

Game Design Document

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Product Data Sheet

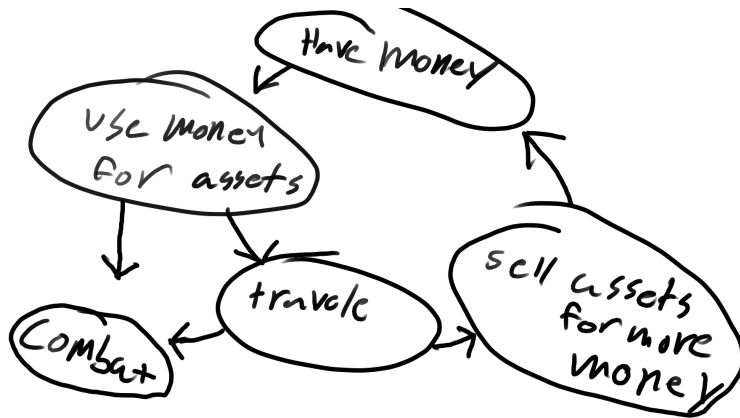
Project Name	—
Genre	Trade Simulator
Target Audience	From casual to advanced
Platforms	PC+
Technology/Engine	UE4

Design Pillars / Bull's Eye

1. Risk Management
2. Exploration
3. Enterprise

Core experience

- You play as a merchant going through villages & cities & outposts trying to earn as much money as you can.
- End goal is to earn enough gold.
- Each place values items / resources differently.
- During trading you can trade at your own risk.
- Each place might offer unique items / resources.
- Some items can be used / bring benefits during your travel.
- You can hire crew members, some will help in combat, some in trading.
- Occasional fights & events during traveling and at places.
- (?) Quests.
- Core gameplay loop



Controls

- Mouse is the main control in “Merchant”.
 - The player can use Left Click to interact with different objects/buttons.
 - This can be in villages.
 - This can be in Combat.
 - Etc.
- Some keyboard input may occur.
 - I.E. having hot-keys for example: I for Inventory.

Win Conditions

About

In “Merchant”, the player can choose from different win conditions.

Buying the biggest house

- Your goal is to buy a house you have 20 days before you and your family are kicked out of your home.
 - Borderline failure **0 - 1299 gold.**
 - Mediocre **1300 - 2499 gold.**
 - Success **2500 gold.**

Days

About

Turns are switched out for Days, after a “day” has passed, the following typically happens:

- A day is **100 points**, doing actions *spends* these points when the points reach **zero** the day is over.

- When travelling, **anything from 10- 200 points are spent while travelling.**
The exact number is chosen based on the route it is on.
- When entering stores, **20 points are spent** for each store you enter.
- When trading finishes, **10 points are spent** for each trade you finish a trade.
- When a day ends, the player **loses food equal to player character + the number** of crewmembers the player has. (After a **day**, your crew [eats](#).)
- For every **25 points (aka ¼ of a day has passed)**, the game will check if the player encounters an [event](#).
 - The event chosen is **random** from a list chosen based on the environment the player is currently in.
 - **Every 50 points (aka half a day)** the game checks for [fights](#).

Days - Running out of Food

- When a day ends, the player **loses food equal to player character + the number** of crewmembers the player has. (After a **day**, your crew [eats](#).)
 - If the player does not have enough food for every crewmember the player takes 10 damage per food which was not eaten. This damage the player can split however they want.

What ways time can be consumed.

Travelling

Accepting Quests

Entering stores

Buying/ selling in stores

Haggling (yes it is serpent form buying and selling)

Stats

About

In Merchant, the player character & crew members have stats that can affect gameplay in a positive or negative ways in different scenarios. Below details what each stat is & what it can affect (**Stats will be upped by a magnitude of 10**):

Barter (Haggle)

Affects haggling.

Speed

Affects travel speed.

Item limit

Affects the number of items you can hold.

Attack

A percent bonus on hitting attacks.

The procent increase is half the attack stat

Damage

Affects damage dealt with attacks.

Will increase the chance to get the higher damage numbers.

Defence

When taking damage subtract a procentage amount of damage based on this stat.

Health

How much damage a character can take before they die.

