of the artifacts is really the mysterious wizard that approaches you during the 3rd level. The sorcerer was not killed by fire in the laboratory experiment, but rather discovered the immortality and left to start a lifelong search of the glass city of Garitel. The sorcerer wishes to find the ultimate conjuration spell and is aligning himself with these artifacts. he has possessed some of them at times, but for some reason or another has never been able to stay with them for long.

It is at the moment of discovering you that he realizes he can not complete the journey alone. It is then that he manipulates the player into a henchman to find the artifacts and bring them to him.

## Dragon Types / Skill Chart

There are many different varieties of dragons available to choose from. Each dragon has a choice of special breath weapon, a range of mind skills or magic abilities which the player can choose from (fully customizable). Throughout the game after each level players will be given skill points to spend on new magic sells, advance their breath attacks, or gain points in stamina, magic, health or breath attack ability.

Dragons gain a base 10% bonus in magic and breath attacks that are specific to their type, though they may select any available attack type. As the dragon advances in age the skill that is "preferred" gains increasing strength in comparison to the other breath weapons they may add or select. If the player has selected their primary breath as their preferred breath there is no additional skill bonus added.

Red Dragons - Adept at Dive Attacks. Movement rate is fast. Medium stamina regeneration rate. Slow health regeneration rate. Prefer the Fire branch of magic and gain a bonus in the Fire breath weapon.

Blue Dragons - Adept at Flight Combat. Movement rate is medium. Slow stamina regeneration rate. Fast health regeneration rate. Prefer the Water branch of magic and gain a bonus in the Fire breath weapon.

Green Dragons - Adept at Dive Attacks. Movement rate is medium. Fast stamina regeneration rate. Slow health regeneration rate. Prefer the Earth branch of magic and gain a bonus in the Toxin breath weapon.

Silver Dragons - Adept at Dive Attacks. Movement rate is fast. Slow stamina regeneration rate. Medium health regeneration rate. Prefer the Earth branch of magic and gain a bonus in the Sonic breath weapon.

Gem Dragons - Adept at Flight Combat. Movement rate is medium. Medium stamina regeneration rate. Medium health regeneration rate. Prefer the Water branch of magic and gain a bonus in the Acid breath weapon.

Black Dragons - Adept at Flight Combat. Movement rate is slow. Medium stamina regeneration rate. Fast health regeneration rate. Prefer the Psychic branch of magic and gain a bonus in the Blindness breath weapon.

Amethyst Dragons - Adept at Flight Combat. Movement rate is slow. Slow stamina regeneration rate. Medium health regeneration rate. Prefer the Air branch of magic and gain a bonus in the Acid breath weapon.

Dragon Type	Movement Skill	Movement Speed	Stamina Regen Rate	Health Regen Rate	Breath Bonus	Magic Bonus
RED	Dive	Fast	Medium	Slow	Fire	Fire
BLUE	Combat	Medium	Slow	Fast	Ice	Water
GREEN	Dive	Medium	Fast	Slow	Toxin	Earth
SILVER	Dive	Fast	Slow	Medium	Sonic	Earth
GEM	Combat	Medium	Medium	Medium	Acid	Water
BLACK	Combat	Slow	Medium	Fast	Blindness	Psychic
AMETHYST	Combat	Slow	Fast	Medium	Acid	Air

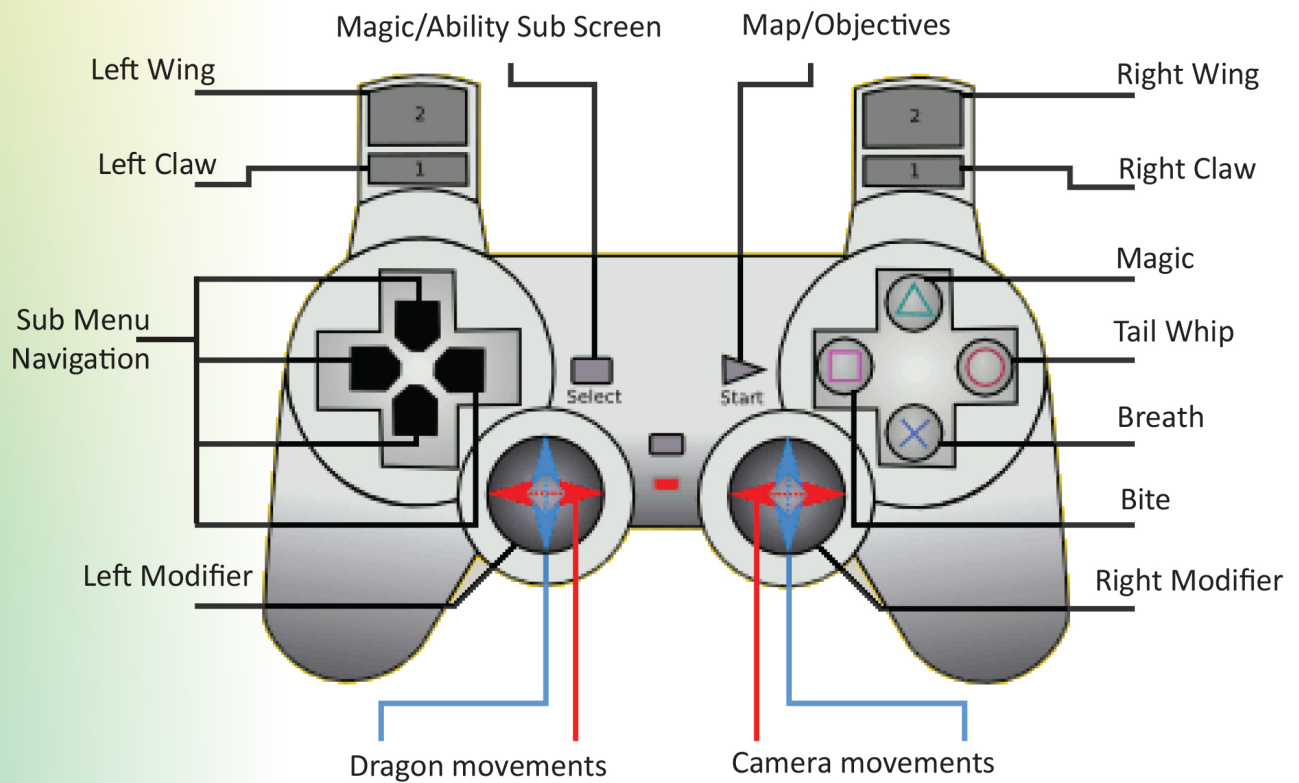
Any dragon can be customized with any skill tree as well, but a decision of focus points must be made at the outset to determine the tree available for each dragon. You may choose to be a Green dragon with acid breath, pyrokinesis (fire starting) mind powers and control fire deity magic abilities, but focus on the water elemental path. Or you could be a Ruby dragon with paralysis breath, clairvoyance (far seeing), an control wind deity magic abilities, but still have a focus on the water elemental path for your special powers.

The choices are up to you, but once they are set they cannot be changed. Further refinement and customization of the path can be selected in game, but the mind, breath, and magic selections are your as they will become part of you.

# SYSTEMS


## Combat Systems

Basic combat within the game will be simplified as there are no “weapons” to equip on the dragon. All of the weapons are innate abilities the dragon has from birth and they increase in ability as the dragon grows in size and strength. Standard mapping of the attacks/movements of the dragon are displayed here on this analog controller (PS3 Version). There will be multiple layouts for the control stick as well a possible custom assignment for the controller. All directions given here are part of the standard mapping.



One of the unique settings for the combat controls is the separate assignment of the left and right side of the dragon to the left and right side of the controller. The claws and wings of your dragon are controlled separately (L1, L2 and R1, R2) and when combined with either the movement analog stick, or the modifier buttons (L3, R3) the claw attack will change. A full detail of the combat system is outlined in depth below.

Though the modifier levels and actual numbers are still to be determined, all melee combat equations should be relative to a base modifier of the dragon’s level combined with the player’s stamina at the time of combat. This allows a player with higher stamina to deal a heavier blow than a player with low stamina. In addition, if




the player's level is higher, then the strength of the hit should be greater as well. All breath and magic attacks should take into consideration the level of the specific ability being used (magic level, breath level) in place of the dragon's level and the same equation format should be used with the stamina level of the dragon during the attack. For comparison of the attacks, their strength and damage amounts as well as their drain on stamina, a system of comparison will be used that follows the formula A1 whereas the first capital letter "A" is equivalent to the strength and damage of the attack ("A" being the weakest), and the "1" is the level of drain on stamina ("1" is the lowest).

**Claw (C2 base, E3 modified)** – The primary attack weapon for the dragon. This mid ranged attack is very effective in most situations. At the outset of the game (level 1) this is one of the only attack moves the player has. Using the L1 and R1 buttons a player is able to strike single swipes from either side as well as do advanced attacks with the L3 and R3 buttons pressed at the same time. Using these modifiers will reduce stamina at 3x the normal rate so use of the special modifiers should be done so with extreme caution. Standard claw attacks result in very low reduction in stamina and should be a primary attack method until more advanced range attacks are available.

**Bite (B1 base, G5 thrash)** – A bite attack is a close range attack that is introduced in level 2. Gnashing at enemies is a territorial display of might and is done when the dragon is too far away to lunge in and actually bite an enemy. When the dragon is close enough to attack and a bite attack is made, the dragon's head will lurch down at the enemy and strike with the teeth to attempt to chomp them. Depending on the weakness of the enemy, the stamina of the dragon, the ratio of hit points remaining between the PC and the enemy, and the difference in levels between the two creatures a random effect of gripping the enemy in the dragon's teeth is achieved. If a bite attack results in a grapple the dragon can thrash the enemy creature side to side with the L3 analog stick for critical damage (4x the rate of the normal bite). Though extremely effective in destroying creatures, this type of attack is also quite draining on the stamina and should be used in limited amounts.

**Tail (E5 base, G6 medium, I7 heavy)** – The final of the basic attack is also introduced in level 2. The tail is a monstrous attack and is effective as an area of effect (AOE) since the dragon can spin in place and "whip" 360 degrees around him. The strength it takes to maneuver with lightning reflexes and offer full range of motion drains the stamina considerably though. The tail whip can be done as a simple snap (tap of the tail button) a "sweep" of one side of the dragon (hold the tail button and press the analog stick to the side for the attack) and a full 360 whip which is done with a tail button press and a full 360 with the analog stick.



**Wing (B1 gust, C2 base, E3 modified, G4 aerial)** – Though you begin to learn to fly in level 2, you cannot use your wings in combat until level 3. At level 3 you can begin to use them to cause blindness in creatures by kicking up dust as a distraction. The stamina drain on the wing flaps is minimal, but so is the initial effect of the wings. At level 4 you can strike enemies with your wings, but they are limited in range and attack. The use of the wing attack is usually for flanking enemies. Rarely are they used as a frontal assault. When modified with the L3 and R3 buttons they can “swat” enemies away and knock them to the ground for average damage. In later levels (6 and up) the wings can be used in aerial attacks.

**Magic (Range A1 – J10)** – Magic is an innate ability in dragons. Though magic is unavailable until level 3, points and abilities may be selected in a desired branch at the outset of the game. Magic will be examined in greater detail later, but for now we can say the first level spells do little damage, but later levels spells are some of the most powerful attacks in the game. An entire range of magic ability is available within the game.

**Aerial attack (B5 base, F8 modified)** – Much like magic, Aerial combat is part of the skill tree a player can upgrade and specialize in. There are a variety of attacks available for the player to choose from, and the use of aerial attacks (including dive attacks) begin in level 6.

**Dive attack (D1 base, G2 modified)** – Though the dive must begin in the air, this is not considered an aerial attack. Aerial attacks are forms of combat that take place in the air. The Dive attack is considered most effective to unsuspecting enemies or those that are prone; from damage in battle or trapped. The dragon gains speed and velocity as it dives out of the air and lunges at a creature on the ground. Considerable damage can be attained with minimal stamina reduction since gravity is used as the primary force in the attack. When the dive attack is combined with the L3 and R3 modifier buttons a thunderous landing can be attained causing a large AOE to all on the ground, blindness from the dust and debris kicked up from the landing and a concussive sound wave from the mass of the dragon hitting the ground. On occasion this modified dive attack can cause creatures to be knocked out.

