

Desideratum

‘Desideratum’

Desideratum meaning something that is wanted or needed, such as a soul in my game. [1]

INTENDED PLATFORMS

PC, Ps5, Ps4, XBOX X/S and xbox one.

TARGET AGE / DEMOGRAPHIC OF PLAYERS

The target age would be adolescents and older as the game would contain many dark and complex themes as well as graphic violence.

Desideratum would appeal to lovers of horror, fantasy and especially medieval themes.

INTENDED PEGI / ESRB RATING

Mature 17+

The game contains violence and dark themes.[2]

SECTION 2: GAME OUTLINE

GAME STORY SUMMARY

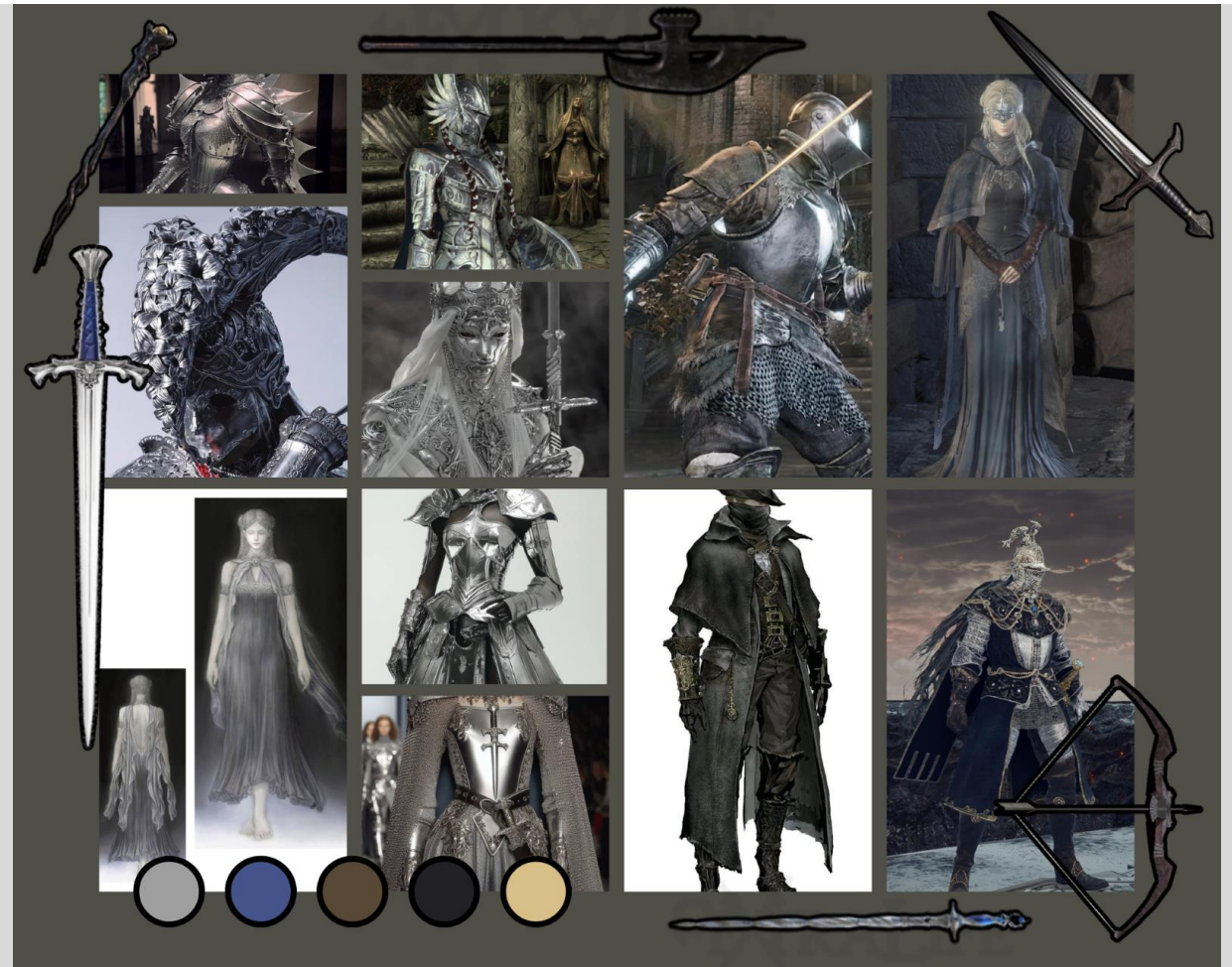
The game begins in Eradast with a soulless knight (the player). A type of warrior destined to a gruesome fate of constant resurrection until the darkness one day consumes them. The world is infected by the Nox Mortem, a manifestation of evil will. The player can resist the Nox Mortem due to their angelic ancestry. The God King, the king of Eradast, has been possessed to syphon souls from the living. The player defeats the God King and takes his soul sword, to kill the Nox Mortem. The player realizes they are the sword of Angellaborn, the will of greater good, and uses their guidance to progress and defeat the final boss.