Haggling

- When buying or selling, you can haggle which adds difficulty to the purchase.
 - This check starts with a difficulty of **45%**.
 - And for each **1%**, the price is changed by the difficulty is increased by **1 procentage point**.
- On failure, the price of buying goods **goes up by the same amount as you haggled for** them.
- When selling the price **goes down by the same amount** you tried to haggle it with.
- **1 haggle stat** makes haggling easier with **1 procentage point**.
- You don't need to haggle if you haven't **lowered** or **raised** the price.
 - The minimum you can lower a price is **-50%** of the original total cost.
 - The maximum you can increase the price is **+50%** of the original cost.

Inventory

About

This section specifies how the “inventory” that a player/Crew Member works. The inventory can most of the times be referred to as the “[Item Limit](#)” that a Player or a Crew Member has, this section also specifies how “inventory interaction” works between Player/Crew Members.

Player - Inventory Interaction

- Outside of combat, the player can access their own inventory & Crew Members inventories (as long as the Crew Member is [recruited](#)) at any time.
- While in Combat & due to certain conditions, the player can make a Crew Member use a Resource in their **Inventory/Equipment**.

Crew Member - Inventory Interaction

- *Need to add content here.*
- *Can Crew Members access another Crew Members Inventory/Equipments?*

Resources

About

Resources are items that the player can trade with or consume.

Gold

- Used to buy resources or used to hire [Crew Members](#). In specific situations, the player can also lose their gold.

Food

- Used every day, it is a constantly drained resource.
- See the "[About](#)" section in the "[Days](#)" section for an explanation for what happens with food.

Steel

- A commonly used resource that can be used to trade or used in events and general travel.
- Outside of combat, the player can use Steel to heal themselves or Crew Members by accessing their inventory.
- See "[Item Use - Steel](#)" for explanation & usage in combat.

Item Use Outside of Combat - Steel

- Sells well in certain villages.
- Can be activated from the inventory to heal 10 hp on any crew member
- Can be used in combat for the same effect. More info: [Item Use - Steel](#)

Spice

- Rarely used resource that sells well.
- Has negative and positive passive effects such as drawing bandits to you, or increasing the chance for events.

Item Use Outside of Combat - Spice

- Sells well in certain villages.
- Increases the chance for encountering Bandits while traveling **by 10% per Spice that's inside inventory.**
- Increases the chance for triggering Events by **10% per Spice that's inside inventory.**

Treasure

Diamonds

A Treasure that sells for **220 gold**, can be used to instantly escape a fight.

Item Use Outside of Combat - Diamonds

- Sells well in certain villages.

- Can be used in combat for an instant escape. More info: [Item Use Combat Only - Diamonds](#)

Whale Oil

A Treasure that sells for **150 gold**, can be used to activate an event and guarantees an event.

Item Use Outside of Combat - Whale Oil

- Sells well in certain villages.
- Can be used while on the map screen to increase the chance for an event by 80% and reduce the chance for a fight by 80% (for when the game tests if those things happen) Lasts 2 days.

Brass Instrument

A Treasure that sells for **300 gold**, can be used to stun all units on the map except the **user and their followers** for a day.

Item Use Outside of Combat - Brass Instrument

- Sells well in certain villages.
- Can be used to Stop any and all npcs from moving on the map screen for a Day.

Item limit

Stacks the same way that Minecraft works

- **Gold** does not take space in inventory nor does it have a stack limit.
- **Food** stacks to 10.
- **Steel** stacks to 5.
- **Spice** stacks to 4.
- **Treasure (gems, oil, instruments)** takes 1 slot.

Equipment

About

- You can **buy equipment for crew members** to hold which increases their stats.
 - *They must hold the equipment in their inventory to get the bonus.*
- A village has a random amount & selection Equipment from **2** upto **3**.
- The specific item is **random**.

Equipment - List

	Name	Stats	Cost
1	Sword	+ 20 Attack	50
2	Shield	+ 10 Defense	70
3	Abacus	+ 10 Hagging	150
4	Walking Stick	+ 10 Speed	60

5	Cart	+ 2 Item Limit	40
6	Morning Star	+ 10 Damage	60

Player

About

The player can choose from different “merchant archetypes” that affect the player's stats differently, these archetypes can be chosen before the player starts.

Player Stats - The Street Merchant

About

After a life of fighting back against thieves and liars. punching someone is in the muscle memory.