## Management Systems

As with any game there are systems of tracking a player's abilities within the game itself. In D there are four systems which need to be tracked. The main systems that keep the dragon's full life in balance are Health, Stamina, Magic, and Breath. Health and stamina are shown at all times as they used in every aspect of the game. Magic and breath are shown momentarily when they special powers are used. At any time all four levels can be reviewed within the sub menus. The descriptions of the systems are outlined here:


**Health** – Health is the player's physical accountability within the game when it comes to handling damage. This is the most crucial status that the player must keep track of. Should this value fall below a critical point there may not be enough health remaining to naturally heal and repair the dragon. If the dragon's health is depleted completely the true death comes and a player's game is over (see death system below). Health is tracked by a prominent bar on the screen and every attack on the dragon causes a reduction in the health remaining. As the dragon rests health restores naturally.

**Stamina** – Stamina is used and replenished at a much greater rate than health. The need to closely monitor stamina is important as every attack uses the stamina level remaining as part of the damage equation. The more stamina that remains, the greater the level of damage dealt to the enemy. In addition to damage during basic combat, stamina assists in the speed of travel and flight, as well as the strength of the breath and magic attack the dragon uses.

**Magic** – Where Health and Stamina are used to track a player's "life" and ability to attack, Magic is a charged effect. Over time, the dragon gains strength and confidence as it fights and it can discharge it immediately during combat, or bottle the magic level gained. The depletion of magic occurs based on the level of the spell being cast. As the dragon continues to battle with traditional attacks the magic again rebuild in the system.

**Breath** - Similar to the magic levels, the breath levels appear when the player is engaged in battle and is currently using the breath weapon. As the breath weapon depleats in power, so does the strength of the breath itself. A fully charged breath attack will be at it's strongest, where as a breath attack with a 1/2 depleted breath meter will only cause a portion of the damage. There is not a direct relation to the amount remaining to the % of strength of the breath. a 10% remaining meter may still be 60% of the full strength depending on the level of the dragon.





## Level Systems

With each level the player finished they are awarded up to 5 skill points to spend on the different abilities they want to focus on. Where Health and Stamina upgrade based on experience, there are 4 areas of concentration the player can upgrade with skill points: Breath, Magic, Attack and Defense. Attack skills allow the player to gain combat skills including aerial attack specialization.


Special note about Breath levels – For levels 1, 2 & 3 the player has 1 breath weapon available. During levels 4, 5 & 6 the player can select a second breath weapon to use as well if they want. Levels 7 and up there are three breath weapon slots are available. Though multiple breath weapons become available, the player must select carefully as specializing in multiple breath weapons will use up the available skill points.

## Death Systems

Combat within the game will be unique as death will be faced with finality. If you are defeated in battle (reduced to zero stamina) you will retreat and return to the previous check point, losing riches, stamina, and notoriety. If you continue to fight with low stamina, your health will dwindle faster. Continuous defeat with lower stamina increases your chance of death. If your dragon dies within the game you have faced true defeat and the game is over. Loading a previous save will allow for forward progress again, but in the true “spirit” of the game, this would be a work around and not considered a true completion.

With each battle you will reduce in both health and stamina. Stamina will reduce much faster than your health and if stamina reaches zero you will be forced to flee the battle. This retreat will hinder you during the game with a penalty on your maximum stamina for a set period of time, or a certain number of wins in battle until you redeem yourself. If you retreat, and become reduced to zero with your stamina again you will retreat a second time with bigger penalty on your stamina. This reduction in stamina will continue until the redemption is made with a series of wins, or a period of time passed. With every retreat and penalty on your stamina you will restart at the previous in game checkpoint.

If you are in battle with an enemy and your health reaches zero you will be considered dead. There is no retreat and the game is considered over. You can restart the level from the very beginning, but any progress will be lost and any riches gained during that level will be lost as well. Even your skill points you had spent will be removed. There is no achievement that will be retained if you truly die in game.



## Movement Systems

Outlined below are the traditional movements the dragon will make during game play. The more complex movements during battle are covered under combat.

**Walk/Run** – The movement system for the dragon is based on the pressure sensitive analog stick. Moving the L3 analog stick in any direction will move the dragon forward or backwards and left/right movements will turn the dragon accordingly. Slower movements are dictated by lighter pressure on the stick, while faster movement is allowed with full pressure on the directional stick. When the player uses the directional pad to move the dragon and then presses the L3 button (modifier) the dragon will sprint for a short distance. This sprint will reduce stamina of the dragon a little bit, but will regenerate quickly once the button is released. Walking alone will not reduce stamina in any way.


**Fly** – The dragon's primary source of travel for most of the game is flight. The flight system is based on the analog movement stick and the L2 and R2 buttons. A player will use a rapid succession of L2 and R2 button presses in conjunction with the movement stick to begin flying. Presses do not need to be simultaneous or in any specific order. Simply rapidly tapping the buttons continuously for a few moments will allow the dragon to begin his flight.

Once in the air, the movement stick will allow you to steer the dragon left and right. "Forward" and "back" on the control stick will cause the dragon to dive or climb. The dragon can glide for a while and maintain altitude, but in order to maintain velocity and altitude the wings must continue to flap. While flying the wings can flap independently with little effect on the heading, however when used in conjunction with the analog stick sharp turns can be accomplished. For realism there are two settings the player can select within the options menu: Physics flight and simple flight.

Simple flight will play out similarly to how a canoe and paddle work on the water. It allows for the left wing flap to turn the player towards the left. Sharpe left turns can be made with the left wing button and pressing left on the motion stick. This motion, though easier to "master" it is contradictory to the physics of the dragons flight.

Physics flight is more realistic to the laws of thermodynamics: A wing flap on the left will cause a change in pressure on the left side and an equal and opposite pressure will push the player toward the right. A sharper right turn can be made by pressing the analog stick to the right and pressing the left wing button. Though this is more difficult to master, the realistic approach to allowing the dragon to fly is accomplished.

In addition to the movements listed here for flight there is another maneuver available to the dragon. The aerial roll can be achieved by holding in one of the wing buttons



and pressing the modifier (L3) button. The dragon will roll like a fighter jet in the direction of the wing pressed (regardless of standard or physics flight) as the wing button that is depressed allows for the dragon to drop that shoulder and lean the body in that direction. This aerial maneuver is extremely helpful for beginning the process of a dive attack, or when used in an aerial combat scenario. If the wing button is depressed and pressed again the dragon will begin to flap its wing and the roll will be complete. The simplest of rolls will always result in at least a minimum of a 45 degree angle heading shift.

**Dive** – (Dive attacks are not available until level 6) The aerial roll is one of two ways the player can begin a dive with the dragon. The second way to perform the dive is to simply hold both wing buttons and depress the L3 modifier button, and then the dragon will dip forward naturally into a dive position. Once the aerial roll, or dive has started, a player must continue to hold in the wing button(s) for the direction they have chosen along with the L3 button. As the roll takes place, if the player continues to hold in the wing button(s) and shifts the L3 button forward to a “dive” position the dragon will plummet considerably fast and tuck its wings in to increase velocity. At this point the player can release the wing buttons and use the analog stick to “steer” the dragons fall. Stamina will not be affected by this dive and pulling back the movement analog stick will bring the dragon out of the dive. If the dragon is allowed to dive completely to the ground it will naturally flap its wings to create a dust storm on the ground as it lands safely. The dragon will never nose dive into the ground as it is aware of its abilities and will auto correct to avoid damage. However, if the L3 and R3 buttons are both depressed for the moment of impact the dragon will time its wings to a single counter flap as it lands hard onto the ground. The wing flap counters just enough velocity to reduce harm to the dragon, but not hinder the considerable damage to those in the area of the landing. In addition the wing flap will cause a small dust storm and blind area enemies giving the dragon a considerable surprise attack and the upper hand during most battles.

The dive attack with the percussive landing is considered to be one of the most common surprise attacks for a dragon. His combines with a heavy breath attack is usually enough of an initial attack to insight absolute fear in nearly every creature on the planet. Those dumb enough to stick around are either strong enough to contend with a dragon that can accomplish this complicated movement, or rendered prone with sheer terror.



## Magic Systems

The 5-branched magic system in D is based on a dragon's natural ability to harness the elements of the world as well as their own psychic ability. Each branch is one of the four natural elements with the 5<sup>th</sup> branch being the dragon itself. Each branch has 6-10 magic abilities available within them. As the player is allowed to gain from 1-3 new magic abilities with the start of each level, it is impossible for a player to use every magic spell in a single game.


**Earth branch** – The basic tenet of earth magic is the ability to control the earth and plant life. It is a nature-based magic and is primarily a transmuting magic – a magic that transforms natural elements of the earth. Mud and rock can be formed into golems and used as a fighting army, plant life can entangle enemies, rocks can be exploded like bombs, sand can be agitated and then stopped to create a liquid state and then capture and hold enemies. Complete control of the earth is at your disposal when this branch is mastered.

**Fire branch** – The focus of the fire branch is complete control over the ferocious element that burns and destroys nearly everything it touches. Falling under the category of evocation or creating, fire can be shaped, manipulated and thrown. Heat can scorch and smolder objects at a distance as if they were in a furnace. At the completion of the fire branch the fire deities themselves can be harnessed and controlled.

**Water branch** – Life giving water can heal and hurt – depending on how it is used. Moisture can be drawn from the air to create a life saving elixir or a torrent of flood waters to wash away an area. Being one of the most mutable of the elements you can control the gaseous, liquid, or solid state of the compound and create frigid ice blasts, or scalding steam jets. The variances held within the water branch are satisfying to both constructive and destructive forms.

**Air branch** – The ability to harness the air around the dragon is only the beginning of the powers found in the wind branch. Illusion spells fall in the category offering false creatures, fear spells, space bending and even invisibility. With the ability to control the wind the dragon can summon wind storms and tornadoes as well as create illusions.

**Psychic branch** – The mind of the dragon is powerful and limitless. Where magic harnesses external forces, psychic powers harness internal energies. Mind speak, moving objects, stopping time, inflict pain, confusion or paranoia as well as manipulating creatures physically like marionettes are just the beginning of the powers available to the dragon of this concentration.



## Breath Systems

Each dragon available at the outset of the game has a special base breath attack they can use. Though the strength of the attack is very limited in level one, each level the player completes provides an increase in its power. After level 3 the player can specialize in secondary attacks for the breath weapon as the different glands in the dragon mature. By level 7 a third ability may be acquired as well. The different types of breath attacks available to all dragons are outlined below.


For comparison of the attacks, the damage inflicted on an enemy from the attack and the range of the attack from the dragon's mouth will be measured with a system that follows the formula  $A1$  whereas the first capital letter "A" is equivalent to the damage of the attack ("A" being the weakest), and the "1" is the range of the attack ("1" is the lowest). The various levels of damage and range increases differ for each breath weapon. Some attacks grow in strength and maintain the same range, others increase in range but remain relatively stable in their damage amount. A general breakdown of the breath weapons, and their basic attack ranges are as follows:

**Acid (C2 base, E7 maximum)** – The acid spat in a breath attack is a corrosive fluid which can melt flesh from bone and disintegrate metal. The liquid itself is sought after by potion makers for its destructive capabilities. Sticking to the surface it comes into contact with the acid continues to burn for a length of time equivalent to the level of the breath weapon. The acid continues to burn during the battle after the initial attack is made. All dragons are immune to this type of weapon though.

**Blindness (A1 base, H3 maximum)** – A cone of light emanates from the dragon's mouth causing blindness to all within the breath weapons radius. As a pure concentration of natural energy from within the dragon the magnitude of the brightness is relative to the level of the breath weapon. The higher the magnitude the brighter the weapon and therefore the longer the blindness effect lasts. The pure energy light is particularly damaging to undead creatures.

**Fire (B4 base, J8 maximum)** – Like molten lava itself the plasma like substance that surges from the dragon's mouth with this breath attack can set the air itself on fire. Molten sputum causes a raging inferno in the form of a stream of pure flame and napalm like liquid. The level of the breath weapon allows for the range and attack level of the breath weapon to be increased. This is a truly ferocious breath type.

**Ice (B4 base, J8 maximum)** – Shards of frozen ice crystals or a frozen frost mist is a selection choice this breath weapon allows for. The ice crystals collide and shatter causing glass like crystals to shred an enemy's exterior. The frost attack causes a sub zero cloud of gas to freeze and hinder the enemy with its debilitating chill.



Either can be selected, but the selection must be drained entirely before switching to the other.

**Sonic (A1 base, H3 maximum)** – Pure ear shattering, and mind rattling sonic destruction accompany this breath attack. The sounds of the screech cause confusion and bewilderment in the enemy and at times even paralysis. The pain of the attack stops the enemy in their tracks and drops them to the ground in pain. The length of time the pain and confusion last is relative to the level of the attack. The range at which the sound is most effective increases in range with the level as well. Even enemies outside of the range of the “pain” area there is a chance that fear of the attack will cause them to flee.

