

# Conscript: Ruins of Runes

## Game Design Document

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## Overview

### Game Pitch

Conscript is a 2D tactical RPG for the desktop and mobile browsers that uses stable HTML5 and Phaser framework to allow players to control armies in a war against other empires for control of the world and for control of lost ancient powerful technology and magic. It is heavily inspired by the great Sega Genesis console classic, Warsong. The captivating story and unforgettable characters are revealed through scenarios, where each side controls dozens of units per scenario, divided into commanders and their troops. You must keep your commanders alive while eliminating cunning, formidable opposing forces. In addition, Conscript also blends in a new twist that enhances strategy even more while remaining true to the Warsong lineage.

### Key features

- ✓ Send hundreds and thousands of troops into massive battles against equally huge opposing forces.
- ✓ Watch as armies clash in riveting combat scenes.
- ✓ Commanders can gain experience and even be promoted into stronger classes.
- ✓ Commanders can hire up to nine different types of troops (such as soldiers, horsemen, elementals, angels, and djinns.)
- ✓ Unearth, purchase, and equip weapons and items, and cast powerful, devastating magic.
- ✓ A new constructed language and unique writing system to enhance gameplay and immersion.

The game will be developed in HTML5 using the [Phaser](#) framework. It can be played on any platform via a web browser and works with any type of input controls, including keyboard, mouse, touch, and game controller.

The initial demo will have only one scenario. Ideally, the entire game spans 10 scenarios for each story arc. In comparison, Warsong had a 2-part story, each part spanning 12 and 8 scenarios respectively.

## Why is This Game Called Conscript?

Conscript is a double entendre. The familiar definition means being drafted into the army. In this game, you control many, many pieces of troops—altogether it may add up to several hundreds of thousands over the course of the game. The second meaning is an abbreviation for constructed scripture, hence con-script. I have created a writing system for use in my games. It's called [Liyahu](#) and is based on the trinity concepts of mind, body, and soul. I will use both this script and the trinity concept in this game. Hence, I feel the name is very appropriate, yet not cheesy (my first title idea was Ruins of Runes; perhaps it can be a subtitle.)

## Game Play

### Interface Flow

The game begins in a flashy introduction with heart-racing music. Then the main menu appears, from which the player can choose to start a new game, load a previously saved game, or continue from the last save point.

The main screen is a grid map showing the positions of all units for that scenario. When two units engage in combat, the player can watch both units fighting it out as if e were there. Below the map is an information bar which contains such information on the selected unit, terrain, current scenario and turn number. In one corner of the information bar is a button to access a game menu, for actions like save, quit, and options.

Before each scenario, the player will prepare er units, including choosing which commanders will battle in the upcoming scenario, hiring troops, and equipping weapons and special items. Some scenarios allow the player to choose where each commander starts on the map. Every scenario has a condition for victory and for failure. In case of failure, the player may choose to return to a previous save point or restart the scenario.

### Controls

For menus, the player will click or touch the menu item. On the grid map, the player can slide while the mouse button is down or finger is touching the screen to drag the screen to different parts of the map. Clicking or touching a tile or unit will select it and display its information at the bottom in the information bar.

If a selected unit demands extra input, such as a target for move and attack, the grid map will light up to show which tiles the unit can reach. Touching a tile within reach will move the unit to that tile or attack an enemy unit occupying that tile.

## Units

### What are Units

Units in this game consists of all people, monsters, and animated objects that engage in combat. They are divided into two categories: commanders and troops.

See Unit Stats and Promotions Chart in the appendix.

### Commanders and Troops

Commanders lead up to eight units of troops. Commanders are usually represented by a single character, regardless of their HP. On the other hand, each unit of troop is shown as up to 10 characters that fight together, one character for each HP left in that unit.

When a troop dies, it disappears from the map. However, when a commander dies, he disappears along with all of his troops. A commander can use up his turn to heal himself. However, to heal a troop, he must be adjacent to his commander at the beginning of his faction's turn. In other words, put the troop next to his commander and wait until next turn to heal that troop.

The following tables show the most common commander and troop types found in the game.

<i>TROOP</i>	<i>Elemental</i>	<i>Biological</i>	<i>Spiritual</i>
<i>Accuracy</i>	Golem	Pikeman	Angel
<i>Power</i>	Mechan	Soldier	Djinn
<i>Speed</i>	Raiden	Horseman	Ghost

<i>COMMANDER</i>	<i>Conjurer</i>	<i>Fighter</i>	<i>Summoner</i>
<i>Accuracy</i>	Geomancer	Pikemaster	Saint
<i>Power</i>	Engineer	Swordmaster	Wizard
<i>Speed</i>	Illusionist	Knightmaster	Skymaster

### Unit Attributes

All units have these attributes: hit points (HP), attack, defense, and moves. Commanders also have

magic points (MP) and range (of influence).