GAME FLOW

A (third or first person) Fantasy medieval horror MMORPG game in which the player fights through the different levels of darkness and evil to slay the primordial godlike being; the physical manifestation of evil, the Nox Mortem in attempts to bring back light and life to the world of Eradast.

SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

CHARACTER APPEARANCE



This moodboard represents the overall theme of the player's armour. The armour can range from medieval fantasy dresses to masculine or feminine fantasy armour.

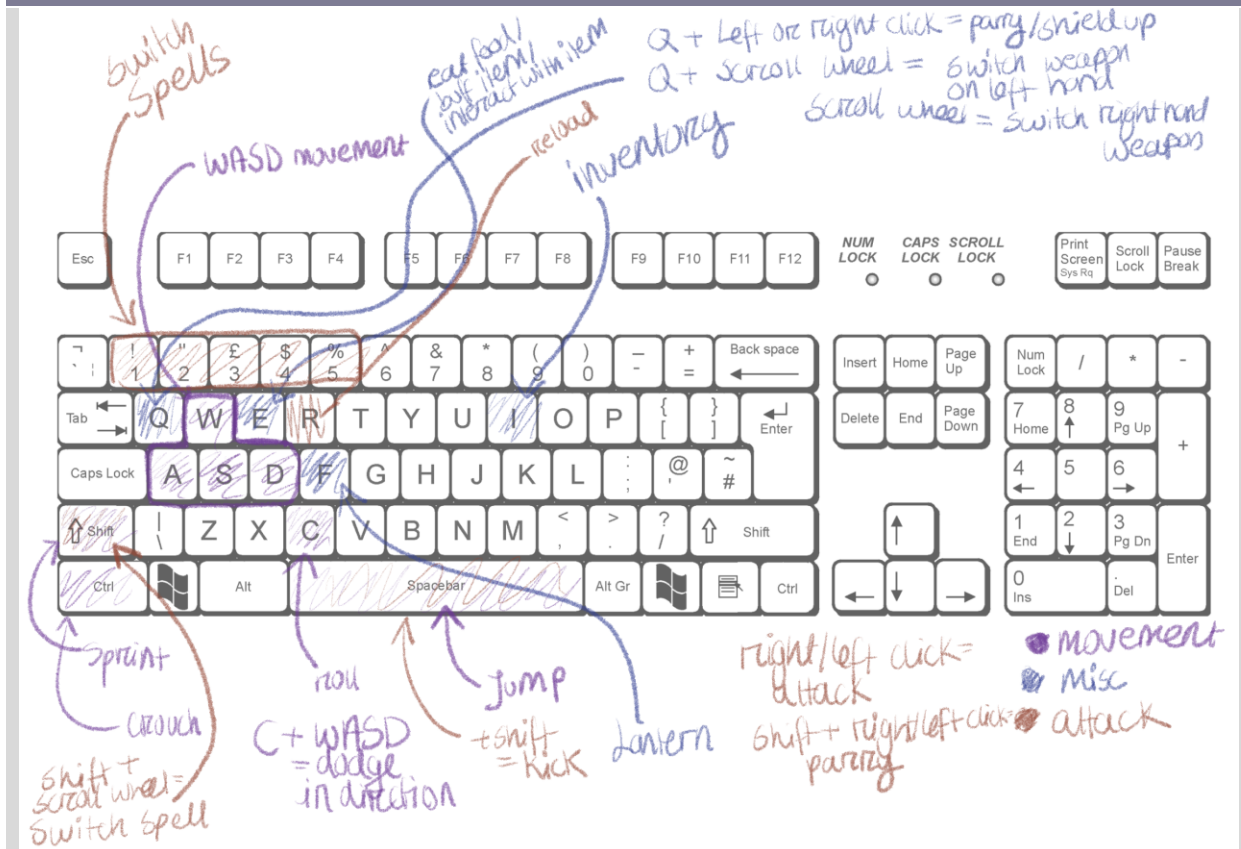
CHARACTER DOSSIER / DETAILS

NAME:	The Soulless Knight as known in the story/ players username
GENDER:	Male or female (players choice)
SPECIES:	Human without a soul, distant angelic ancestry
AGE:	Unknown, roughly 20-23 years old (described as young by NPCs)
FACTION:	Soulless Knights
KNOWN ASSOCIATES:	The will of good (Angellaborn), various friendly NPCs met in the game

CHARACTER'S BACKSTORY

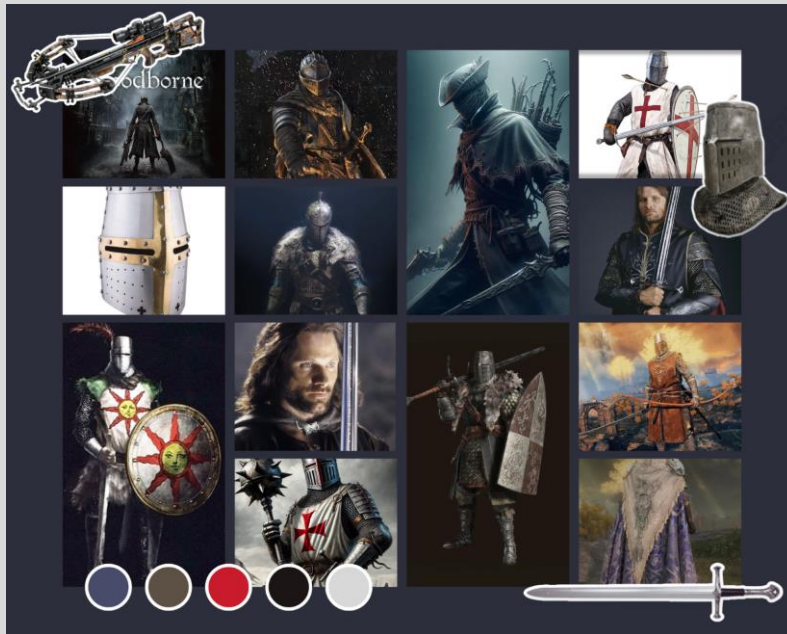
The player is a Soulless Knight. They are considered an outcast in Eradast, due to their ability to endlessly resurrect making them seem like a monster. They have a stronger resistance to the Nox Mortem due to their angelic ancestry. Their origin and past are unknown, but they possess a strong resolve and will power. The player's fate is determined by their decisions in the story.

CHARACTER CONTROLS / PLAYER CONTROLS



NPCs

CHARACTER APPEARANCE



CHARACTER DOSSIER / DETAILS

NAME:	Vincent