Stats

- [Speed](#): 100
- [Haggling](#): 100
- [Attack](#): 120
- [Defense](#): 110
- [Damage](#): 110
- [Item limit](#): 4
- [HP](#): 600/600

Starting Equipment

- [Gold](#): 240
- [Food](#): 5
- [Steel](#): 5

Bonus - Choose One of These

- [Sword](#)
- [Morning star](#)
- Additional 120 gold

Combat Moves - 3 Moves

- [Punch](#)
- [\(Extra Randomized Combat move Slot\)](#)
- [\(Extra Randomized Combat move Slot\)](#)

Player Stats - High End Merchant

About

A life of riches and power & has never worked a day in their life.

Stats

- [Speed](#): 80
- [Haggling](#): 120
- [Attack](#): 80
- [Defence](#): 90
- [Damage](#): 90
- [Item limit](#): 3
- [HP](#): 300/300

Starting Equipment

- [Gold](#): 300
- [Food](#): 10
- [Spice](#): 4

Bonus - Choose one of these

- [Diamonds](#)
- [Abacus](#)
- [Additional 200 gold](#)

Combat Moves - 2 Moves

- [Give Up](#)
- [\(Extra Randomized Combat Move Slot\)](#)

Player Stats - Naive Up Start

About

New to the region and new to selling.

Stats

- [Speed](#): 140
- [Haggling](#): 80
- [Attack](#): 80
- [Defence](#): 130
- [Damage](#): 100
- [Item limit](#): 5
- [HP](#): 500/500

Starting Equipment

- [Gold](#): 150
- [Food](#): 7
- [Steel](#): 5
- [Steel](#): 2

Bonus - Choose one of these

- [Walking stick](#)
- [Cart](#)
- [Shield](#)

Combat Moves - 2 Moves

- [Spin Kick](#)
- [\(Extra Randomized Combat Move Slot\)](#)

Crew

About

Crew members can be recruited in villages (or through other events) & can be useful in bartering/haggling or in fights with bandits.

- Crew members typically cost [100 gold](#).

Crew can affect

- [Speed](#)
- [Haggling/Bartering](#)
- [Fights](#)
- [Item Limit](#)

Recruiting Crew members

- Typically, crew members are *usually* recruited in [villages](#).
- Villages have a **random amount** of crew members that can be recruited.
 - There's always **1 to 3** crew members available.
- What kind of crew members are available are **chosen at random**.

	(1) Enforcer	(2) Merchant	(3) Ranger	Assassin
Speed	-10	0	+25	+15
Haggling	0	+20	0	0
Attack	+20	-10	+10	+30
Damage	+10	-10	0	+30
Defense	+35	10	20	-10
Moves	4	2	3	3
Item Limit	4	2	1	2
Health Points	600/600	400/400	500/500	300/300

Crew Member Abilities

About

- Crewmembers can have abilities; it is a 20% chance that they do.
 - If they have one it is random which one
 - Cant have **two of the same ability**.
 - For each ability, the crew member's cost goes up by **50 gold**.

Possible abilities - Simplified

D12	Ability Name	Description
1	Built	+ 1 Item Limit
2	Fast	+ 10 Speed
3	Smart	+ 10 Haggle
4	Violent	+ 10 Attack
5	Hard	+ 10 Defense
6	Heavy	+ 10 Damage
7	Healthy	+ 50 HP
8	Coward	- 20 Attack, + 20 to Escaping
9	Proud	- 20 Escape, + 20 Attack
10	Reckless	- 20 Defense, + 20 Attack, + 10 Damage

Crew Member Death

- When a Crew Member dies **while in combat**, the following happens:
 - When combat is over, the player **can reassign** the dead Crew Members Equipment/Treasure to other Crew Members that are alive.
 - If the player **flees combat after a Crew Member has died**, the player will either lose all of that specific Crew Members Equipment/Treasure or have a small chance to recover *some* of the dead Crew Members equipment.
- If a Crew Member happens to die **outside of combat or due to an event**, the following happens:
 - Outside of combat, the player **can reassign** the dead Crew Members Equipment/Treasure to other Crew Members that are alive.
 - Death due to an Event, unless the **Event specifies anything else**, the player **can reassign** the dead Crew Members Equipment/Treasure to other Crew Members that are alive freely.
- Treasure should be treated similarly as Equipment.
 - The player can reassign the Treasure to a Crew Member that is alive.
 - The player can lose the [Treasure](#) if they flee combat after a Crew Member has died.
 - If the Treasure is *critical* to completing the game, the player probably shouldn't be able to lose the **critical Treasure**.

