Luna Game Design Document

This is a group game proposal project by David Zhu, Zezhi Guo, and Dmitry Shuklin in 2021. We proposed the gameplay, feature, aesthetics, and user experience in this proposal. I contributed to the brainstorm of gameplay, player experience structures, and subsections of feature specs.

GROUP PROJECT | GAME PROPOSAL | PRODUCTION

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https://group-luna-game-design.blogspot.com/



Core Gameplay and Targets



Core Pillars

- explore the large open world
- battle in real-time, skills and rotating hand of cards
- follow the main quest to complete the story and earn rewards
- create and customize their own character, visuals and class choice
- unlock new cards, weapons, and cosmetics through a gacha system
- complete side quests for small rewards
- team up with players in online co-op
- purchase premium currency for premium gacha
- clear view of UI system to manage settings, stats
- a large choice of cards for weapons, skills and spells that promotes different styles of playing
- create their own card deck based on their strategy
- make friends with each other and enjoy game with friends

Player Experiences

- satisfaction when upgrading items and skills, finishing a hard quest and beating enimies
- relax when when exploring the world, finding easter eggs
- motivation when when collect more cards they can use to build deck
- immersion when following the story and explore the world
- excitement when when communicating and fighting together with squad
- challenge when operate cards and skills while playing battle
- strategy when modify and build decks
- enjoyment when collecting good clothes and card graphics
- hardcore when fighting with hard computer or other players and improving their skills and strategies
- clear when view the UI system and could easily make changes to settings

Required Systems

- Character system (unique characters, chosen by player)
- Card system (deck of cards used for combat)
- Class system (types of cards characters are able to use)
- Gacha system (obtaining new cards and characters)
- Travel system (walking, mounts, waypoints)
- Quest system (triggering quests, rewards after completing)
- Currency system (standard, premium)
- Trade system (marketplace (P&P), merchandisers (P&E))
- Dungeon/raid system (multiplayer quests, easy & hard.)
- Minimap system (important locations and regions marked)
- Inventory system (player stored gear, items, etc.)





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Feature list is not complete on the page, more core features and design inspirations is here>

Narrative and Inspirations

In 4000 BC, as one of the oldest civilizations in the world, the ancient Luna region established a series of city-states. The ancient Lunans began to establish their own civilization, including the creation of written symbols and social systems, and for the first time proposed the concept of "Upper Existence"(the God). Perhaps in order to look for the comfort of the fragile soul or the meaning of life and death, more and more residents in the city-state choose to follow the God called Scorpion and believe that he/she can bring answers to all questions.

In 3427 BC, the King appeared on this land, quickly conquered all the city-states, and unified the Ancient Luna through his tricks and leadership. Later, he re-divided ancient Luna into four city-states: the city of creation; the city of holy; the city of gold, and the central city.

In 3400 BC, the city-states returned to normal. One day, people discovered that more and more indescribable strange creatures appeared on this land. They all have one characteristic: they seemed to have a strong hatred for this world and its people. In order to protect Luna, the King's son, Luna's second dominator, ordered his priests to make palm-sized portable slates called Tarot and use slates to seal these creatures.

In 3390 BC, finally 85 creatures were sealed in their respective slates. The dominator decided to bring these slates into the pyramid along with his coffin. He additionally added the 86th blank slate to 85 slates to be used by future generations to find a way to deal with them. However, what the dementor did not know is that his decision about the black slate accidentally created a chance for preserving a special existence, the secret 86th Horror that did not even appear yet, for thousands of years with other sealed 85 known creatures.

B.C. 4000 | B.C. 3427 | B.C. 3390 | A.D. 1470

In 3410 BC, there was a severe drought in ancient Luna, which led to successive years of famine. The desperate people had to place all their hopes to their God. But their God did not respond to his people's expectations. The ubiquitous hunger and deaths wiped out King's spirit. Finally, the King decided to use the most direct and ultimate way to show his supreme sincerity in order to save his people: sacrifice.

Sacrifice requires 56 people's eyes and 20 people's hearts. Therefore, to be fair, the King decided to draw lots in the four city-states. This rule must be followed by all ordinary people and high-ranking nobles without any exception. Ironically, on the last day of drawing lots, the King got the black letter from the central city, and he had to be killed under the effect of his own rules amidst the shouts of soldiers, civilians, and nobles around him.

In 3402 BC, the sacrifice was held. 56 sets of eyes and 20 hearts were placed in a circle surrounded by raging flames at noon. Most of people thoughts it was the end of their suffering. Desperately, to the end, the world has not changed in any way. Some people in the crowd saw the back of a little girl and a little boy holding hands together and walking quietly into the fire. Soon, the moment the flame went out, a long-lost rain suddenly appeared in the sky. A miracle finally happened

In 1470, the Eupia explorer John heard the ancient legend about the Ancient Luna's Tarot and came to Lunia, the modern Luna, to enter the pyramids to explore the truth of the Tarot. Through five years of discovering and researching, he finally discovered these slates under the third biggest pyramid on the south of Lunia and was deeply attracted by the different patterns drawn on the slates. He took all these slates out and shipped them back to Eupia for further in-depth study. Strangely, on the night of the third day after John returned to his country, John disappeared from his room in his home. Almost all the slates were gone, except for the blank slate on John's bed...

