

Samurai Slayers - Concept Plan

Act 1 - Core game + mechanics

end of october - mid november

- the core loop: what a player does from minute one to level 100
- leveling: xp curve, stats, what you get every level
- combat for fists, swords and bows: combos, heavy attacks, block, parry, dodge, stamina, hit stun, knockdowns
- movement: sprint, dash, climb, swim, dive, glide, mount and dismount
- health, healing, death and respawn (where you come back and what you lose)
- loot and rarity: common, uncommon, rare, epic, legendary, mythic, special. what drops where and how often
- coins, Crimson Shards and every other currency, what each is spent on
- the 5 bloodlines as gameplay: what each gift does in a fight and the odds of rolling each
- day, night and eclipse cycle: how long each lasts and what changes
- travel: walking the whole map is about 2 hours. fast travel, ferries, mounts, boats and the glider
- parties and co-op: max party size, shared xp and loot
- pvp: where it's on, where it's off, and how it ties to infamy
- bloodline outfits and starter looks
- day, night and eclipse colors for every island
- style sheet for how the game looks (colors, fonts, gold frame)
- UI for the map, inventory and health/stamina bars

Act 2 - Powers + weapons

mid november - end of november

- every sword has 3-4 skills depending on grade: common, uncommon, rare, epic, legendary, mythic, special. higher grade = more skills and stronger ones
- full sword list for every grade with all its skills, what each skill does, cooldowns and where the sword comes from
- fist styles and bows done the same way
- all 6 spirit pacts: 4-5 moves each, the passive, the taboo and how the game checks it, how you get it
- all 3 ki schools, 12 arts. what each does and when it unlocks
- every place ki points come from (has to add up to 300)

- all 9 secret art scrolls, how each plays and where it drops
- how swords, pacts, ki and secret arts stack together so no combo is broken
- honour and infamy: what gives points, what takes them, what each rank unlocks
- mounts, boats and the glider: how you get them, speed, upgrades
- UI for pacts, ki arts, secret arts and sword skills

Act 3 - Main story

start of december - mid december (the biggest act)

the main story is **not linear**. every island has at least 4 main questlines, and the player picks which one to start. every questline branches based on what you choose, so two players can do the same island and end up with different results. the map takes about 2 hours to walk, so the story has to be big enough to fill all of it.

- for every island: at least 4 main questlines, each with its own start NPC, its own route across the island and its own boss or ending
- every questline branches at least once or twice (help or betray, honour or infamy, spare or kill, which faction you side with) and the branches lead to different rewards and different endings
- decide how the pillar on each island gets lit: after finishing a set number of questlines, or by which branches you picked
- how choices carry over: an NPC you helped on Main Island shows up again on Dusk, a faction you crossed hunts you later
- which islands you can go to in any order and which ones are locked behind level or story
- a quest card for every step of every questline and branch: where, who gives it, what you do, what's said, reward, which branch it leads to
- a flowchart per island showing all the questlines and where they split
- fight sheets for every story boss (arena, phases, attacks, drops), from Cave Crasher to the Demon Boss raid
- Sayo's thread: her scenes have to make sense no matter what order the player does things
- the Moon Gate finale and what has to be done before it opens
- 7 pillar designs, lit and unlit
- Sayo's 3 looks (shrine maiden, princess, moon form) and the story NPC looks
- quest log UI that shows the branching questlines

Act 4 - Side quests + repeatable quests

mid december - end of december

with a 2 hour map there can't be any empty roads. there needs to be something to do everywhere, every day.

- NPC tales for every NPC in the lore doc, plus at least 10 small side quests per island
- big tales that cross islands (The Last Fare, Three Catches, The Princess's Letters)
- road events: things that randomly happen while you travel (bandit ambush, travelers needing help, a merchant cart, a spirit on the road)
- daily quests: a pool per island that changes every day
- weekly quests: bigger ones, like hunting a certain boss or clearing a dungeon on hard
- bounty board quests for honour players and outlaw jobs for infamy players
- the prison loop (Holding Cell, Labour Camp, breakout) and its quests
- exploration: hidden shrines, chests, lost foxes, tengu feathers, letters, all placed on the map
- fishing: fish per island and the 3 legendary catches
- which quests are honour only and which are infamy only
- NPC and faction outfits for everyone who gives side quests
- daily and weekly quest board UI

Act 5 - Dungeons, world bosses + clans

end of december - early january

- all 9 dungeons room by room: mechanics, mob waves, bosses, loot
- hard mode and red eclipse version for every dungeon
- world bosses Kuroshio and Ōnamazu: where, when, how many players, drops
- which mobs spawn where by level so there are no empty zones
- clans: making one, flags, claiming land, clan wars, what land gives you
- clan flag and banner designs

Act 6 - After the Moon Gate

early january - mid january

- what max level players do every day and week: eclipse nights, rifts, clan wars, bounty hunting, prestige after lvl 100
- 3 story arcs that come out after launch
 - The Red Moon Rises: Mikage and the Order come back and try to break the chains again
 - Moonfall: Sayo is stuck holding the moon and the kitsune want her back
 - The Earth Shaker: Ōnamazu wakes up and cracks open new caves under the islands

- each arc is non-linear too: multiple questlines with branches, a new area, new boss, new reward, and if the level cap goes up
- a paragraph each for 2 later arcs: whatever knocked on the Gate of Yomi, and Kujira's land past the edge of the map
- seasonal events (cherry blossom, summer, maple fall, snow) and the order the arcs and events come out
- homestead isles: what you build and how it looks