- All units begin with 10 HP, which they can never go above. In other words, when they're healed, they max out at 10 HP. A unit dies at 0 HP and disappears from the map.
- Attack and defense values normally range from between 20 and 35. These can be modified by bonuses, such as commander bonus and unit advantages.
- Moves vary between 4 for slow units and 9 for the fastest units, with 6 being the average for units that travel by foot.
- Most commanders have a range of 4. That means their troops that are within 4 squares of the commander get the commander bonus.
- Spell-casting commanders are also granted an amount of MP so they can cast spells during the game. Once MP is exhausted, it won't be refilled until the next scenario.

Bonuses may boost these attributes higher than normal. Bonuses can be gained from several things, including commander bonus, items, terrain, and advantages (see below).

## Unit Advantages

Each unit is composed of two important qualities: energy and efficiency. The three types of energy are elemental, biological, and spiritual. The three types of efficiency are accuracy, power, and speed. Each type of energy has advantages and disadvantages over another type of energy, and same with efficiency. Both advantages are cumulative. Energy advantage grants bonus to defense, while efficiency grants bonus to attack. These are boosted by a proportional percentage. e.g. +20% to attack or defense.

## Energy Advantages

The following table shows the energy advantages, which grant +20% defense:

<i>ENERGY</i>	<i>Elemental</i>	<i>Biological</i>	<i>Spiritual</i>
<i>Elemental</i>	=	-	+
<i>Biological</i>	+	=	-
<i>Spiritual</i>	-	+	=

Similarly, these advantages carry over to resistance to spells of that type. That is, biological units

resist elemental magic, elemental units resist spiritual magic, and spiritual units resist biological magic.

## Efficiency Advantages

Here the following table shows the efficiency advantages which grant +20% attack:

<i>EFFICIENCY</i>	<i>Accuracy</i>	<i>Power</i>	<i>Speed</i>
<i>Accuracy</i>	=	-	+
<i>Power</i>	+	=	-
<i>Speed</i>	-	+	=

A troop's efficiency type also grants these combat bonuses regardless of the advantages shown above.

- Accuracy units can cut the opponent's terrain bonus by half.
- Power units have slightly higher restrike chance (level + 1).
- Speed units have more moves.

## Commander Class & Promotion

Each commander has up to 9 levels, which also dictate er troops' combat level. Most commanders at the lower tiers can be promoted to a stronger class upon reaching level 10. Those that can't be promoted will stay at level 9.

During promotion, the player can choose from one or more classes available for that character/class. Not sure yet if restriction is based on character or class. Warsong promotes based on class, with differences between genders. However, many characters can end up with identical promotion paths, which would be boring. Later games promotes based on the character in the story, which feels more RPGish and makes each character distinct. However, this would require more effort to engineer the promotion paths. A compromise would be to criss-cross the paths to grant more choices per character.

Another method is to have promotion bonuses be incremental rather than upgrade to pre-defined stats, allowing the player to mix and match. For instance, upgrading to a Knight would give +2 attack and +1 move, or a Lord to give +1 attack, +1 defense, and +4 MP. The next promotion to Knightmaster would also give +2 attack, +1 defense, and +1 move, or a Swordmaster to give +2

attack, +1 defense, and +4 MP. So the player has 4 choices for 2 promotions: Knight+Knightmaster gives total +4 attack, +1 defense, and +2 moves. Lord+Knightmaster gives +3 attack, +2 defense, +1 move, and +4 MP. Knight+Swordmaster gives +4 attack, +1 defense, +1 move, and +4 MP. Finally, Lord+Swordmaster gives +3 attack, +2 defense, and +8 MP. So even if 4 characters are given the same 4 choices, they can still end up with different stats. See the following chart for this example:

<i>PROMOTION</i>	<i>Tier</i>	<i>Attack</i>	<i>Defend</i>	<i>Move</i>	<i>MP</i>
<i>Lord</i>	2	+1	+1		+4
<i>Knight</i>	2	+2		+1	
<i>Swordmaster</i>	3	+2	+1		+4
<i>Knightmaster</i>	3	+2	+1	+1	
<i>RESULTS</i>					
<i>Lord+Swordmaster</i>	2+3	+3	+2	+0	+8
<i>Lord+Knightmaster</i>	2+3	+3	+2	+1	+4
<i>Knight+Swordmaster</i>	2+3	+4	+1	+1	+4
<i>Knight+Knightmaster</i>	2+3	+4	+1	+2	+0

See Promotions Chart in the appendix.