Travel

About

You choose the space where you want to move. When you travel you have three modes:

- [Fast](#)
 - Fast is risky but fast and costs fewer resources if things go your way, but things can go wrong.
- [Medium](#)
 - Medium is neutral.
- [Slow](#)
 - Slow is slower but safer.

While you travel the game makes **checks for if something happened in the background**. The speed stat increases travel speed.

Fast

- Travel at a speed of **1.5**.
- Events chance is increased by **1.3**.
- Fight chance is increased by **1.7**.

Medium

- Travel speed of **1**.
- Event chance of **1**.

- Fight chance of **1**.

Slow

- Travel speed of **0.7**.
- Event chance of **0.9**.
- Fight chance of **0.8**.

Pathfinder travel



How travelling would work - from "Pathfinder".

- Travel in the game is performed on the **map screen**.
 - On the map of cities and roads connecting the cities, the **player clicks** on a location and then starts traveling towards that location.
 - As they travel **time passes** as they move along the roads connecting the towns.
 - As they are traveling **the game performs checks in the background** to see if an **event** should happen.
- While traveling the player's party gets more and more exhausted, making them travel slower and become weaker.
- If an **event** happens the player can try to avoid the event if they manage to spot them before,
 - **Failure** to avoid will force the player into a fight.
 - **Success** lets them either attack undetected or just keep traveling to their destination.

Events

About

While traveling, different events can happen:

- Events can happen **every quarter of a day**.
- They have a chance of **30%**.
- Events are **chosen at random**.
 - From a list based on the environment, you are in.
- The **event** will construct a scenario in which the player can choose how to act.
 - The action taken can have multiple results; the result of the action is chosen at random.
 - The Chances for the different **effects are specific to the events**.
- Crew members, items, and stats can affect the outcome of certain events.

Fights

About

While traveling, the player can end up in a situation where they have to fight their way out:

- The **speed stat** decides who goes first.
- A character can **only use a Combat Move once** per round.
- A **Combat Move** has a **hit chance**; this **hit chance determines the procentage chance**.
 - This will be done by a random number generator picking from **1** to **100**.
- After the move hits then generate a number between **1-100** if the number generates a **95+** then the move crits.
 - Enemy crit chance is **97+**.
- If the player has crew members they are **always attacked first**. The player **can't be** attacked first if they have crew members.
 - Choose the most **hurt**.
 - If no one is **hurt then it is random**.
- While in a fight, the player has the option to **Escape**.

Retreat

Has a 50% chance to success

If success ends the fight and teleports the player back to the village they were in before.

If it fails, lose you and your team's turn.

Escape

- There is a **70% chance of escape**. This chance is lowered by 10% for each enemy.
- The runaway will **use your turn and the turn of your entire team**.
- If successful, you escape the battle.

Item Use Combat Only

There are a few items that can be used in combat to do specific effects:

- Those items are:
 - [Steel](#).
 - [Diamonds](#).
- At the moment, the list can grow.

Item Use Combat Only - Steel

- When a [Crew Member](#) that carries [steel](#) gets their turn.
- They get the option to use that steel to heal crew members (whoever they want).
- After picking a healing target they choose how much steel they want to use, with a minimum of **1** and a maximum of **5**.
 - **1 steel heals 10 hp**. This action takes their turn.

[Item Use Combat Only - Diamonds](#)

- When the player has **diamonds in any inventory**.
- They have the option with any character **to give up and surrender the diamonds while in combat**.
- Doing this **ends the fight**, and the player returns to the travel map.
 - A character must use their turn to do this.
- Outside of combat, the **player can sell** the [Diamond\(s\)](#) for a lot of Gold (depending on the village).

Combat Moves

About

The player & crew member(s) (when recruited) will have a randomized combat move, combat moves have their own **hit chance, damage & effect**.

1. Punch

Hit chance: **95%**

Damage: **20 - 50**

2. Uppercut

Hit chance: **70%**

Damage: **60 - 80 Damage**

3. Disorienting Slap

Hit chance: **60%**

Damage: **10 - 20**

Effect if hit the target can move next turn. Disorienting slap's hit change is cut in half if used on a target that has been stunned last turn.