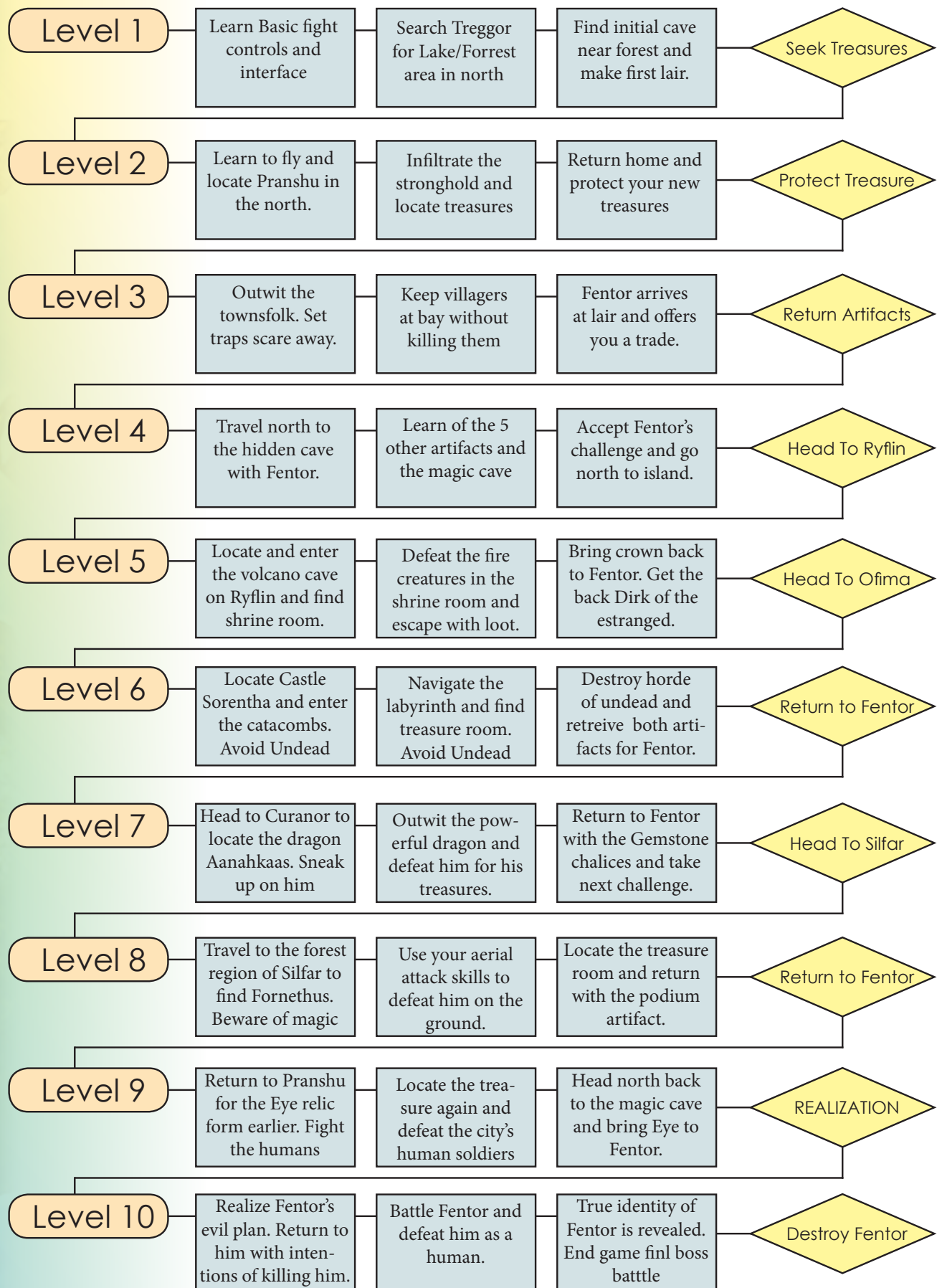
**Toxin (C2 base, E7 maximum)** – A toxic cloud of poisonous gas erupts from the dragon using this attack. The gas can cause skin blistering, nausea, blindness and suffocation in enemies. The level of destruction and possibility of death increases with each level of the breath weapon. The likely hood that the enemy will pass out from the attack also increases with each level.

## LEVELS



### Game World

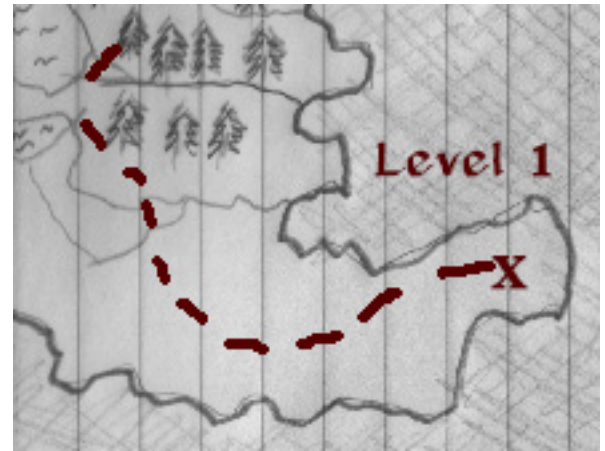
Journey of the hunted will take place within the fictitious world of Duros. Consisting of a large deep water ocean and 5 main continents, the terrain in the world is as varied as that here on Earth. There are lakes and rivers, dense forests, hill sides, mountains, snow covered mountain tops, deserts and swamps. During game play the player will start on the main continent and will travel across that land until they can fly. This main continent is the primary location for a majority of the game as this will be where the player's lair will be. However the levels will lead the player on missions/journeys around all of the different areas. Outlined below are the key points of the different levels.





### Level 1

(50 years time) When the player wakes to the world they will be located on the southern peninsula of the large main continent near the ocean. This is where you will begin your journey to the forest. On your way you will learn and use the basic attacks of bite, claw, tail whip and use your breath weapon. The intro level gives you an opportunity to search for creatures to kill and eat to gain strength as well as an opportunity to get used to the controls and interface of the game.



The goal of this level is to reach the forest. Through a platformer-type experience you must make your way across the peninsula, over the two small rivers, past the small lake, and to the edge of the forest and settle in at the large lake. Among these trees in this forest you must select one of the caves and call it your new home. Along the way you will find a variety of creatures that feast on young dragons so you must fight your way to the cave and seek shelter there.

### Level 2

(100 years time) Now that you have a cave of your own you suddenly feel the need to find a few treasures to sparkle up the place. As you learn to fly short distances, your thirst for the shiny stuff sends you searching the area for any treasure in the area. You search the forest and the plains in the region and you locate a few small towns. As you approach you realize you are certainly not welcome in the area. You need for the riches supersede your fear of the fight.



The goal of this level is to seek out two special artifacts located within the small hamlets of the region. The positive side of this level is you learn to fly, refine your breath weapon (including your first opportunity to upgrade) and grow in size and strength (It's amazing what building a lair can do for a creature like yourself). The downside of this level is this is your first encounter with humans and they are not happy to see you. Once you steal the first artifact you have a bounty on you and hunters begin the search for you.

### Level 3

(200 years time) The hills are alive with hunters. You have taken the local village's prized treasures and nest in their forest eating their game animals. The Journey of the Hunted has begun. You must roam the hills and protect your lair trying your best to not simply destroy the humans. You are an intelligent creature and killing humans is not necessarily the only option.



The goal of this level is to keep the villagers that are out to hunt you at bay, and retain your treasures. Wit and cunning goes a long way in this level as opposed to simply killing off the humans. For every human you kill, two more will come after you. However if you out wit or capture them in traps you set then you may scare some off and eliminate the need to kill the humans. You choose how you approach the level and it will make your mark on the game. The villagers eventually call it quits, but you are then approached by a strange human who possesses no fear of you. The warlock speaks to you and a new journey is offered. In trade, you allow him to return the two artifacts you found and gain something more powerful and impressive.



### Level 4

(50 years time) A fresh start and a home to return to. The warlock offers you a trade: If you bring to him 5 hidden artifacts, you can keep the gold and other riches that are found with the artifacts and store them in your new sanctuary. He tells you of a perfect hidden cave in the north. You can't remain in the cave you were in anyways as you are outgrowing the space, and the

villagers won't be the best neighbors. You agree to travel north and see the cave, and then over to the northern volcano continent.

The goal of this level is to transition from the villager's witch hunt to the new cave to the north. The warlock seems trustworthy, though you could just eat him, the cave is hidden with magic and finding it would be impossible without him. You take the deal unknown if you will keep him alive afterwards. Once you find the cave though you realize the value of his magic and powers.

### Level 5

(Dungeon Run) The first of the five artifacts are said to be within the volcano on the northern most island. You search the mountains and hills fighting the guardian creatures that keep the artifact safe and enter into the mouth of the volcano. With the heat of the lava scorching your skin (and definitely affecting your stamina) you must navigate through the labyrinth of caves and find the sacred shrine.



The goal of this level is very straightforward. You must find the relic hidden within the volcano and escape before the heat takes your stamina. Too long within the cavern and you will lose enough stamina to not be able to retain your life. Once you have the artifact you escape with it and return to the cave of the north. Once back at the cave you are given the next location... From Fire to ice.

### Level 6

(Dungeon Run) The next two artifacts are located in the snow capped mountains of the northwest. Similar to the lava filled caves of the volcano, you now must travel into the snowy mountain and enter the old catacombs of the castle village of the snow realm. Be aware though as the previous inhabitants cursed the region and creatures of the undead variety roam the hills and cliffs...including turned dragon kin. Many battles wait for you in this frigid and fierce environment, as well as within the deep of the castle.



Locate the next two artifacts within the dungeons. Beware the undead creatures as this will severely impact your stamina and push your limits on the true death component. The two artifacts are part of a matched pair and you must find both within the level in order to pass the level.

### Level 7

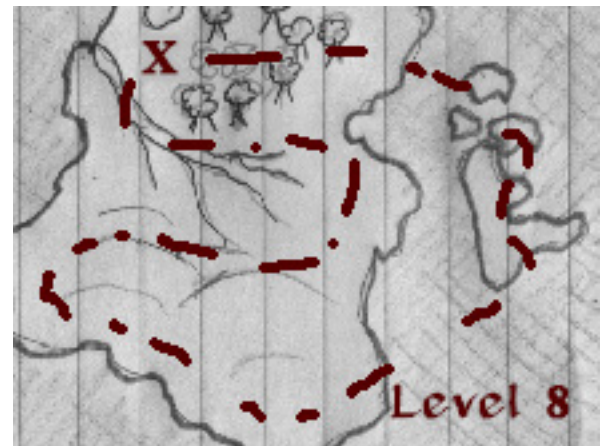
(Dungeon Run – Mini Boss) The fourth artifact is guarded by one of the stronger dragons in the world. The southwestern desert island hold the secret to the location of the artifact... as well as the other dragon who covets it. Part of your end game quest at this point is to vanquish all other strong dragons in the region and retain their treasures. This fight will be difficult as it is to the death. No retreat here.



The goal here is to destroy the dragon and find the fourth artifact. You will have to use a lot of strategy on this one as the dragon will sense you coming and traps will be set. Make your way into the lair, approach with caution and prepare for an epic battle.

### Level 8

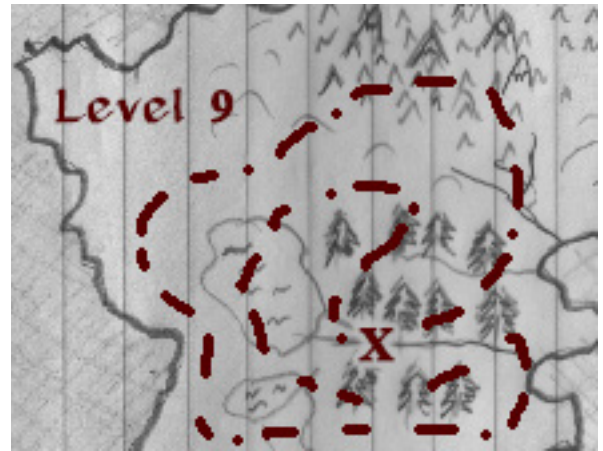
(Dungeon Run – mini boss) The final artifact is held captive by the second strongest dragons in the world. You travel southwest to the main island there and hidden within the forest of this region is the dungeon lair. The magic used by this dragon is the strongest you have faced yet. Stronger than you are, but older and slower, your advantage here is with your flight abilities. Unable to fly this dragon is tethered to the ground. But make no mistake the magical powers it possesses far supersede his need for flight in this battle.



The goal here is to not die and fly away with the final artifact. If you have followed your special power tree fully you should be able to defeat this dragon with a few well placed breath attacks and diving attacks. The difficulty is coming back from the dragon getting the upper hand. Take the artifact back to the hidden cave of the north and see what awaits you there.