## Items

Commanders can equip 1 item each before each scenario. Items can be weapons, armors, and accessories that grant special bonuses to the commander and sometimes to troops.

See Items Chart in the appendix.

# Combat

## Commands

Each unit can be commanded to move and to attack. Commanders can also heal and cast magic.

- MOVE: A unit's move attribute limits how far e can move on the map. Different terrain types uses up different number of moves. The cursor changes to a boot while in move mode.
- ATTACK: To attack an enemy unit, move your unit next to the enemy, then move the cursor over the enemy, and select attack. The cursor changes to crossed swords while in attack mode.

- HEAL: A commander can heal herself by 3 HP, but no more than 10 HP.
- MAGIC: Some commanders can cast spells. Every class has a different set of spells available to em. For instance, saints can heal others and conjurers can cast fireballs.

## Healing

There are 3 ways to heal:

- A commander can use the heal command on herself to heal 3 HP, but no more than 10 HP.
- A troop who begins the phase adjacent to her commander heals 3 HP, but no more than 10 HP.
- Some commanders can cast healing spells. Stronger spells can heal a group of units for more HP at the same time.

## Magic

Some commanders can cast magic. Casting a spell requires MP. There are several factors to every spell:

- MP Cost: Each spell has an MP cost. A commander must have at least that much MP to cast the spell. After the spell is cast, the same amount is subtracted from the commander's MP.
- Distance: How far the spell can reach.
- Area of Effect: Some spells can affect only the target square, and some can affect all units within a diamond area. A few spells affect all units in a line of fire instead of the usual diamond.
- Effect: The most common effects of magic are damage and healing. Some spells may paralyze, confuse, or turn the targets into stone.

See Spells Chart in the appendix.

## Terrain

Terrains grant a unit a chance to evade the attack before other calculations (that involve attack and defense values). Accuracy units can reduce the opponent's terrain bonus by half.



Table below shows the terrain types and their normal bonus. Some units may have additional bonus for their natural habitat.

See Terrains Chart in the appendix.

## Attack Sequence

When two units go into combat, this is the order of sequence.

- (1) Get the number of shots for each unit, based on HP and unit type.
- (2) If both units are alive and at least one unit still has shots left, go into attack phase for each unit that has shots left.
  - A) For each shot, there are 2 sub rounds:
  - B) First round, see if defending unit evaded from terrain bonus. If evaded, then round is over.
  - C) If terrain had no effect, continue to second round.
    - i. Attacker tries to hit defender using this formula:  $\text{random}(1, 100) < (1 < (\text{unit1.attack} - \text{unit2.defense}) * 5 + 50 < 99)$
    - ii. If miss, try again using restrike formula:  $\text{random}(100) < \text{unit1.level} * \text{RESTRIKE}$ , where RESTRIKE is a constant set at 5. i.e. each level gives 5% chance to restrike, up to 45%.
    - iii. Keep trying until the shot hits or restrike chance failed. Higher level units have more chances to get restrike chains.
- (3) Combat repeats with Step 2 until both units run of shots or one or both units die.

See Combat Sequence Flowchart in the appendix.

## Combat Animation

The combat screen shows the two combatants fighting in real-time without user intervention. The attacker on the left and defender on the right. The background on each half corresponds to the terrain of the tile that unit occupies. The bottom of the screen displays the units' commander's portraits and the units' statistics for this battle, including HP, attack, defend, terrain bonus, level

bonus, final values, hits, etc.

There are several types of attack animations. Melee units will rush to the opponent. Commanders all have ranged attacks with various styles: shoot from hand to opponent, flame wave along the ground, lightning from above slides across the screen, meteors drop from above the opponent, bombs exploding, etc.

## Art and Sound

### Art

Art style is serious, gritty anime like Warsong (not the over-the-top cute style like the rest of the series). 16-bit to 32-bit. Square tiles.

### Dimensions

Screen size is 640 wide by 480 high. Each map tile is 48x48. Characters 32x32. Terrain icons 32x32. Letter font and Lياهو symbols 24x24.