GENDER:	Male
SPECIES:	Human, spirit

AGE:	25
FACTION:	Knight of the silver order
KNOWN ASSOCIATES:	The player, silver order, God King (formerly)

CHARACTER'S BACKSTORY

Vincent was a Knight of the silver order, tasked with protecting the God King. When the God King was poisoned by the Nox Mortem, the knights abandoned their duty and disbanded. The player meets Vincents spirit through a side quest, when the player completes his quest, he stays by the players side giving them tips and extra lore. Players can choose to form a close bond with Vincent by interacting with him.

SECTION 4: GAMEPLAY

SEQUENCE OF PLAY

The game will be open world limiting the use of loading screens, with difficulty increasing as the player explores. Players have full freedom to choose their own path, with the only potential obstacle being increased enemy difficulty. The game world will contain dungeon-style structures like castles containing bosses and enemies. Desideratum features a main story quest and side quests with a quest journal for players to track progress.

UNIQUE SELLING POINTS (USPs)

Desideratum is a story rich immersive MMORPG, with modern UI, accessible levelling system and modern graphics. It stands out from medieval fantasy games due to its unique horror aesthetic. The game features versatile play styles, inspired from Elden Ring. It also includes increased challenge, promoting teamwork to overcome bosses. The Soul Sword mechanic adds to the difficulty and is unique to the game, giving players new challenge.