### Level 9

(100 years) The villagers have the first two artifacts still and when you are challenged to go retrieve them a second time you start to add up some of the legends and lore surrounding the 7 artifacts of the region. It is here that you realize what your final mission must be. If you retained all 7 artifacts and destroyed the last remaining elder dragon you would be the all powerful beast of the world. You set out to retrieve the final items and once you have them you make your way to the north cave to destroy the Warlock.



The goal here is to find the first two artifacts again. This time the region has changed as a lot of time has passed. Your old lair is now way too small for you to even get into and with nearly 300 years since your last visit you find a lot of the terrain has changes, the village has grown, and you are way more hunted than ever. Do your best to find the final pieces of the puzzle and return to the north with them.

### Level 10

(Final Boss) The truth of the warlock is revealed and with the final two pieces within his reach you realize you must destroy him or be destroyed. As his puppet you have destroyed the area dragons, gathered the special artifacts, and made a notorious name for yourself all while keeping him out of the spotlight. You are the patsy of his ruthless power seeking and will now take the fall if you do not vanquish him yourself... but the real truth is to be revealed...



The goal here is to win. The final stage of the story is now set and you must use all of your powers and strength to destroy this dark warlock. No village to save. No princess to free...this is a fight for your own survival.

## Level 6 Walkthrough - The Castle Sorentha

“...Fentor thanks you for the artifact and allows you to bring the “Dirk of the Estranged” with you on your next adventure as the ice creatures in the north can be very overbearing and difficult to defeat. Travelling to the Ice Mountains of Ofima, the next two artifacts are located within the abandoned Castle Sorentha within the snow covered hills of the desolate continent. The caves and catacombs of Sorentha are similar to the lava filled caves of Ryflin; there is a large network of passageways to explore with countless creatures to battle within them. The one difference with this region compared to the rest of Duros is the previous inhabitants cursed the region and creatures of the undead variety roam the hills and cliffs...including turned dragon kin.”

The sixth level of the game takes the player to the northwest region of the map into the ice covered hills of Ofima. Here they will navigate the craggy mountain side in search of the abandoned Castle Sorentha.

Hidden deep in the caverns of the castle are the next two artifacts on the list from Fentor: The Tome of Nilesch, and the Tears of Vanuth. Both of these items are explained in detail with their history later in this document. Once the player finds the castle the entrance to the catacombs is very easily found. Once inside of the catacombs the true level begins.

The castle catacombs are an extensive network of caves and passageways. These passageways are the puzzle of the level: a maze. The twisting corridors and cavernous areas wind and turn through the underground network beneath the Castle. Hidden within these caves are countless undead creatures that you must battle. Though the walls and corridors are large enough for you to navigate around in, there are very few rooms in which you can actually fly. As you enter the catacombs there will be a series of paths to choose from. Though there are many selections of pathways, they all intersect and create a network of winding pathways that equate to very few true passageways to the target rooms: the Temple room and Treasury.

Scattered around the various rooms of the level are different groupings of creatures, most of them are undead. There are skeletons, wraiths, and very young dragons. In order to complete the level the player must destroy all of the wraiths in the temple room as well as the dragon kin in the treasure room. Once on the other side of the treasury the exit path will send the player out to the hills again.



## **ENEMY CHART (in order of strength)**

BASIC ENCOUNTER: Various creatures that are traditionally found within a cave are met along the way. Swarms of bats, large rats, and giant spiders all are prevalent within this underground cavern. Though they are normally quite benign and easy to kill, most of them have been infected with some sort of illness that may harm the stamina of your Dragon. All of them can be eaten to add to your health though, but they must be eaten alive. Damage taken from these creatures are relatively small and even if infected with their illness, the return on eating them is generally greater than avoiding them.


SKELETONS: There are two types of Skeletons within this dungeon; Skeleton Lord and Elite Skeleton Lord. Both skeletons will engage the dragon upon seeing it and will fight till the death. The Skeleton lord will charge the dragon with either a sword or an ax and hack at its hide until killed. The Elite Lord will stand at a distance and fire a flaming arrow at the dragon from afar.

All Skeletons have a 1 in 10 chance of inflicting a disease on the dragon which will impair the health regeneration rate for a limited amount of time, as well as impact the stamina regeneration rate. The illness will subside on its own and eventually the health and stamina will return to normal regeneration rates.

WRAITHS: There are three different types of wraiths in the caverns; the wraith, and the Wraith King. The third type, the Spectre Wraith, is only within the Temple Room. All of the wraiths are dangerous creatures in that they drain health from the Player based on proximity. The closer they are, the stronger the drain on the character. The Spectre wraith drains Health, Stamina as well as Magic ability so they are extremely dangerous.

Wraiths are found in small groups of 2-5 creatures. There are never more than five in a single instance as there would be limited life available for them to drain from any given creature. Very difficult to detect, and even harder to strike, the wraith is an apparition that is seen as a pair of glowing eyes and covered in darkness. As the player encounters the wraith Breath and magic attacks will not work on the creature. Only standard melee attack will affect them.

DRAGON KIN: The dragon kin within this level are fierce and ready to fight. The dragon kin are similar to dragons, but not nearly as strong or as intelligent as you are. They are relatives of the dragon race, but not actually full blooded dragon. They are most likely the spawn of rogue dragons and giant lizards. They do not have the ability to fly, even though they do have wings. They can attack with a bite, claw and tail attack as well as a breath weapon, but do not have any magical abilities.



There are young dragon kin in the caverns (about half the size of your dragon) and the treasure room is guarded by the undead Dragon kin and will fight very ferociously to protect its treasures. The undead dragon will fight with a similar drain on health as the wraiths do, but this is the only difference between the two types. Also, the size of the undead dragon is much larger than that of the young dragons found alive within the cavern.

### **Setting/Description**

A majority of the textures and maps for this level will be of stone and dirt with a few areas of the castle foundation showing as the ceiling of the rooms. There will be a lot of frozen items covered in ice such as old weapons and armor, scattered bones and other debris. The area will be dimly lit and considered “dark” by creatures that are normally nocturnal (bats, rats, etc) and they will scatter about harmlessly to add to the underground feeling of the level. There will be small patches of frozen water, but for the most part the area is relatively dry.

There are 7 main concentration areas of different types of creatures within the level. Though any of the creatures can be found throughout the level, the areas indicated on the map will have a higher concentration of those creatures centrally located to that region.

In addition to the 7 battle rooms there are two plot point rooms for the player to discover. Though the two rooms are semi-connected, the rooms are separate in that the temple room it is ornately decorated and designed to be more of a reverent and holy place, where the treasure room is filled with a variety of riches that are scattered throughout the room.

In addition to the Battle rooms, standard encounters, and Plot locations there are also a handful of breakable walls within the level. Though many of them are mere roadblocks to a location that is available via another route, the player may discover them as destructible and use them to navigate around the maze/level a bit easier. Every wall will need to have a magic spell or breath attack applied to them before they become brittle enough to destroy with a claw or tail attack, but the discoloration in the map on the wall will be enough of a “tell” for the player to recognize it as different and destructible.


Once inside the cave at the entrance the player is immediately faced with an encounter of a standard enemy type (randomized) as well as a decision: Right or Left. Should a player gravitate more to the Left when they enter the level, and stay on the northern path they will run into their first encounter of Wraiths and eventually enter either the Wraith hall, or the Dragon Kin area. The Wraith hall will be reached



first and is inhabited by a variety of specters and ghouls. Breath weapons and magic will not work on these creatures, but the “Dirk of the Estranged” seems to work quite well. Though the dragon is not necessarily adept at wielding a weapon, simply having the dirk around your neck hanging from a rope seems to add to your ability to not only see the apparitions, but your ability to actually strike them and cause damage.

Just off to the north of the Wraith hall is the area where the Dragon kin are located. The dragons are flesh seeking monsters with little to stop them. Though there are not many of them, they are quite powerful, and some are quite large. They still have their breath weapons, but will not be able to use magic as they are not full dragons.





Their bite and claw attacks will drain your stamina considerably as they have a poisonous bite similar to the komodo dragon. The toxin will course through you and cause paralysis if you are bitten too many times. Their claw attacks do considerable damage as well and can cause an infection (not always like a bite does, but a 60/40 split on causing a stamina drain).


Both of the paths available twist and turn around through the cavern and eventually lead to the same pathway as if a player stayed to the right upon entering the caverns. If a player chooses to stay to the right when they first enter the caves they will come to a wall that is destructible. On the other side of this wall is a path to the first concentration of real enemies, aside from the standard encounters. They will encounter a group of Skeletons. Undead and ready for battle these creatures are pretty much brute force enemies that will attack until they die with no special attack skills at all. Some of them will fight with hand to hand weapons and others will fight from a distance based on the type of skeleton.

South of the Skeletons is another destructible wall they can destroy and pass through, or a series of corridors with or random standard enemies. If they pass through the destructible wall they will encounter a second group of skeletons. Off to the left from this second group of skeletons is the Temple of Sorentha and the Spectre Wraiths await the player for the first round of the boss battle for this level.

Once in the temple room and the treasury there will be shafts of natural light coming through the ceiling to add to the mystery of the rooms. They are connected by a large open passageway which allows you to see the enemies on the other side once you enter the room. You can see the collapsed entrance way to the former castle as well as the remnants of the stairs that once brought the inhabitants down to the temple and treasury. To the back side of the room you see at least two exits.

The wraiths that occupy this area are similar to the other wraiths of the level in that the Dirk allows you to see them and cause them harm with your bite and claw attacks, but your breath and magic weapons do not harm the creatures. In addition to this level of difficulty, the wraiths cast a fear spell which can cause a stamina drain as well as a traditional attack that will drain your health. The wraiths fight hard to protect the treasures of the temple, but once you defeat them all the treasure is yours for the taking.

Though the room is filled with gold, jewels and fanciful suits of armor, there are only two treasures that you are truly after: The "Tome of Nilesch" and the "Tears of Vanuth". The two items are easily carried in your claws as you set out to leave the cave, but on your way out you are greeted by a final mass of goblins ready to attack you and steal back the riches and treasures you came to gather. You work through this



final battle to defeat them and as you exit the cavern you are blasted by the bitter cold of the south side of the mountain. As the wind whips in from the outside you prepare for the journey back to Fentor with the next two items.

### **Treasures**

Two of the most important assets that will need to be developed for this level are the actual artifacts you have come to discover.

**“Tome of Nilesch”** - A large book that is ornately decorated and quite large. The red leather bound volume is filled with old, tattered pages and has a large satin bookmark tucked in between its pages. The item is decorated with golden corner protectors and a large iron clasp lock to keep the contents inside secret and safe.

It is said to contain the written words and unanswered wishes of the Banished King of Nilesch of the 12th Kingdom. Legend states that when the book is placed upon “The Sacred Alter of Nilesch” the reader is granted the unspoken wish of the King. Different rumors of what the wish could be range from untold riches, the power of flight, and even immortality.

The true result of the pairing of the Tome with the Alter is that the tome reveals the hidden location of the Glass City of Garitel—which is home to the only remaining location of Harmony crystals in the entire world of Duros. These crystals are needed for a variety of conjuring spells cast by only the most elite wizards to summon creatures from all different planes of existence. They are extremely rare, and highly sought after.

If the location of the Harmony Crystals can be found that the wielder of this knowledge will find a bounty of income from selling just the information of the location. If one were to actually find and/or mine a crystal for them, it is nearly a priceless item that an entire township’s treasury couldn’t afford.

**“Tears of Vanuth”** – A large glass vial contains the fallen tears of the fairy folk. It glows a soft greenish yellow glow at all times and is about the size of a dragon’s egg. The glass vial is wrapped with ornate golden cording and has ruby encrusted stopper that is held into place by a thick wrap of similar gold cord.

The tears were collected from the Gæliân (Je-LEE-Yun) fairy folk of Vanuth during the banishment of their kind during the mining exploration raids which occurred during the 3rd Reign of the 12 Kingdoms. The Gæliân were an atypical breed of fairies that lived in a symbiotic relationship within their land—unlike any fairy relationship ever before them, or since. The animals and plants of that region communicated naturally with the fairies and they worked in unison to protect the land, and each other. The fairies would even call the rain or the sun for the plants as needed,



and warm the air, or bring clouds in as needed for the animals.