### Sound

The musical style is also dark, gritty, up-tempo, and heart-pumping. Different tunes play during the player's turn and the enemies' turn. Sound effects for magic, combat, unit hurt, unit died, etc.

Codec and container is royalty free, open source format, such as [Opus](#), FLAC, Ogg/Vorbis, etc. Check browser compatibility at [HTML5 Audio Formats Test](#) . (Firefox can't play FLAC.)

## Plot and Back Story

### Synopsis

Empires are at war. The ruins of an ancient civilization was discovered. They were assumed to have wielded very powerful magic and technology. Meanwhile, all empires are fighting over control of the vestiges of the old civilization to gain any advantages to win the war.

<to be completed>

## Characters

You control a prince/ss and er allies from one of these empires.

List of main characters and allies follow.




See Characters Chart in the appendix.

## Runic Script










The world used to be inhabited by an advanced civilization who mastered a language that granted immense power. Unfortunately, improper usage of this power was also their downfall. All that was left behind were mysterious runes in a cryptic language. Archaeologists have named this language and scripture Lياهو.

## Lياهو

The central concept of the Lياهو language is that of the trinity of mind, body, and soul. Each of these ideas are represented by a glyph, like so:

Mind	Body	Soul
		
Elemental	Biological	Spiritual
Accuracy	Power	Speed

Lياهو symbols are also placed next to unit icons on the game's interface. These tell you the unit's energy and efficiency types. Table of Lياهو vowels in the energy X efficiency table follow.

	<i>Elemental</i>	<i>Biological</i>	<i>Spiritual</i>
<i>Accuracy</i>			
<i>Power</i>			
<i>Speed</i>			

## Scenarios

### DEMO: Dionys' Excavation Magnum Opus

Renowned archaeologist Dionys uncovers a great ruin of a powerful ancient race. This important site could hold the secrets to the lost race's sources of power. Daaidei Empire sends some troops to protect him and the site. Ngaakyan Empire finds out and sends a battalion to take over the site. Daaidei sends reinforcements, but is it too late?

- Victory: Defeat all enemy units.
- Failure: Dionys dies.

T = tier, L = level

Player controlled units:

- ✓ T1 Archaeologist L3 - Golems - Dionys
- ✓ T1 Spearhead L5 - Pikemen - 1<sup>st</sup> Phalanx

- ✓ T1 Combat Engineer L3 - Mechans - Haem (female)

Reinforcements (not player controlled):

Turn 10

- ✗ T2 Knight L2 - Horsemen - Waiman (female)
- ✗ T1 Mountie L6 - Horsemen - 1<sup>st</sup> Cavalry

Enemy units:

- ✗ T2 Lampmaster L2 - Djinnns - Tsindiek
- ✗ T1 Witch L1 - Ghosts - 2nd Commander (female)
- ✗ T1 Lieutenant L4 - Soldiers - 3rd Commander
- ✗ T1 Lieutenant L1 - Soldiers - 4th Commander

Items:

- ✓ Vogon Blade +2 AT

## Appendix

### Charts and Tables

#### Troop Energy X Efficiency Table

<i>TROOP</i>	<i>Elemental</i>	<i>Biological</i>	<i>Spiritual</i>
<i>Accuracy</i>	Golem	Pikeman	Angel
<i>Power</i>	Mechan	Soldier	Djinn
<i>Speed</i>	Raiden	Horseman	Ghost

#### Commander Energy X Efficiency Table

<i>COMMANDER</i>	<i>Conjurer</i>	<i>Fighter</i>	<i>Summoner</i>
<i>Accuracy</i>	Geomancer	Pikemaster	Saint
<i>Power</i>	Engineer	Swordmaster	Wizard
<i>Speed</i>	Illusionist	Knightmaster	Skymaster

### Energy Advantage Table

<i>ENERGY</i>	<i>Elemental</i>	<i>Biological</i>	<i>Spiritual</i>
<i>Elemental</i>	=	-	+
<i>Biological</i>	+	=	-
<i>Spiritual</i>	-	+	=

### Efficiency Advantage Table

<i>EFFICIENCY</i>	<i>Accuracy</i>	<i>Power</i>	<i>Speed</i>
<i>Accuracy</i>	=	-	+
<i>Power</i>	+	=	-
<i>Speed</i>	-	+	=