4. Pickpocket

Hit chance: **66%**

Effect: **gain a 10 - 60 Gold**

5. Give Up

Hit chance: **50%**

Effect: **If hit loses 10 - 60 gold and escape the fight**

6. Backbreaker

Hit chance: **70%**

Damage: **60 - 90**

Effect takes a quarter of the damage dealt

7. Spin Kick

Hit chance: **70%**

Damage: **20 - 30**

Effect hit every enemy

8. Pocket Sand

Hit chance: **70%**

Effect: **Enemy attacks get - 30 on their chance to hit**

9. Protect

Hit chance: **100%**

Effect: **Don't take damage until the next turn. Hit chance is lowered by 30 for each time it is used in a row.**

10. Killer move

Hit chance: **5%**

Damage: **Instant Kill (999 - ∞)**

Effect hit all enemies.

Bandits

About

If the player enters combat (typically while traveling), they will fight Bandits.

- The amount of bandits is randomized from **1 to 3** adding one more for each **2** crewmembers the player has.
- Each enemy is randomly selected.

Combat AI rules it should follow.

1. If there is a chance of 10% or higher that it can get a kill. Then go for the kill.
2. If there is no kill then look at available moves. Then pick one based on situation
3. If it has "**Strong Drink**" and 30% hp or less. Use strong drink. Have a 40% chance to ignore this rule.
4. If has bandit roar, and does not have 40% or more crit rate then use bandit roar. Have a 75% chance to ignore his rule.
5. If has 40% crit or more, use the strongest damaging move. Pickpocket counts as having 13 damage for this calculation. Have a 5% chance to ignore his rule.
6. If has taunt, no other bandit has used taunt, and has hp of 50% minimum. Then use taunt. Have a 60% chance to ignore his rule.
7. If has Net and a player character do not have speed down debuff. Then Use net on a random target that does not have speed down debuff. Have a 40% chance to ignore his rule.
8. If has pickpocket. Use pickpocket. Have a 65% chance to ignore his rule.
9. If has evil spin kick, and dose not have shank use evil spin kick. Have a 25% chance to ignore this rule.
10. If has evil spin kick and shank, if all player characters have 41% hp or more use spin kick.
if a player character has below 40% hp use shank.
If 3 or more have 40% hp use spin kick. Have a 10% to ignore this rule.
11. If has shank use shank on lowest lowest health player character. 30% attack random target. Have a 20% chance to ignore his rule.
12. If has devastating blow, use devastating blow on random target. Have a 20% chance to ignore this rule.
13. If none of above rules have triggered pick a move at random with target at random.

Red = outlaw = Bandit assets
 Green = shaman = Skeleton assets
 Blue = Guild = Knight assets

Faction	Name	Speed	Attack	Defense	HP	Damage	Guaranteed Combat moves	Bandit Combat Moves
Red	Canonear	60	70	110	170	140	Canon ball	-
Red	Archer	110	130	90	100	120	Bandit roar	2
Red	Fighter	100	100	100	150	100	-	4
Green	Trickster	150	130	70	100	60	Net, pickpocket	1
Green	Horse back	130	80	110	150	90	-	3
Green	Scout	120	110	80	130	110	Shank	1
Blue	Big Guy	80	120	100	200	100	Devastating blow	2
blue	Wall	70	80	100	250	60	Strong drink	2
blue	Foot soldier	100	100	100	160	70	-	2

Bandits Combat Moves

1. Shank

Hit chance: **75%**
 Damage: **30 - 60**

2. Pickpocket

Hit chance: **70%**
 Effect: Gain **10 - 60 Gold**.
 Can crit. Will take 50% more money

3. Bandit roar

Hit chance: **70%**
 Damage: **1-25**
 Effect: **User gets a 40% crit chance.**

4. Net

Hit chance: **66%**
 Damage: **20 - 45**

Effect: **Target loses 20 Speed. For a turn**

5. Taunt

Hit chance: **55%**

Effect: **Force attacks to hit an enemy that used Taunt, and gives -20 attack. Until the user is dead.**

6. Devastating blow

Hit chance **40%**

Damage **60-100**

Effect: **user takes half of the damage dealt**

Note: the high damage might feel a bit unfair unless you can see it coming.

7. Strong drink

Hit chance **50%**

Effect: **defense goes up by 50% for a turn.**

8. Evil spin kick

Hit chance **60%**

Damage **10-35**

Effect **hits all characters (even their own team)**

Note: on crit everyone except user takes the crit damage

9. Cannon ball

Hit chance **30%**

Damage **60-120**

Villages

About

This details what you can do in a village.