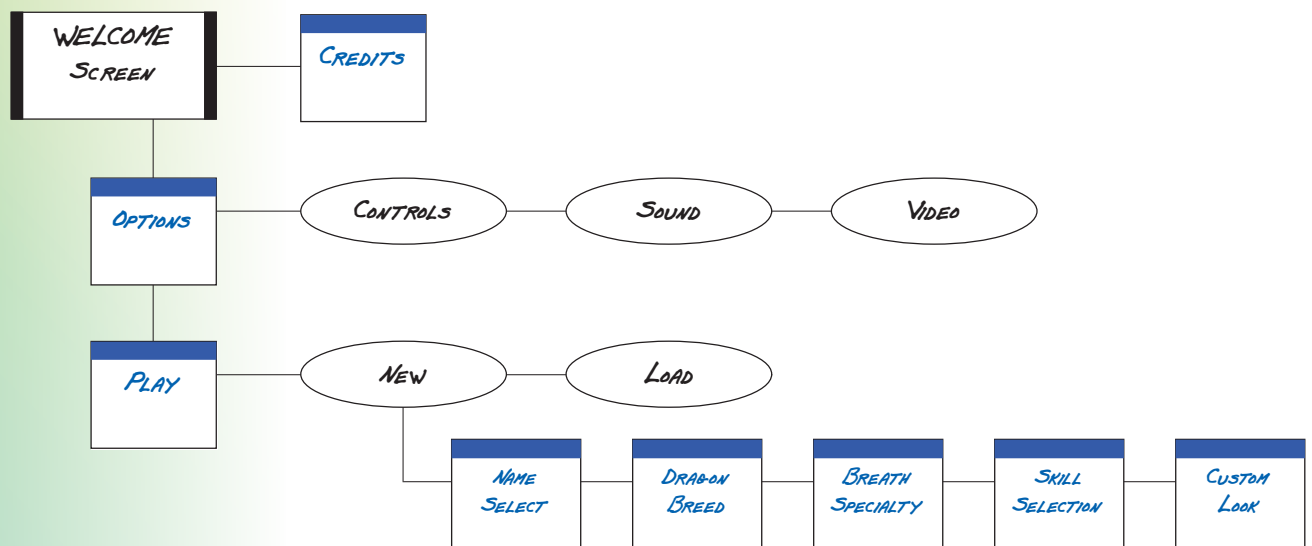
Their homeland is a particular region of Vanuth that is a naturally rich region bountiful with gemstones and is usually the “go to” place for mining many varieties of gems. The hills of this region are filled with natural stone crops filled with rubies. These rubies echo the natural energy of the fairy folk and though the rubies may be removed from the region, the fairy magic never actually leaves the rubies. It is said that when any intelligent creature ingests the Tears of Vanuth from a goblet made from unpolished ruby, the ability to speak with plants, animals and even nature itself is given to them. The effect is not permanent, but it last for a long enough duration to make the vials of tears, and a stone goblet a sought after treasure.

## Interface Design

The interface of the game will be simple and limited drawing on the success of the interface design of Skyrim. The on screen display during the game will be limited to a health and stamina bar as well as a simple overview map of the location of the dragon in the world, or in the level the player is exploring.

The sub-screens for starting the game will be a little more complex and they are outlined here in detail. The flow chart shows how the player would navigate through the different menu systems for starting or loading a game.

The welcome screen gives a player the option to either play the game or set the options for the game. The game credits are also available here as opposed to an end game feature. The sub screen to the options allows a player to dial in the exact audio and video settings for the game itself. These settings will change the brightness or audio and save with the game alleviating the need to adjust the television screen and audio settings. It gives a more finite setting than the viewers television may offer.



The entire sub-screen menu system in the opening sequences of the game shows various images of different dragons and settings within the game. Different settings will show up as high resolution images in the background for each visit to the menu screen. There will be a collection of 25-30 images available for each menu screen and they will be loaded randomly so players will have a different setting each time they access the screens.

Welcome Screen -  
Navigates to "Play" and "Options"



Welcome screen loads a variety of images in a slide show displaying various levels and stages of dragon development.

Example image provided by  
<http://dbystedt.wordpress.com/page/5/>

Options Screen -  
Navigates to "Controls", "Sound" and "Video"



Scenery settings of the world are the backdrop of the options screen. Various landmarks and townships are shown with each new load.

Example image provided by  
[http://www.reddit.com/r/pics/comments/18ie97/a\\_snowy\\_castle\\_in\\_spain/](http://www.reddit.com/r/pics/comments/18ie97/a_snowy_castle_in_spain/)

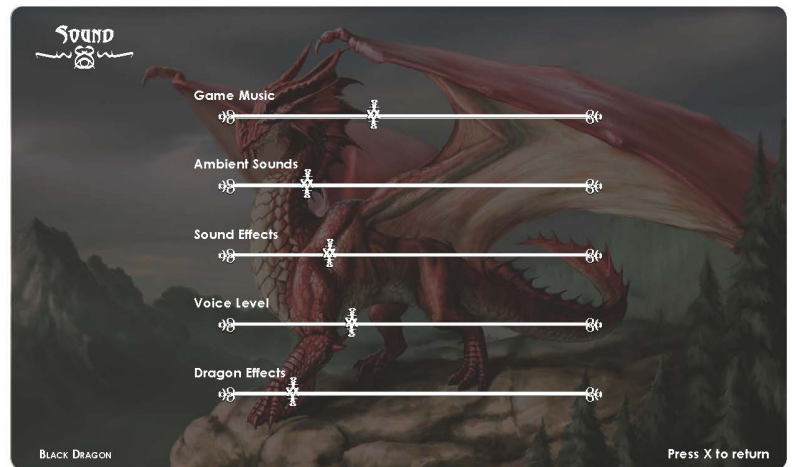
The sound and video options screen shows the same background images behind the controls as well and the player will see a variety of dragons and scenarios they may not see in game.

The Sound screen will allow a user to adjust items such as the in game music, in game sound effects, ambient sounds (such as birds, the wind in the trees, animals in the wilderness etc) voice level of the human characters in the game and the dragon sound effects (breath, wing flaps, roars, grunts etc).

The video option allow for the player to dial in the brightness an contrast of the game as well as adjust the white balance and color balance. In addition to the colors and white balance, the depth of black can also be altered as well. By adding a deeper black to the game and "crushing" it, shadows can overtake the game more and it adds an overall cinematic feel to the entire game.

Also on the options screen is the menu for adjusting the play controls. There is a standard layout, and an inverse layout as well as a button layout catered to a breath weap-

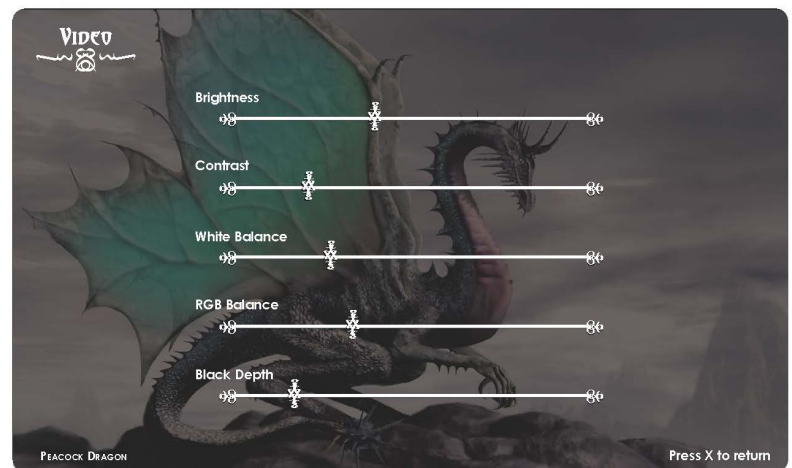
Sound Options  
Select various input settings



This screen allows you to select the different levels for the sound effects in the game.

Example image provided by <http://www.tiltfactor.org/games-and-art>

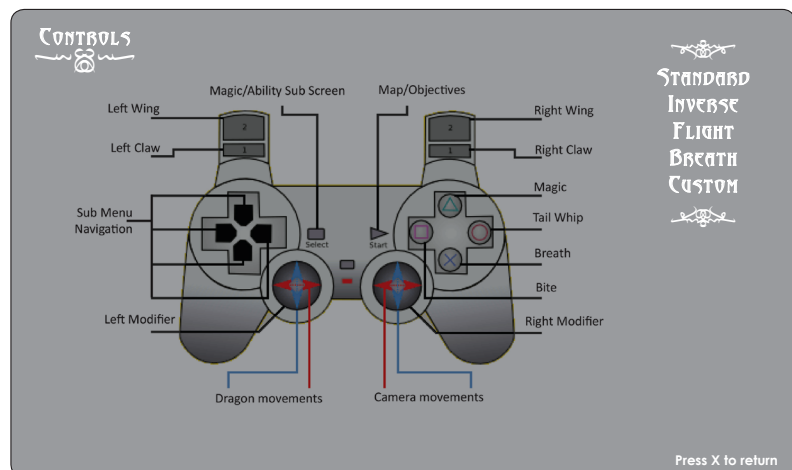
Video Options  
Select various input settings



This screen allows you to select the different settings for the video input and output on the television.

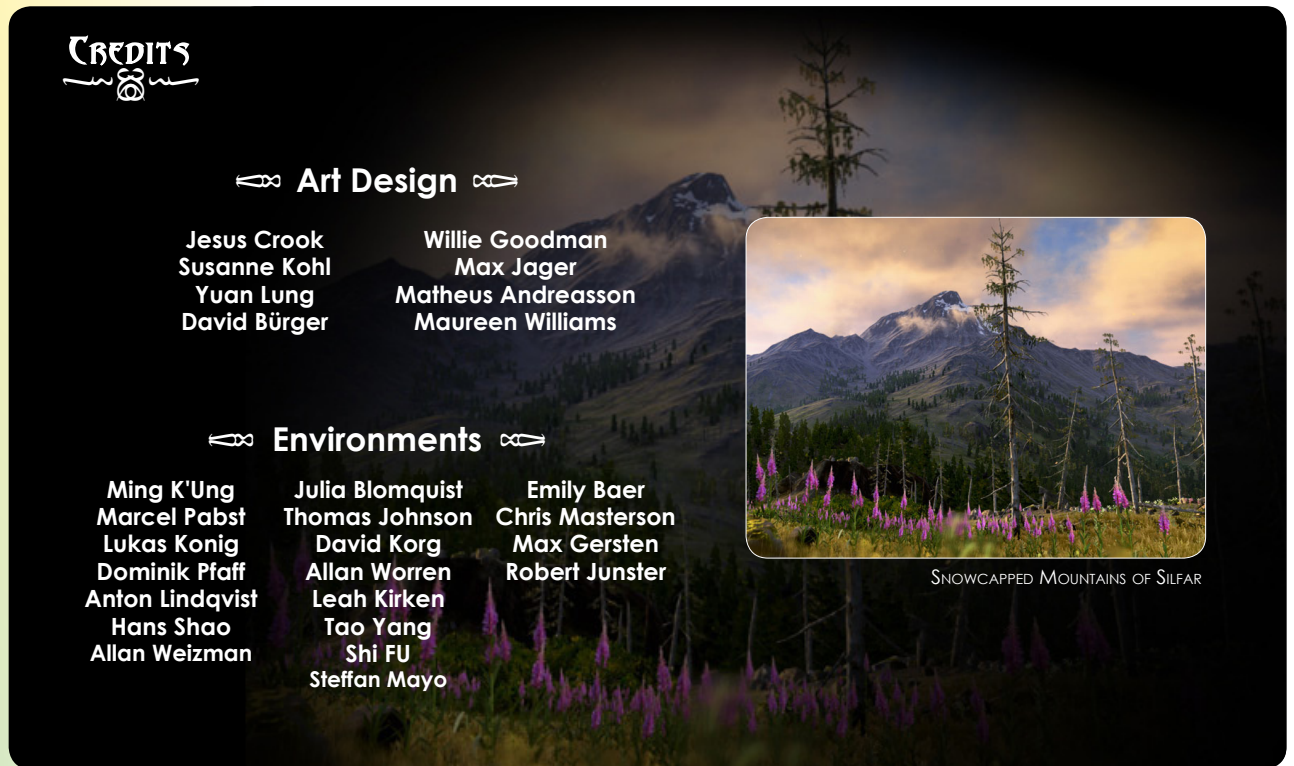
Example image provided by <http://www.wallcg.com/butterfly-dragon-3d-art-it-gallery-it-desktop-free-139111/>

Controls Screen  
Select various input settings



The control screen allows you to select different settings for the input device, or set up a custom setting

Credits Screen -  
Navigates to "Controls", "Sound" and "Video"



The Credits screen will roll the credits with a slideshow of various in-game settings displayed in a window off to the side.

Example image provided by  
<http://www.geeky-gadgets.com/unigine-valley-benchmark-unveiled-video-15-02-2013/>

on and a flight ability depending on how the player plays. There is also a custom assignment option to truly customize every button on the game pad.