PLATFORM-SPECIFIC FEATURES

On console, the game could make use of motion controls for aiming bows and magic. However, players would be able to toggle this feature on and off.

PC, PS5 and Xbox X will have raytracing as a graphical option unlike the Xbox one and PS4 which are not capable of this. [3]

SECTION 5: GAME WORLD

GAME WORLD

Places within Eradast;



Daearglenn is a peaceful settlement in the northwest region of Eradast. The residents are distinct from others as they are very closely connected to the earth. Daearglenn offers numerous herbs, flowers and cooking recipes to the player.

Daearglenn inspirations; Wales, the shire, northern France, Scotland

*Dae*ar is earth in Welsh[4], *Glenn* is taken from the Gaelic word *Gleann* meaning valley.[5]



Hevaleria is a location in the northern region of Eradast. Hevaleria is home to the fastest horses in Eradast, mountain ranges, caves and mines.

Hevaleria inspirations; Southern Poland, Finland, New Zealand

Hevonen is horse in Finnish[6], cavalry is kawaleria in Polish, making up the name Hevaleria.[7]



Numaguōr is a location in the southeastern region of Eradast. The Nox Mortem demon of lust resides here. It is a swampland full of blight and sickness.

Numaguōr inspirations; Japan, eastern culture, swamps

Languor is sickness in old French[8], numachi is swamp in japanese[9], these combined make the name.

LOCATION DETAILS	
NAME:	Eradast
WHAT DOES IT LOOK LIKE?	Eradast will include many different smaller regions. All of which will have their own colour palette and theme. Eradast includes many castles and medieval structures.
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	It will feel isolating and sinister as mangled monsters and corpses roam the lands; the player will feel alone in a hostile environment.
WHAT KIND OF MUSIC WILL BE USED FOR THIS LOCATION?	Each region in Eradast will have its own theme songs/ambient music to separate them further. The music should have a medieval undertone to it.
HOW ARE THE LOCATIONS CONNECTED IN THE GAME WORLD?	Eradast is an open world map containing 7 major regions.

GAME FLOW
The game world will be open world, giving the player freedom to explore at their own pace. There will be a central hub where the player can have some interactions with friendly NPCs and store items with tunnels and shortcuts to various areas of the open world.

SECTION 6: GAME EXPERIENCE

GAME EXPERIENCE

The overall theme of Desideratum is medieval fantasy horror. The environment, NPC interactions and lore would give the player a sense of discomfort and isolation. Additionally, I would like the game to feel 'hardcore' similarly to Doom Eternal with extremely difficult enemies and cool looking effects and attacks. This can also be further amplified with the music used in boss fights.

HOW IS THIS FEELING GOING TO BE PRESENTED TO THE PLAYER?

By using NPC interactions, colour theory and world building.

ARE THERE ANY SPECIAL MODES OR INTERFACES FOR GAMEPLAY?

During the introduction to the game, the player will be playing solo. After the player defeats the 'God King' they will have access to the multiplayer servers of the game.