Main trade

- Plain none
- Fishing Food
- Mountain steel
- Desert spice

Town events

- If the player is in a town when an event triggers then an event from the specific town event list triggers.

In the town

- You get some form of menu where you can choose what to do.

Trade

- When **trading** you select what items you want to sell, what price you want to sell them at.
- Then the **AI** will decide if they accept the price.
 - A few factors decide if the AI accepts or not such as:
 - Quality of the product.
 - The rarity of the product in the area etc.

Recruit Crew members

- At the **works guild** you can hire crew.
- You have an option of 3 types of crew members.
- The recruits are one of many classes.
 - **Enforcer**
 - **Merchant**
 - **Ranger**
- The jobs have an effect on how they support you.
 - Ex: Merchants allow you to sell things for a higher price.
 - Crew members might have their **own abilities**.
 - When you hire someone you pay an upfront cost then they enter your party.

Quests

- There is a board where you can select quests from a **list of 0-2**. 0 quests 50% chance. 1 quest 35%. 2 quests 15% chance.
- When selecting a quest you get a description of the quest and the prerequisites. From there you can choose to accept the quest or not.
- If you accept the quest, then you have x amount of days to complete it. If it is not complete within that time the quest is failed. And the player is forced to pay a fee.
- If the player accomplishes the tasks that the quest asks for. Then the player earns the reward specified on the quest.
- A player can only have 3 quests active. The player can abandon quests at quest boards. Removing the quest and causing them to fail it.

Quest Functions

- A quest randomises a goal location that's at minimum 2 towns away (so one town in between its start and the goal) to a max of 8 towns away.
- The time allotted for the quest to be finished is 1 day per town away from its start.
- The quest reward is increased based on how many towns away the goal is:
 - 2 towns 200g 5 faction points.
 - 3 towns 350g 7 faction points.
 - 4 towns 500g 10 faction points.
 - 5 towns 650g 15 faction points.
 - 6 towns 800g 20 faction points.
 - 7 towns 850g 30 faction points.

- 8 towns 900g 35 faction points.
- The quest fail cost is 200 gold and -15 faction points no matter what.

Village Trade Limit

- Villages have a supply limit of **1 stack** for their main trade.
- This amount increases by a **stack every 2 villages** visited.
- Non-trades only have **1 to 3** of the resource, **every 2 days** the max increases by 2.
- **A village has 7 to 10 food units.**
- Treasures are only available after **4 days** are visited and only have a stack of **1**, which increases by **1 every 4 Days**.
- Villages have a **gold limit of 200** this number is increased when you reach a village by **100** to a **max of 700**. If the player buys from the village its gold limit goes up by the amount that the player spent.
- Plain villages don't have a main trade but they get double the resources other villages get.
- Villages reset their stock 4 days after the player has been to the town.

Shopping

- Must buy and sell everything at the same time.
- In certain villages, the player can also buy [Equipment](#) for themselves or [Crew](#) members.

	Food	Steel	Spice	Diamond Gem	Whale Oil	Brass Instrument
Default Cost	10	60	80	220	150	300
Fishing, to buy	- 5	+60	+30	-	default	-
Fishing, to sell	-5	+40	+20	+30	-30	+80
Mountain, to buy	+10	-20	+80	default	-	-
Mountain, to sell	+10	-20	+60	-40	+80	+40
Desert, to buy	+30	+30	-20	-	-	default
Desert, to sell	+30	+20	-30	+100	+40	-40

Map

Map consists of

- Points that represent Towns.
 - There are about 16 towns
 - There must be a path that leads from one side of the map to the other that has 6 or less towns in between. If this path exists, then any other path can be as long as they want.
- There are 4 types of biomes: Plains, desert, Fish, and mountain.
 - A biome can be 1 to 3 towns big.
 - Only towns of the corresponding biome exist in that biome.
 - Biomes effects what events the player can get.
- Distance price
 - A town's price is effected by 2 things,
 - The biome it is in (sets the base price)
 - The distance to the closest source, the further a town is to a steady source of a resource the higher the price is.
- Lines between towns that represent travel routes.
 - The time it takes to travel is based on distance and environment.

Events

About - How Events Works

- Events can happen every quarter of a day
- They have a chance of 30%
- Evens chosen at random. From a list based on the environment, you are in.
- The event will construct a scenario in which the player can choose how to act.
 - The action taken can have multiple results; the result of the action is chosen at random. The Chances for the different effects are specific to the events.
- Crew members, items, and stats can affect the outcome of certain events.