If the player watches the credits they will see a majority of the game play levels along side of the staff employed to create the game. Similar to the rest of the settings and adjustment screen, the player will see the images of the different levels and areas of the game here as well. There will be a large background image covering a majority of the screen and then a smaller, brighter image as the actual "image" on screen. There will always be two images for each panel of the credits, and they will always correlate. They may not always be the same image, but they will definitely be related. There will be action shots of the different types of dragon in a game play setting. Also included in the credits slide show, and not in any of the other menu settings, are the still images and high res renderings of the different artifacts. Images of dragons using the breath attacks on various enemies as well as magic spells will also be shown.

In addition to the "credits" and "options" menu selections there is a "play" selection. The player will enter the game through this link and be given the option to load a game or create a new save file. If they select load a list will appear of the previous



save games and the player will select an item and go to that game. If the player selects "new" however, the game will take the player through a five step process to create their new dragon.

Play Screen  
Begin new game, or load previous game



The Play screen allows a player to load a previously saved game, or start a new game

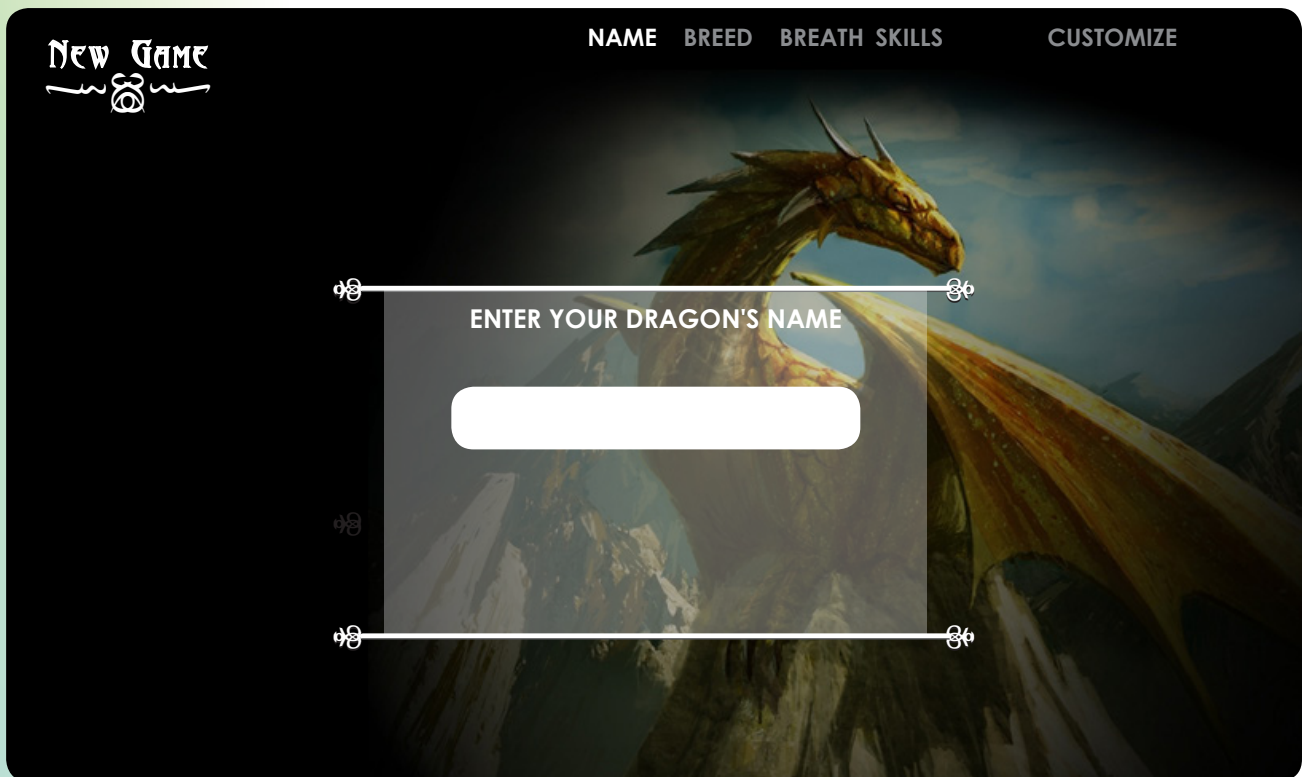
Example image provided by <http://dbystedt.wordpress.com/page/5/>

The first screen served up to the player is the "name" screen. This is where the player will name the dragon. Ideally the player will not have to rename their dragon, but should they choose to they can adjust the name from the in game screen. This setting is just an aesthetic setting and does not affect the game play at all.

Once the player enters the name and accepts it from the on screen display they will be taken to the second step in the process.

#### New Game

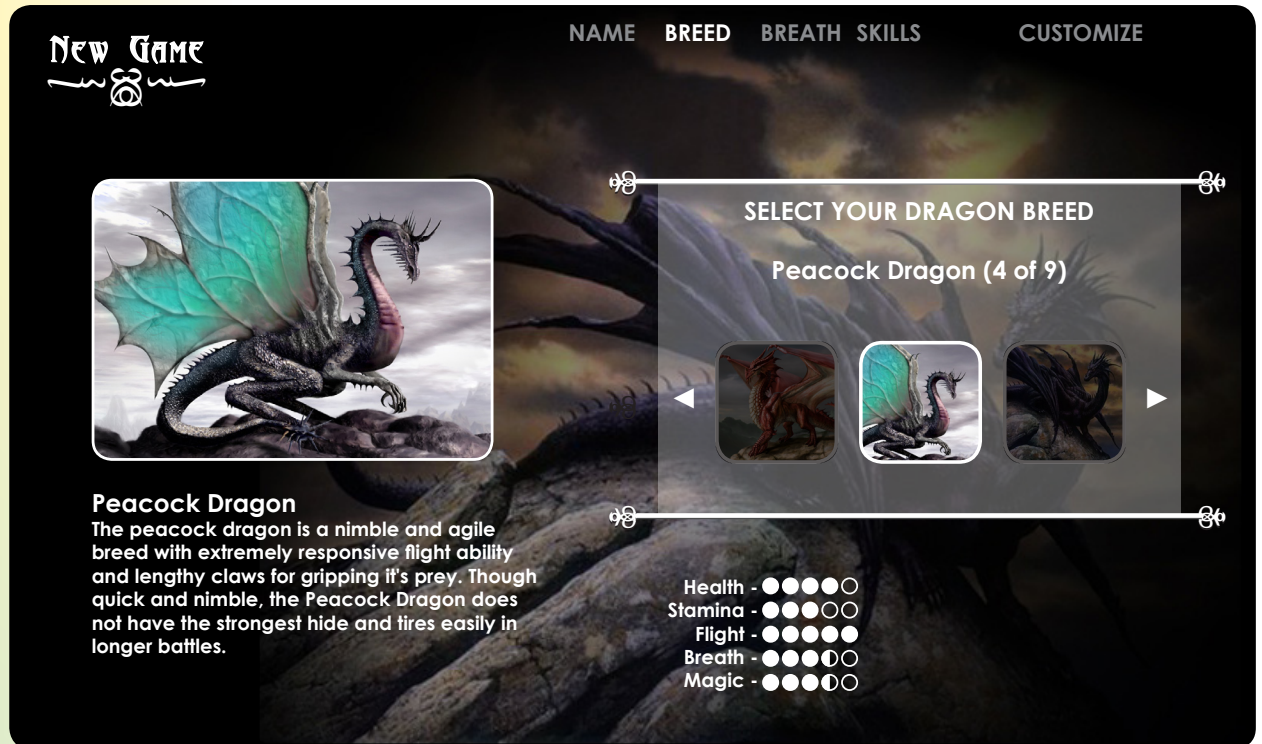
Begin the 5 step process to load a new game



The New game screen walks a player through the process of starting a game from scratch.

Example image provided by <http://www.wallsave.com/wallpaper/1920x1080/sword-art-onlineelements-dragon-wp-content-painings-1111175.html>

New Game  
Begin the 5 step process to load a new game



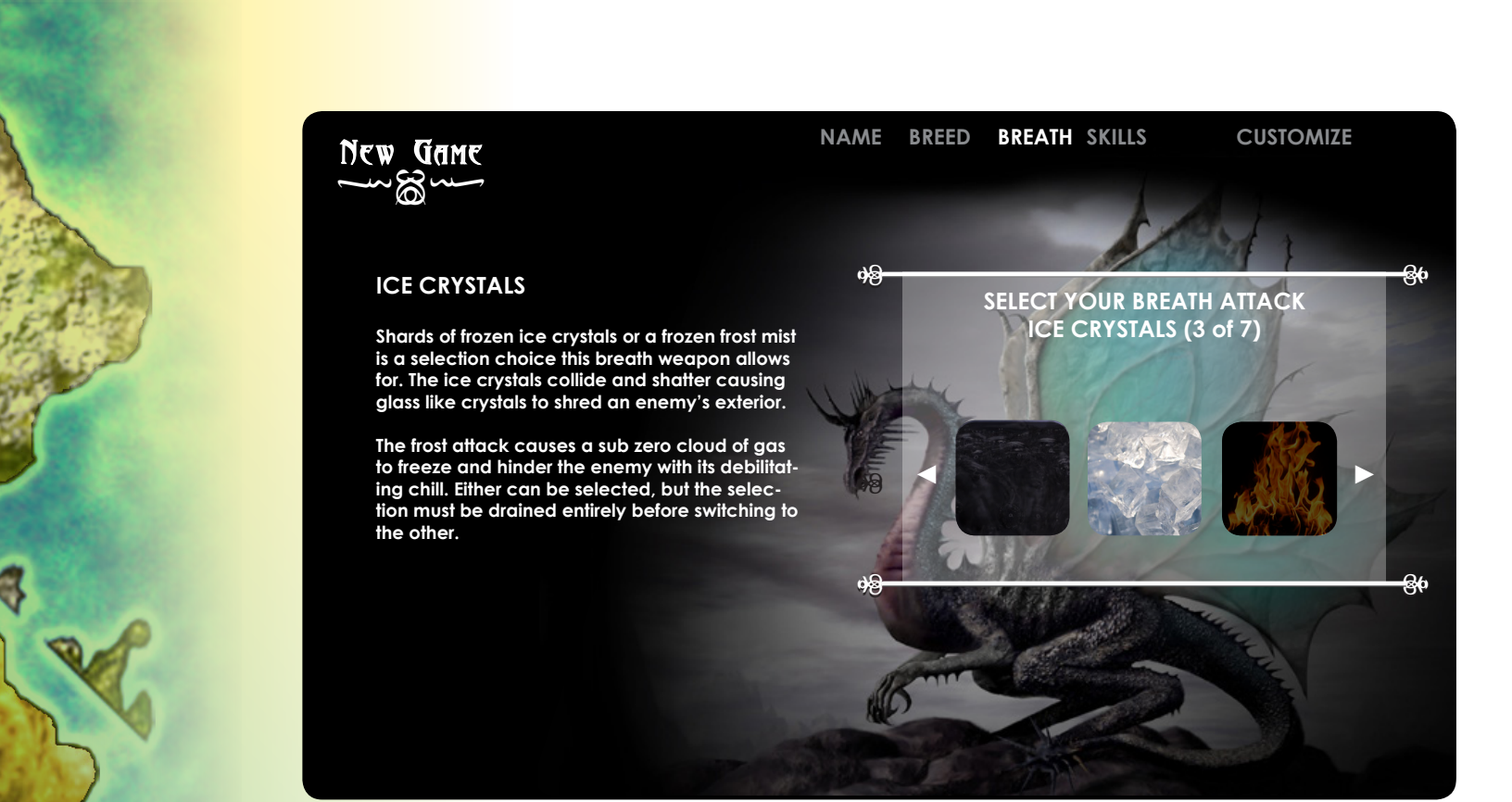
Breed selection allows players to select a dragon type based on the different skills each dragon offers

Example image provided by <http://s493.photobucket.com/user/rogerkat23/library/?sort=3&page=6>

The second step in the process is the breed selection window. This gives the players an overview of the different dragons available to play as. There is generalized render in image of what the dragon looks like on the left side of the screen. Below this image is a little blurb and history about the dragon itself.

To the right of the dragon image is the selection window. The dragons roll across the screen from left or right in a full circle and the option in the center highlights for the "active" selection. Just above the thumbnail image is a counter showing the total number of dragons they have looked at and where they are in the list. This helps players easily identify the dragons by number or image so they can scroll through the list to make a selection and compare the different settings as needed.