Inspirations

- Genshin Impact : genre, music
- Clash of Clans : card + dice
- Tarot Cards : mystery
- Monster Hunter World : melee weapons, music themes
- Final Fantacy 14 : magic weapons
- D&D : world setting
- Game of Thrones : Back Ground Music
- Fire Emblem : characters' artstyle and story lines
- Tarot Cards : mystery
- Fate Series : back story and theme
- Zelda : weapons swapping, weapon system
- The Witcher, Guild Wars 2 : artstyle
- Deemo, Bandori : rhythm
- Hand of Fate 2 : card, RPG
- Hearthstone, Fate/Grand Order : card and minions

More story> and character journey> can be found on website page.

Feature Specs

Combat System

- Combat - total combat system (without card play)
- Weapon Combat - basic attack for each weapon type
- Card Combat - special attacks and magic from cards
- Skill System - players could use sperical skill combos for combat
- HP & MP - one of the fundamental systems represented by the UI
- Danger Alert - players could see alerts when they are taking damage or have a low health
- Minion Behavior - cards may able to cast minions (minion AI should be included)
- VFX & SFX - certain skill/gear/card may have special effects when active

details can be found on combat system page>

Card Build System

- View Cards - the panel for viewing the cards holding
- Deck Builder - the deck build panel to edit current deck
- Cards Manager - check the remaining of each cards (cards are perishable once used)
- Cards Composition & Acquire - the different rarenesses for each card, where do these cards come from (bosses, gacha, compose)
- Cards UI - what's the demo of a card? relative HP / MP / ATK / DEF? where illustration and where descriptions?
- Cards Search - search by name / rank / rareness / classes
- Minion Behavior - cards may able to cast minions (minion AI should be included)
- Card Descriptions - the skill, function of each card (written on each card)
- Card Graphics - the visual graphics of each card

details can be found on card build system page>

Character Information

- Class Selection - when creating a character. the class can't be changed through gameplay (specify T / N / DPS)
- Details Modification - hair, eyes, etc. (including name)
- Character Level - record the level of the character
- Inventory & Gear - inventry to store all the cards, weapons and skins etc
- Resurrection - if a player dies in the world, where and how to revive, what are the penalties or buffs
- Panels - character panel / gear penal / setting panel etc.
- Character Stats - AD / AP / agility / stamina (MP) / HP / crit / etc.
- Character Skills - skills comes along with character, in comparison to gear skills, and skill book
- Character Graphics - the visual graphics and modeling of the character

details can be found on chracter information page>

Online Play

- Auto Match Finding - attend dungeons without forming a sqad
- Squad Match Finding - attend dungeons with a sqad
- Squad & Squad Boards - all other players who wants teammates
- PVP Arena - PVP in this game (PVP can happen in neutral maps (like PVP areas in WoW))
- Ranking System - Players could combat with each other and win points in the Ladder Tournament (PVP rank) / DPS (passtime) (PVE rank)
- Friend System - players can add friends with each other

details can be found on online play page>

Gears and Items

- Gears & Items - weapons and armor that the player can equip to their character
- Gear/Item Level & Rareness - level of each item and its rareness (IL for properties while Q for hardness for acquire) and its stats
- Gear Skills - gears & weapons that has special skills (active/passive)
- Gear/Item Graphics - physical sppearance & glyph in inventory
- Gear/Item Index - UID (unit id) for each item

details can be found on online play page>

Map System

- Main Map - expandable minimap showing important info and objectives
- Icon Set & Captions - NPC/player location/cursor/path finder/quests location/special location
- Teleport (Points) - teleport locations and waypoints to instantly traverse long distances (will it cost?)
- Terrains - topographics and color schemes to indicate mountain/river/etc.

details can be found on map system page>

Sound and Music

- Sound Effects - sound effects for every action the player can take, movement, attacks, menus, interactions
- Background Music - background music, varied by region, in/out of combat, special music for boss battles
- Dialogue - Dialogue for cutscenes and conversations with NPCs (language options too?) +subtitles
- CG Music - the backgroud music when showing CGs

details can be found on online play page>

UI System

- Settings Panel - the setting panel to change the settings including sound, image, hot keys etc
- Battle Assistants - players could view the combat statics here, including damage dealt, damage taken etc.
- Third Party Plugins - players could manage and input some third party plugins here
- In Battle UI - HP & MP etc. / special effects
- Buff & Debuff - the display of all kinds of buff and debuff
- Right Click Menu - players could see alerts when they are taking damage or have a low health
- Minion Behavior - cards may able to cast minions (minion AI should be included)
- VFX & SFX - certain skill/gear/card may have special effects when active

details can be found on UI system page>

All 16 feature specs and detailed design document can be found here>