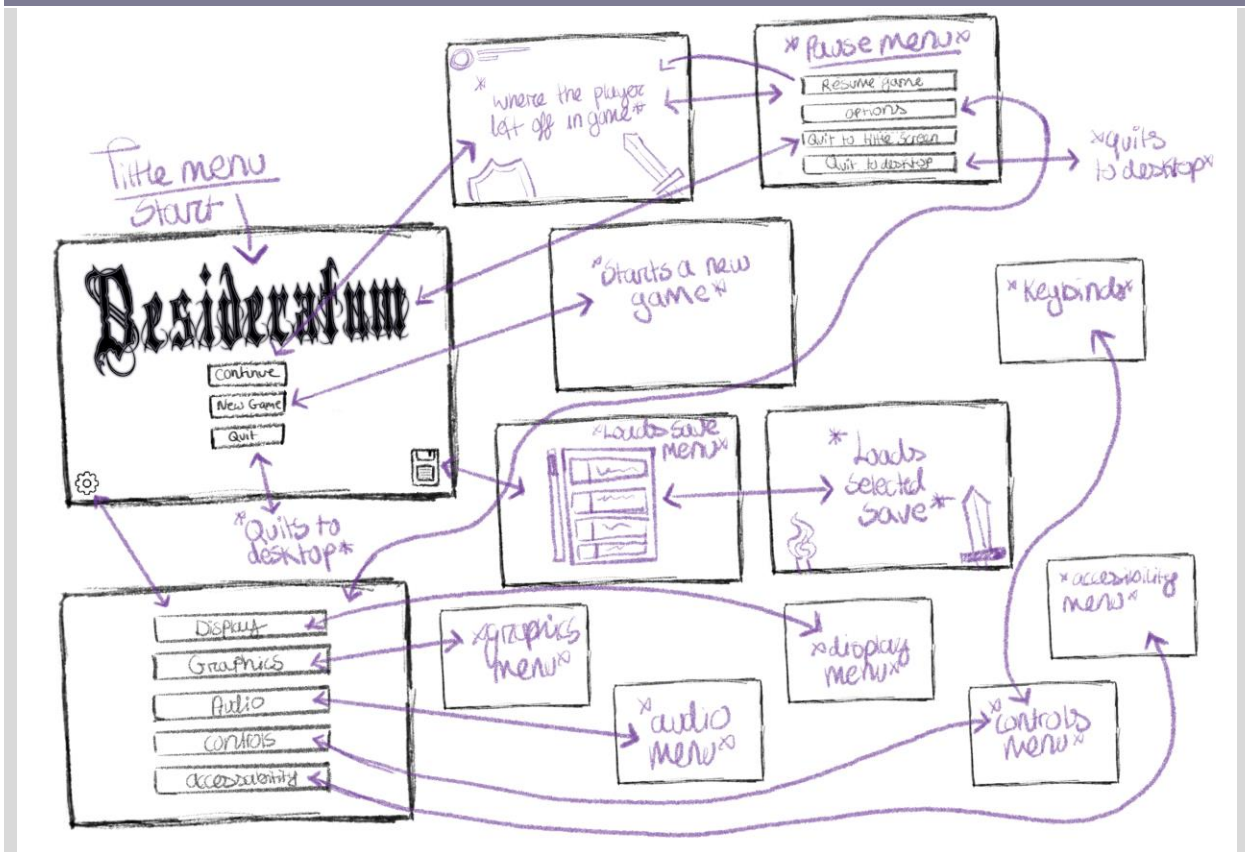
WHAT EMOTIONS ARE MEANT TO BE INVOKED BY THE GAME?

I would like to inflict a sense of fear and isolation upon the players by strongly playing into the horror aspect of the game using disturbing imagery and themes.

HOW ARE MUSIC AND SOUND GOING TO BE USED?

I would like to invoke a 'hardcore' feeling. Mixing metal, gothic music and renaissance music would suit Desideratum well and be well received by the target audience. This would also help the game stand out like Doom Eternal and Metal Gear have for their music.

HOW DOES THE PLAYER NAVIGATE THE SHELL MENUS/ SCREENS OF THE GAME?



SECTION 7: GAMEPLAY

MECHANICS

GAMEPLAY MECHANICS

MECHANIC:

The game has various mounts with different speeds and capabilities, as well as other modes of transport like lifts, locked doors, portals, and parkour elements.

HAZARD:

In Eradast, there are toxic swamps that can infect players with status effects, causing damage over time. There are other similar hazards, such as a bleeding status effect. Players must bandage themselves to prevent bleeding out.

POWER-UP:

Players can access various ingredients and foods from traders and foraging in the game world. Using this, they can cook meals with health, mana, and damage bonuses.

MECHANIC DETAILS

NAME:	Mounts
WHAT DOES IT LOOK LIKE?	These will be horses or boats
EFFECT ON PLAYER:	Faster method of travel in the game world, can also give access to previously inaccessible areas via flight or crossing water.
WHEN WILL IT FEATURE IN THE GAME?	The player will encounter various stables in towns selling horses. Other mounts can be unlocked through side quests or traders.

HAZARD DETAILS	
NAME:	'Bleeding' (this would appear on the screen when hazard occurs)
WHAT DOES IT LOOK LIKE?	A blood trail would be seen behind the player as they walk.
EFFECT ON PLAYER:	The players health bar will slowly deplete until they treat the wound with bandages.
WHEN WILL IT FEATURE IN THE GAME?	Certain weapons such as curved swords will be capable of inflicting this effect, this will feature throughout the game.