Below the scroll wheel of thumbnails is a general overview of that particular dragon's base stats. These refer to the health level regeneration rate, the stamina regeneration rate, the flight combat ability, the breath regeneration rate and the magic regeneration rate. Some dragons are more adept than others in certain areas and these skills are highlighted here for the player to review before making a final selection.



Breath attack selection allows you to choose your first breath attack weapon. Additional breath attacks will come later.

Example image provided by <http://s493.photobucket.com/user/rogerkat23/library/?sort=3&page=6>

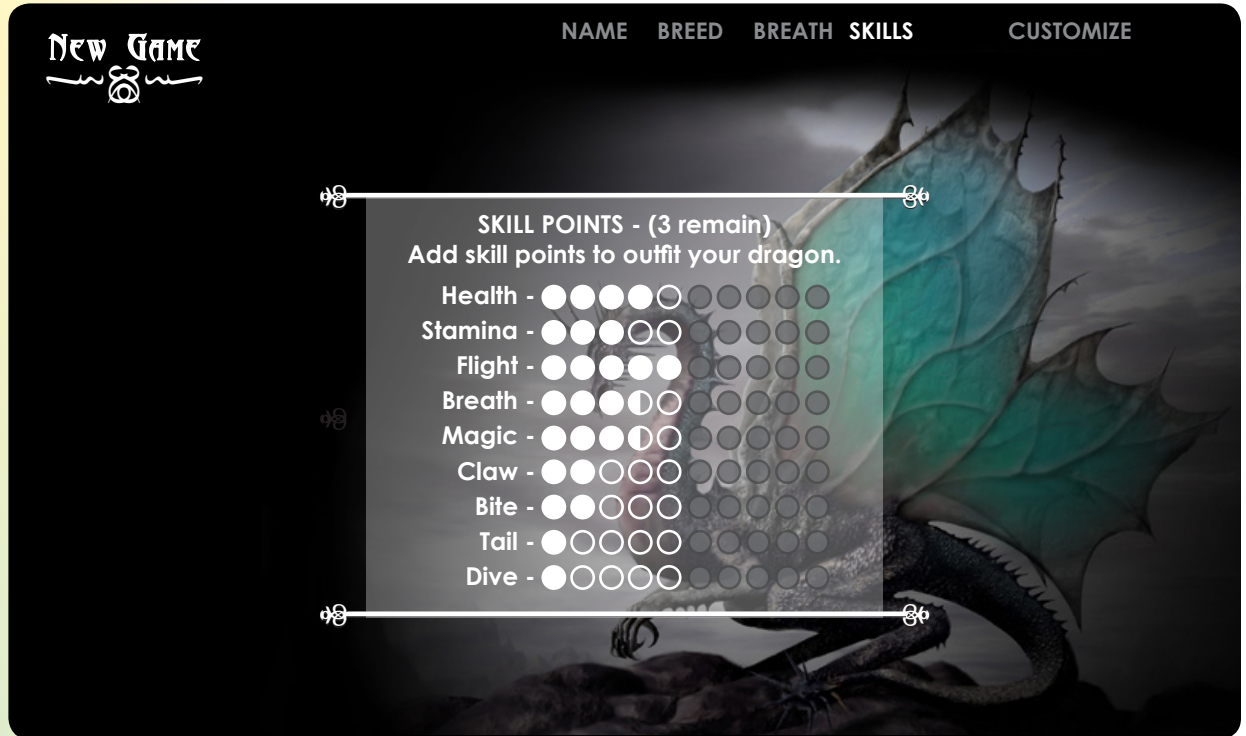
Once the player accepts the dragon type they are moved to the next step in the process. This step allows the player to select their first level breath weapon. Though the player is not able to use the breath weapon right away, this is the preliminary breath weapon specialization the player will select.

This screen also gives the player an overview of the different breath weapons available as there is the ability to choose up to two more by the end of the game. Similar to the dragon review this screen has an overview area to the left, and a thumbnail cycle to the right.

One of the other features players will begin to see on this screen is that the background image will remain static and highlight the dragon the player has chosen to play as. This same dragon image will remain with the player for the remainder of the set up screens.

Once the player has selected the breath weapon they want to align with they will accept the selection and move to the skills menu. Here is where the players will be able to take their initial skill settings and add five additional skill points to whatever areas they want to concentrate on for their style of game play. There are 9 skill areas here to concentrate on; 4 more than the original five shown on the dragon type

New Game  
Begin the 5 step process to load a new game



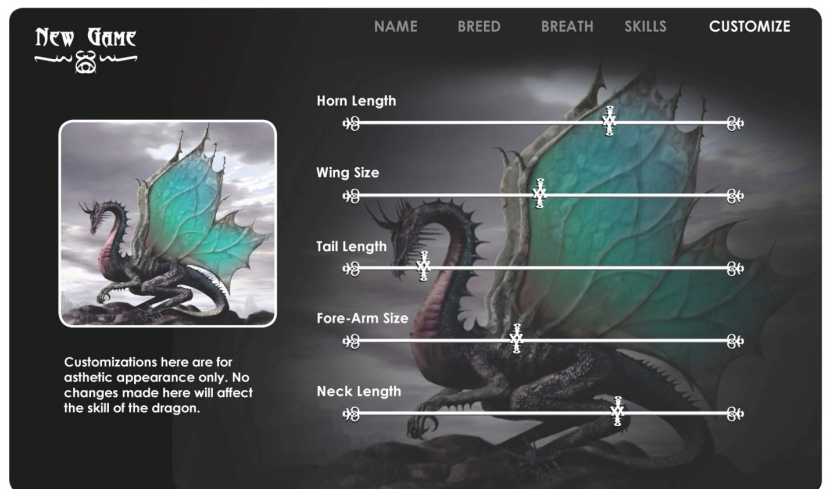
Skill Selection allows you to specialize in different skill areas for the beginning of the game. Skill points are spent all through the game to level up a player's dragon.

Example image provided by  
<http://s493.photobucket.com/user/rogerkat23/library/?sort=3&page=6>

selection screen. Claw, Bite, Tail and Dive all add to the player's specific ability in that combat skill. All 4 of these areas start with a single skill point and the player is only allowed to increase the existing to a maximum of five at this point in the game.

The final screen is the customization screen which allows the player to adjust physical components of their dragon. These settings are aesthetic only and do not affect game play.

New Game  
Begin the 5 step process to load a new game



Skill Selection allows you to specialize in different skill areas for the beginning of the game. Skill points are spent all through the game to level up a player's dragon.

Example image provided by  
<http://s493.photobucket.com/user/rogerkat23/library/?sort=3&page=6>

## RESEARCH

### Budget

With a modest release target of a 25,000 units sold the game will hit a huge audience for an initial IP release from a start-up company. If we use these hypothetical 50,000 units as a baseline number to target our budget, we can work on a sales figure of \$1,250,000.00 dollars, gross to calculate possible budget figures. With this figure as a benchmark to begin a budget on we must consider the net profits from the sales of each title.

If the title is to be sold for \$50.00, the company will only recoup about 70% of this dollar amount. The other 30% would be earmarked to marketing, wholesale purchasing from retailers, distribution, and other unforeseen losses such as breakage, theft, costs of goods sold, and promotional giveaways. Working on a 70% recoup on a \$50.00 title and using our 50,000 unit benchmark we can work with about \$875,000.00 as a total net income on the initial title.

Now that we have an earmark of \$875,000.00 as the potential income from the sales, we would have to work within 70-80% of this total as a budget to still receive a modest return from the initial 25,000 units. Our ceiling budget to produce the title should then be around \$656,250.00

In determining which engine to work with we will review the costs for each engine as published on their respective web sites. Using the royalty calculations figures released on the Unreal web site for using the Unreal Engine the licensing fee for the game would be \$300,000.00 based on the \$1,250,000.00 sales figure. (25% of the profits after the first \$50,000.00) By comparison, Unity Pro is a seat license available at \$1500 per seat. This does not, however, cover the costs of the console development add-ons which are available to registered console developers. At this time the costs of such a developer license is unavailable.

In addition to the engine licensing, there will be the registration of the software suites for the creative department. For Adobe Creative Cloud each seat is available for \$50.00 per seat, or \$600.00 annually per seat. In addition to Adobe software and the engine, each seat will require a collection of office software titles. Going open source will allow us to save money on a per seat basis so OpenOffice will be the product of choice for word processing, spreadsheet development and presentation creation. In addition to the software, hardware and operating systems will be needed for each individual. A breakdown of a current workstation build from newegg.com is detailed on the next page.

Standard Workstation Purchase (hardware)	
HEC Blitz Black Steel Edition ATX Mid Tower Computer Chassis Gaming Case w/ Front Blue LED 120mm Fan & Top 120mm Fan	<b>\$54.99</b>
Model #:66RCBB	
ASRock X79 Extreme6 LGA 2011 Intel X79 SATA 6Gb/s USB 3.0 ATX Intel Motherboard	<b>\$219.99</b>
Model #:X79 Extreme6	
GIGABYTE GV-N670OC-2GD GeForce GTX 670 2GB 256-bit GDDR5 PCI Express 3.0 x16 HDCP Ready SLI Support Video Card	<b>\$334.99</b>
Model #:GV-N670OC-2GD	
CORSAIR HX Series HX750 750W ATX12V 2.3 / EPS12V 2.91 SLI Ready CrossFire Ready 80 PLUS GOLD Certified Modular Active PFC ...	<b>\$99.99</b>
Model #:CP-9020031-NA	
Intel Core i7-3930K Sandy Bridge-E 3.2GHz (3.8GHz Turbo) LGA 2011 130W Six-Core Desktop Processor BX80619i73930K	<b>\$569.99</b>
Model #:BX80619i73930K	
G.SKILL Ripjaws Z Series 32GB (4 x 8GB) 240-Pin DDR3 SDRAM DDR3 1600 (PC3 12800) Desktop Memory Model F3-12800CL10Q-32GBZL	<b>\$309.99</b>
Model #:F3-12800CL10Q-32GBZL	
Seagate SV35 Series ST1000VX000 1TB 7200 RPM 64MB Cache SATA 6.0Gb/s 3.5" Enterprise Internal Hard Drive Bare Drive	<b>\$74.99</b>
Model #:ST1000VX000	
ViewSonic VX2370Smh-LED Black 23" 7ms (GTG) IPS-Panel HDMI Widescreen LED Monitor frameless design Built-in Speakers	<b>\$169.99</b>
Model #:VX2370Smh-LED	
Microsoft Windows 7 Professional SP1 64-bit - OEM	<b>\$139.99</b>
Model #:FQC-04649	
<b>SUBTOTAL: \$1,974.91</b>	

In addition to the \$2,000<sup>00</sup> per seat cost for the hardware and operating system we must include the additional software cost of the \$1500 game engine fee, as well as the \$600<sup>00</sup> (per year) fee for the creative cloud software for a grand total of \$4,100<sup>00</sup> per seat per year. Estimating a team size of 12 employees working on computers with this configuration and you have a grand total of \$49,200<sup>00</sup> for the first year, and an additional \$600<sup>00</sup> per month for the creative cloud after the first year is complete. This does not include the cost of the furniture and office space for the workers or the additional non-creative work stations for non developing employees.

Based on previous calculations this gives us about \$610,000<sup>00</sup> to work with for employee wages and office space/furniture/utilities/insurance and other overhead costs.

## Schedule

Basing estimates of a 12-14 person team to build the game over the course of 18 months, we can calculate the schedule to roughly look like the table below:

Scope	Month	Tasks	Persons	CEILING Budget
Pre-Production		Story, character, artwork, rules, game balance		\$ 15,265.30
	November 1, 2013		6	\$ 15,265.30
	December 1, 2013		6	\$ 15,265.30
	January 1, 2014		8	\$ 20,353.80
Production		modeling, texture, level design, rigging, environment, sound, script, asset creation, game balance, voice over, marketing, advertising, testing, web site design, cinematic, lighting		
	February 1, 2014		10	\$ 25,442.30
	March 1, 2014		12	\$ 30,530.70
	April 1, 2014		12	\$ 30,530.70
	May 1, 2014		12	\$ 30,530.70
	June 1, 2014		12	\$ 30,530.70
	July 1, 2014		12	\$ 30,530.70
	August 1, 2014		14	\$ 35,619.20
	September 1, 2014		14	\$ 35,619.20
	October 1, 2014		14	\$ 35,619.20
	November 1, 2014		14	\$ 35,619.20
	December 1, 2014		14	\$ 35,619.20
Post Production		testing, marketing, rendering, lighting, environment, cinematic, packaging, site development, print production		
	January 1, 2015		12	\$ 30,530.70
	February 1, 2015		12	\$ 30,530.70
	March 1, 2015		12	\$ 30,530.70
	April 1, 2015		12	\$ 30,530.70
	Budget:	resource total man- months:		\$ 529,199.00
	\$ 550,000.00	208		

Using July 2014 as an example month, the estimated \$30,530.70 is for 12 employees working 40 hours a week. This cost breaks down to roughly \$2,500.00 per month as an average for each employee, or about \$16 per hour. Though this is not an ideal rate for a production employee, it is an estimate based on a projection. There are still available funds left over from the budgeted \$550k to account for these increased payroll expenses.