About - What are Events

- Are randomly picked from a list of predetermined sequences.
 - Ex: Someone is getting robbed.
 - From there the player can pick what to do, special equipment/ crew can give new options.
 - Ex: Ignore the incident
 - Ex: Interfere, Use your enforcer crew member to stop what happens
 - From there the result is random, but based on what you pick the chances, and results for positive, neutral, or negative consequences changes.

- Ex: Interfering could get you hurt, or it could give you a bonus on selling in that town **20%** because you are known as an honorable man.
- Depending on geopolitical and cultural differences, each village can offer different opportunities to a player.

Faction effects

Functions

There are 3 factions

The Outlaws (Red)

The Nature shamans (Green)

The Guild (Blue)

Quests can be done for different factions. But doing quest for one lowers the others.

By 5 or 10 points

When a outlaws quest is done

Nature shamans -5

Guild -10

When a nature shamans quest is done

Guild - 5

Outlaw - 10

When a guild quest is done

Outlaw - 5

Nature shamans - 10

Factions have standings. Standings are a value that represents a faction's Appreciation/Tolerance of the player. 50 is a neutral standing The standings start at 50 for all factions or differently due to character choice

Street merchant

Outlaws 30

Nature shamans 50

The guild 60

High end merchant

Outlaw 60

Nature shamans 20

The guild 55

The naive

Outlaw 30

Nature shamans 70

The guild 30

A faction can reach a maximum amount of points of 100

The map is divided into 4 pieces one for each of the 3 factions and a no man's land in between them.

Villages in the different zones look a bit different based on which faction controls them.

Villages resources increase with standing. When your standing with a faction is high the amount of resources the village is willing to sell to you increases.

1% increase per standing above 50

Until 70 where it becomes 0.5% per point

With low enough standing in a faction, its villages will refuse to haggle with you.

If you reach 20 or below the village will refuse to haggle.

Fights

While in faction zone you can only encounter fights with that specific faction. In no man's land you can encounter any faction.

Chances of getting into a fight starts at 15% increases to 50% at max on the final day. These chances can be influenced by you standing with the factions. Good standing lowers the chance for a fight, to a max of -100% of their normal chances. Bad standing increases the chances for a fight with that faction, to a maximum of +50% of their normal chances.

The chances for a fight is decreased by 2% per stance point above 50

The chances for a fight increases by 1% per point below 50

No man's land rolls every faction at the same time. Getting insane combat chances like 90%

Make a list of things that have to be made to make this system work

Things that have to be implemented

Bounties

Quests but a lot smaller and randomised.

Work In Progress

About

This section has mechanics or features that are considered but need to be discussed or be more specified.

Factions

Overlook

Factions are groups that control the country, they all have their own agendas and goals. The player can gain favour with these factions to gain a boon. If they ignore a faction too much and or explicitly do things the factions dislike. They gain faction ire, with enough ire the faction's stance towards the player can deteriorate and turn into hate. If that happens, the player suffers the faction's curse.

Opinion, favour, ire and stance

All factions have a stance on what they think of the player character.

The stances they can have are thus, Adore, respects, indifferent, irritated, loathe. Based on what stance the faction has towards the player they will act in different ways.

What controls a faction's stance on the player is a value called opinion. Opinion goes from 0 to 100.

Opinion values for stances (subject to change)

Adore 100 - 76 opinion

Respects 75 - 51 opinion

Indifferent 50 - 26 opinion

Irritated 25 - 2 opinion

Loathe 1 - 0 opinion

The player can change a faction's stance towards them by gaining favour or ire. Favour improves opinion, Ire lowers it.

Stance effects

Stances effect what boons/ curses a faction gives you.

Adore they give you maxed out Respect Boon, and access to the faction ending.

Respect gives respect boon at different power based on opinion.

Indifference gives nothing.

Irritated gives the curse a different power, based on opinion.

Loathe gives a maxed out curse. And it becomes impossible to change the opinion. They also Refuse to give quests.

Faction endings

The player can reach different win states by completing specific quests for factions. The quests in mind only become available after reaching the Adore stance with that faction.

(these quests can not be completed when the faction status is not Adore).

After completing the quests the player can choose to end the game with the Faction ending or continue playing (returning to the normal win condition).