### Unit Stats

<b>UNIT</b>	<b>ATTACK</b>	<b>DEFEND</b>	<b>MOVE</b>	<b>A+</b>	<b>D+</b>	<b>TNL</b>	<b>RANGE</b>	<b>EXP</b>	<b>COST</b>	<b>VALUE</b>
<b>Golem</b>	18	22	6					3	100	10
<b>Mechan</b>	22	20	6					3	100	10
<b>Raiden</b>	19	23	8					3	100	10
<b>Pikeman</b>	20	20	6					3	100	10
<b>Soldier</b>	21	21	6					3	100	10
<b>Horseman</b>	20	22	8					3	100	10
<b>Angel</b>	21	19	7					3	100	10
<b>Djinn</b>	23	19	7					3	100	10
<b>Succubus</b>	22	20	8					3	100	10
<b>Archmage</b>	30	30	6	5	5	4	4	10		50
<b>Engineer</b>	30	30	6	5	5	4	4	10		50
<b>Illusionist</b>	30	30	8	5	5	4	4	10		50
<b>Ranger</b>	30	30	7	5	5	4	4	10		50
<b>General</b>	30	30	6	5	5	4	4	10		50
<b>Knight</b>	30	30	8	5	5	4	4	10		50
<b>Saint</b>	30	30	6	5	5	4	4	10		50
<b>Wizard</b>	30	30	6	5	5	4	4	10		50
<b>Warlock</b>	30	30	8	5	5	4	4	10		50

### Tiers of Progression

<b>TIERS</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>Troop AT/DF</b>	20/20				
<b>AT+/DF+</b>	+2	+6	+10	+14	+18
<b>Commander AT/DF</b>	22/22	26/26	30/30	34/34	38/38
<b>Item Bonus</b>	+2	+4	+8	+12	+16
<b>To Next Level Bars</b>	2	3	4	5	6
<b>Unit MP</b>	8	16	24	32	40
<b>MP Cost</b>	2	4	8	12	16

## Characters Chart

## Promotions Chart

## Spells Chart

<b>Spell</b>	<b>MP</b>	<b>HP</b>	<b>Distance</b>	<b>Area of Effect</b>
<b>Magic Arrows</b>	2	1-2/1-3	6/7	0/1
<b>Fire Ball</b>	4	1-2/2-3	5/6	3/4
<b>Blizzard</b>	4	1-2/2-3	5/6	3/4
<b>Lightning</b>	4	1-2/1-3	7/8	linear
<b>Thunder</b>	8	1-5/2-6	5/6	3/4
<b>Earthquake</b>	16	1-3/2-4	4/5	10/?
<b>Tornado</b>	8	1-4/2-5	5/6	5/6
<b>Fire Ball</b>	8	1-4/2-5	5/6	5/6
<b>Healing 1</b>	2	2/3	4/5	1/2
<b>Healing 2</b>	4	4/5	5/6	1/2
<b>Healing 3</b>	8	8/9	6/7	2/3
<b>Sleep</b>	4	0	4/5	2/3
<b>Confusion</b>	8	0	7/8	0/1
<b>Stone</b>	0	0	6/7	1

## Items Chart

ITEM	+A	+D	+MV	+MP	+RANGE	PRICE	OTHER
<b>Vogon Blade</b>	+2					250	
<b>Vogon Shield</b>		+2				250	
<b>Vogon Broadsword</b>	+2	+2				1000	
<b>Vogon Axe</b>	+4					500	
<b>Vogon Armor</b>		+4				500	
<b>Vogon Greatsword</b>	+4	+4				2000	
<b>Vogon Boot</b>		+1	+1			500	
<b>Vogon Saddle</b>			+2			1000	
<b>Vogon Staff</b>				+4		250	
<b>Vogon Tome</b>				+8		500	
<b>Vogon Orb</b>				+16		1500	
<b>Commander's Horn</b>					+2	500	
<b>Commander's Flag</b>					+4	1000	

## Terrains Chart

Terrain	Foot	Horse	Flyers	Defense %
<b>House</b>	1	1	1	10
<b>Forest</b>	1	3	1	20
<b>Plains</b>	1	1	1	10
<b>Road</b>	1	1	1	0
<b>Hill</b>	2	1	1	30
<b>Mountain</b>	X	X	1	45
<b>Shallow Water</b>	3	2	1	0
<b>Deep Water</b>	5	X	1	0
<b>Castle Wall</b>	4	X	1	40
<b>Building Wall</b>	X	X	1	40
<b>Indoors</b>	1	1	1	10
<b>Bridge</b>	1	1	1	0
<b>Cave</b>	1	1	1	10
<b>Rubble</b>	2	1	1	15
<b>Void</b>	X	X	X	0



## Combat Sequence Flowchart