This projected budget and time line places the scope of this project on 12-14 re-

sources working over a period of 18 months. If the project was fast tracked to be completed in 10-12 months using the same proposed budget and resources, the cost per resource per month would increase to about \$4,500<sup>00</sup> On average for each employee, or about \$28 per hour. This is a much more realistic and reasonable pay rate for a game design production employee.

Working with the aforementioned 18 month proposal the final budget is around \$529,200<sup>00</sup> for the total cost of payroll. If you create a line item list of the total budget based on the sales projections and the cost to produce you would this chart:

Units Sold	Sale Price	Gross income	
25000	\$50	\$1,250,000	
Cost of business	30%	\$375,000	
	NET Income:	\$875,000	
Allocation of Profit	25%	\$218,750	
<b>BUDGET AVAILABLE:</b>		<b>\$656,250</b>	
ITEM	QTY	COST	Total Cost
Workstations	12	\$1,975	\$23,700
Game Engine	12	\$1,500	\$18,000
Adobe Cloud (** Per Year)	12	\$600	\$7,200
	Hardware/Software Net fee:		\$48,900
Resources (man months)	208	\$2,545	\$529,360
		<b>TOTAL BUDGET:</b>	\$656,250
		<b>NET RESOURCE COST:</b>	\$578,260
		<b>AVAILABLE:</b>	\$77,990
(18 months)		<b>Monthly available:</b>	\$4,332.78





## Analysis

### Key Features

Customization of dragon markings, colors, and body type.

Full array of dragon races to choose from allowing for a variety of abilities such as:

Breath skills, Mind powers, Flight speeds, Attack styles, Natural habitats

Open world concept with new areas discovered as flight ability increases.

Death - Experience finality in game if too many chances are taken.

Numerous towns and villages to attack and destroy.

Riches and treasures to discover throughout the world - both dragon and human.

Ten different levels of dragon experience to work through.


### Target Audience

Fans of fantasy RPG games such as *WOW*, *Skyrim*, *Dragon Age*, *Diablo* would find this game appealing. The ability to increase strength over time and select abilities through an ability "tree" to customize the dragon along the way helps to add numerous avenues of game play.

Though there are very few games, if any, that allow the player to control the dragon and level it up as their Main Character, there are numerous titles on the market that include dragons as a key antagonist, NPC, or supplementary character for the PC.

The most famous game in this high fantasy genre isn't actually a video game at all, but rather the beast that pretty much started it all. The traditional pen and paper tabletop game *Dungeons & Dragons* has been a franchise for nearly 40 years and continues to grow strong despite the surge of video game popularity. In its now in its fourth generation of rule books and supplemental accessories and has a total of over 1 billion us dollars in sales. The wide success of this game will help establish a baseline value for the high fantasy format of the game D and the basic tenets of the Dragons set forth within *Dungeons and Dragons* will be closely followed as a guide and inspiration for the dragon within the game D.

One of the most popular video game titles in recent time is *Elder Scrolls V: Skyrim* from Bethesda Softworks. The premise of the RPG game is centered on leveling up your character and fighting dragons to eventually kill the main dragon in the game. The open world concept is a bit different form the level based game play of D, but the high fantasy setting, incorporation of dragons and interesting skill tree system are key features that are similar. To date *Elder Scrolls V: Skyrim* has sold roughly 5.98 million units on the Xbox and Ps3 with another .87 million units sold for the PC. The entire franchise has had over 13 million units sold. See online sales chart at <http://www.vgchartz.com/gamedb/?name=skyrim>



Another popular title within the dragon/fantasy genre is the RPG title Dragon Age from BioWare/Electronic Arts. Set in a similar fantasy setting, but with no real heavy focus on dragons, the high fantasy setting has built a franchise that extends beyond video games and into pen and paper games, comic books, books and numerous downloadable content expansions. The success of Dragon Age was heralded by top critics for its unique fantasy setting and is a spin-off of the widely successful Forgotten Realms—a division of the classic Dungeons and Dragons table top pen and paper game. To date the Dragon Age franchise has sold over 4.26 million units with their Dragon Age: Origins and its sequel Dragon Age II. Dragon Age III is expected to be released in the Fall of 2014 on all major consoles. See online sales chart at: <http://www.vgchartz.com/gamedb/?name=Dragon+Age>

With a huge audience of fans out there for titles under a Fantasy/Role Playing type game the market is quite broad. Though heavily male influenced, the genre is liked by both male and female players. Age ranges of fans could be as young as 12-14 years of age, and with the history of games like D&D, the ages of players may be as old as mid to late 50's. A typical target purchaser for "D" would be a fan of high fantasy RPG and Action/Adventure games such as Diablo, Diablo II, Elder Scrolls IV: Oblivion, Elder Scrolls V: Skyrim, Dragon Age Origins, Dragon Age II, Dungeon Siege, and Final Fantasy. Fans of large scale MMO games such as Lord of the Rings, Dungeons & Dragons and World of Warcraft may also find this title appealing.

Though the game D is very similar in style and genre from all of these games, the different perspective the player will gain will be a refreshing reboot to a pretty standardized fantasy game model. Though this poses a huge incentive, it is also a risk as it is different enough to possibly make the game undesirable to the traditionalist fans of the genre.

## APPENDIX

### Glossary

12 Kingdoms - The 12 kingdoms is the name for the collective townships across the 5 continents of Duros. The 12 different townships include settlements that still exist as well as those that lay in ruins. The list of them are: Pranshu, Garitel, Nilesh, Sorentha, Vanuth, Lorentz, Shelli-nu, Chambila, Kronor, Ru, Minse and Glen

Aanahkaas - One of the stronger dragons in the world of Duros. The lair of Aanahkaas is located along the coastline of one of the three islands of Curanor. Though Aanahkaas is an older dragon he is not a very strong dragon. What he doesn't have in strength he makes up for in puzzles, traps, and sneak attacks.

Banished King of Nilesh - O'lifar was banished from his court for assisting his healer/ alchemist in researching the ultimate conjuring spell. The King sought the mystical powers of conjuring to help protect his land of the coming age of Dragons

Curanor - One of the five continents of Duros. This three island continent is the home of Aanahkaas.

Deotran - The healer/ alchemist of O'lifar who scribed all of the king's wishes and desires into the Tome of Nilesh.


Dirk of the Estranged - Originally the personal dagger of Kirnur the Brave that he used to take his own life with. The blade is now considered to give the holder the power to insight fear in his enemies, and the ability to cause confusion.

Duros - This is the world in which D. takes place. it is comprised of 5 continents, 12 kingdoms and a whole host of assorted creatures, treasures and artifacts.

Fentor - Introduced to the player as the official scribe of Pranshu, the secretive sorcerer is more than he claims to be. Some say he is also Deotran, others say he is the Dark wizard of Silfar who cursed Glenathis, others say he was even the wizard who cursed Kirnur the brave. No one really knows.

Fornethus - One of the strongest dragons in Duros, Forenthus guards the Sacred altar of Nilesh. An ancient and flightless dragon, the magic possessed by this creature is strongest you will have to face

Gæliân - The Gæliân were an atypical breed of fairies from Vanuth that lived in a symbiotic relationship within their land—unlike any fairy relationship ever before them, or since. It is from these fairies that the Tears of Vanuth are formed.



Gemstone Chalice Collection - A special gift of three stone chalices given as a wedding offering to the King and Queen of Vanuth. They are made of solid gemstone - Ruby, Sapphire and Emerald, and each one is carved from a single stone that is neither polished, nor refined.

Glass city of Garitel - Home to the only remaining location of Harmony crystals in the entire world of Duros. These crystals are needed for a variety of conjuring spells cast by only the most elite wizards to summon creatures from all different planes of existence. The true location of the city is revealed when the two Nilesh artifacts are paired together.

Glenathis the cursed - Glenathis was a solitary stone giant that lived in a mountain cave in the northeast area of Treggor. Legend states that the giant lived alone because he was cursed by a wizard from Silfar who bestowed upon the giant a gift of seeing the future in exchange for his families sacred heirloom; a secret vial of magic water in a red velvet bag. However, the Glenathis was cursed upon receiving the trade and though he could see the future, the only future he could see was his own death.

Harmony Crystals - A very very rare and sacred crystal that is very valuable as it is one of the main components of the most elite conjuration spells. They are only found in the region of the Glass City of Garitel.


King of Garitel - The Crown of Triton was actually the King of Garitel's own crown that was commissioned by a skilled blacksmith from Garitel. The King had a wizard in his court who was trying to perfect an immortality spell apply the spell to the crown but the wizard died in a lab explosion before the crown could have the additional spell added to it.

Kirnur the Brave - Kirnur the Brave was a knight from Old Pranshu and leader of a very powerful battalion of elite soldiers. He killed himself in battle with his own dagger and said a powerful wizard from Silfar had commanded him to do so.

Ofima - One of the 5 continents of Duros, Ofima is an ice covered region of mountains. This area is home to the abandoned Castle Sorentha. The entire region is overflooded with the undead.

Pranshu - One of the oldest settlements in Duros, the history of Pranshu goes back to the days of Kirnur the Brave. It is the first settlement you reach in the game and the location of the Eye of Glanathis and the Dirk of the Estranged.

Ryflin - One of the 5 continents in the game. Ryflin is the location of the Volcano region and home to the Crown of Triton.



Sacred Alter of Nilesch - A seemingly innocuous, old wooden podium that belonged to the personal healer of O'lfifar, the banished King of Nilesch from the 12th Kingdom. The king's healer, Deotran, was a powerful cleric who worked for the king for over 60 years. The podium was used beside the alter of the alchemist's room and as the king would report to the healer during times of quandary, the wishes, dreams, and hopes of the king were written down in a journal. The journal was known as the Tome of Nilesch.


Seeing eye of Glenathis - Contained within a sacred red velvet bag, this artifact is an actual petrified eye from a stone giant. The eye is from Glenathis the cursed and it allows foresight in the holder's hands and gives the user the ability to see things unfold before they actually happen.

Silfar - A desolate continent to the south, this is the home of Fornethus, the Great dark wizard, and where you will find the Sacred alter of Nilesch. The region is a mix of forest and desert with a few salt rivers from the ocean that run across the length of the continent.

Sorentha - An ancient ruin location on Ofima. This is where the undead roam and where you will find the tears of Vanathu and the Tome of Nilesch. Not much is known about the history of Sorentha as it's history is surrounded in mystery an was before the time of Old Pranshu.

Tears of Vanuth - A large glass vial contains the fallen tears of the fairy folk. It glows a soft greenish yellow glow at all times and is about the size of a dragon's egg. The deep blue glass vial is wrapped with ornate emerald cording and has ruby encrusted stopper that is held into place by a thick wrap of similar gold cord. The tears were collected from the Gæliân (Jay-LEE-Yun) fairy folk of Vanuth during the banishment of their kind during the mining exploration raids which occurred during the 3rd Reign of the 12 Kingdoms.

The Crown or Triton - Made of dragon scales, precious metals and glass, the level of craftsmanship that was put into this crown was extraordinary. As it was simply a decorative piece the need for strength was not required. But when the Dragon war of the 1st reign began, the King's brother Triton rose as the leader of the King's army. To help protect his brother the king wanted to give him something to use during the battle. He went to his sorcerer and asked for a protective piece of armor for Triton to wear to give him added strength to fight the dragons with. The only spell available for giving strength required the hide of a dragon. The king gave his own crown to be used for the spell and the wizard cast the strength spell upon it.



Tome of Nilesch - A large book that is ornately decorated and quite large. It is said to contain the written words and unanswered wishes of the Banished King of Nilesch, one of the 12 Kingdoms. Legend states that when the book is placed upon "The Sacred Alter of Nilesch" the reader is granted the unspoken wish of the King. Treggor -

Triton - Triton was a great warrior who fought in the Kings army for the old nation of Garitel during the 1st reign of the 12 Kingdoms. Triton was the King of Garitel's brother who eventually rose as the leader of the King's army.

Vanuth - One of the lost kindgoms of Duros and home of the Gæliàn . A particular region of Vanuth is naturally rich with gemstones and is usually the "go to" place for mining many varieties of gems. The rubies of this area echo the natural energy of the fairy folk and though the rubies may be removed from the region, the fairy magic never actually leaves the rubies.

## Notes