The 7 factions

3 magic

The shamans of nature

The warbands of shadows

The Death touched

2 outlaw

Ms Revolta's pirates

Outlaw Bandits

2 Business

The inner circle

Merchant guild

Magic factions

Shamans of the forest

They are nature magic casters with the goal of protecting nature and making it stronger.

How to gain favour; complete their quests, and not hurting/ saving nature in events.

How to earn their ire: Complete quests for the inner circle or Warband of shadows. And Hurting/ ignoring to save nature in events.

Boons: Players get a small chance to find food on the road which allows them to avoid eating food for the day. Gose from 5% chance to 50% based on how well your affiliation is.

Curse; Sometimes while eating more food will be consumed than normal. 10%- 30% chance 1 food extra per 2 crewmembers.

The warbands of shadows

An organisation with the goal of strengthening shadow magic by causing evil.

How to gain favour: Kill bandits in combat, completing their quests.

How to earn ire: Running away from fights.

Boon: Crit rate goes up by 5-30 percent points

Curse: Enemies gain crit chance by 5-20 percentile points.

The Death touched

A religious group that believes that the souls of the dead are constantly effecting the world of the living.

Gain favour: Have crew members die, complete their quests.

How to earn ire: heal team members.

Boon: Gain defence by 10-70%

Curse: lose defence by 5-20%

Ms Revolta's pirates

A group of ruthless pirates raiding the lands, lead by the insane woman Revolta.

Gain favour: Complete their quest, have a lot of money

Earn ire: killing pirates.

Boon: The pirates don't chase you as much. The duration of the chase is lesser/time?, too not chase the player at all.

Curse: pirates chase for a longer time.

Outlaw Bandits

Groups of outlaws, hopping to live free and do what they want.

Gain favour: Run away.

Earn ire: kill bandits.

Boon: Escape chance increases by 10- 40%

Curse: There are more bandits by 10-30%

The inner circle

An organisation of the super rich, controlling the world from the shadows.

Gain favour: complete their quests

Earn ire: Fail to complete their quests

Boon: the resources of towns become higher by 20-60%

Curse: the resources of towns become lower by 5-15%

Merchant guild

A monopoly that controls a country through its money and influence. (relife version banana republic <https://www.youtube.com/watch?v=QgydTdThoeA>)

Gain favour: succeeded haggle checks. The bigger the gamble the bigger the reward.

Gain ire: fail haggle checks. Flat negative.

Boon: The max amount that the player can haggle goes up by 20-40%

Curse: prices go up. By 10-25%

Pirate war bands

When the game starts 1-3 (the amount is chosen by how big the map is) war bands spawns as on separate locations they have to be at a minimum 2 towns away from the player.

After spawning they pick a location to travel (this location is told to the player). Every time time passes these war bands move towards their target location. War bands have a speed of 1.4

When they reach their target they start to raid the town. Raiding takes a day and for that day they stay in town. When the raid is done they pick a new town to raid. For 5 days after Raiding the war band will be rich. If the player beats them when they are rich the player gains 100- 600 gold.

If the player ever runs into a war band they will start a fight with 8 (+ 2 per 1 crew member)
War bandits

	Name	Speed	Attack	Defence	HP	Damage	Moves
	War bandit	0	-10	10	40	0	1

If a war band dies, it respawns the next day, with the same spawning rules as when the game began.

Possible Abilities

	Ability Name	Description
1	Toxic masculinity	+ 2 Item Limit, but must always have a full inventory or -30 speed
2	Excitable	After leaving a town get +30 speed that decays to a -10 speed.
3	Risk-taker	Increases the maximum for haggling by 5%
4	Violent	+ 20 Attack +10 damage but you have a 5% chance of hitting your own team
5	Hard headed	After getting hit take -70% damage on next hit
6	Bully	For each attack that has landed on your target this turn get +10 damage
7	Guardian angel	+ 40 HP Has a 30% chance of taking the damage instead of others. But Losing -10 speed and -10 attack after getting hit. For one day
8	Coward	To afraid to fight and ready to run, get, with every enemy out numbering your team, this unit gets; - 20 Attack, and + 20 to Escaping
9	Proud	After every attempt to run away, the unit digs his heels in and gains +20 Attack - 20 Escape
10	Reckless	+20 Attack, + 30 Damage but you take 10% of damage dealt
11	Meager	Eats only every other day. Gets +10 in all stats after eating, gets -10 in every stat after every day not eating.
12	Glutton	Eats 2 food heals 5 hp , can request snacks while traveling.