POWER-UP DETAILS	
NAME:	Various cooked meals/edible foods
WHAT DOES IT LOOK LIKE?	These can range from eggs and sausages to simple apples or fish. There will be many foods.
EFFECT ON PLAYER:	Different foods will have different effects, for example, hearty foods like meat will give bonuses to the players health such as healing or increased healthbar.
WHEN WILL IT FEATURE IN THE GAME?	The player is introduced to edible items like apples at the start of the game and later can learn new recipes for cooking complex meals.

COLLECTIBLE ITEMS
Players can collect coins to buy items from traders. They can also forage for ingredients for cooking recipes. Furthermore, they can collect recipe papers to learn new recipes with unique buffs.

COLLECTIBLE DETAILS	
NAME:	Coins
WHAT DOES IT LOOK LIKE?	Small silver disks with ornate designs engraved on them.
BENEFIT FOR PLAYER:	The player can exchange these for items from traders.
WHEN WILL IT FEATURE IN THE GAME?	The player will encounter these as an enemy drop from the beginning of the game.
CAN IT BE USED AS CURRENCY?	Yes
WILL IT EARN PLAYERS AN ACHIEVEMENT?	Reaching 100,000 coins could earn players a funny achievement such as 'drowning in riches'.

COLLECTIBLE DETAILS	
NAME:	Recipe pages
WHAT DOES IT LOOK LIKE?	Pages with sketches of foods and writing.
BENEFIT FOR PLAYER:	The player can learn new recipes to cook giving them access to more buffs.
WHEN WILL IT FEATURE IN THE GAME?	The player will encounter these in chests from early in the game.
CAN IT BE USED AS CURRENCY?	No.
WILL IT EARN PLAYERS AN ACHIEVEMENT?	The players can earn a funny achievement named 'master chef' if they collect all recipe pages available.

GAME ECONOMY
Players will be able to collect coins from enemy drops and selling items. Using these coins, the player can buy ingredients, arrows, weapons and armour. The more valuable the item, the more expensive it will be. Players will be able to sell the items they buy also, but for a 10% lowered price to when they bought it.

SECTION 8: ENEMIES

LIST OF ENEMIES

- Soulless peasant
- Soulless Knight
- Fell creatures (mutilated monster like animals afflicted by the Nox Mortem)
- Dragons
- Fairies/fey creatures
- mages/witches
- Nox Mortem creatures

ENEMY DETAILS

NAME:	Soulless Peasant and Soulless knight
WHAT DOES IT LOOK LIKE?	Decrepit, undead residents of Eradast. Peasants are dressed in rags and Knights in armor.
ATTACKS:	Soulless peasants have basic attacks such as punching and biting. Soulless Knights have basic sword swings, due to being undead they are very animalistic.
WHEN WILL IT FEATURE IN THE GAME?	From the very beginning the player will encounter Soulless peasants as their first enemy. As they progress, they will also encounter soulless knights for added difficulty.
HOW DOES THE PLAYER DEFEAT IT?	These are easy enemies to defeat and only require the player to deplete their health using their available weaponry. Soulless knights have increased health so therefore take longer to defeat.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Coins/currency, occasional weapons, armor or foods.

NAME:	Fell creatures
WHAT DOES IT LOOK LIKE?	Decrepit, horror-like, mutilated versions of the fauna and wildlife of Eradast that have been afflicted by the Nox Mortem.
ATTACKS:	Animalistic scratching, biting and hitting. Some fell beats can cause a plague/sickness effect on the player that causes their health to slowly deplete.
WHEN WILL IT FEATURE IN THE GAME?	The player will encounter fell beasts in the beginning of the game in rare miniboss like instances, but they will become more common and frequent as the player advances the game.
HOW DOES THE PLAYER DEFEAT IT?	The player can deplete their health using any of their available weaponry. However, the player might need healing foods to help with the status effects and will need to learn to dodge oncoming attacks.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Coins/currency, flowers, herbs, meat or materials such as bone or fur.

NAME:	Dragons
WHAT DOES IT LOOK LIKE?	Dark, gothic horror-esq dragons
ATTACKS:	Physical attacks such as slashing with claws, hitting with tail, fire breath, some dragons in specific regions may have slightly different breath, such as toxic breath or spirit breath with status effects.
WHEN WILL IT FEATURE IN THE GAME?	Mid game to late game
HOW DOES THE PLAYER DEFEAT IT?	The player will have the ability to cut off the head of the dragon when it has 15% or less health remaining for a quicker special finish to the dragon, however this will be difficult. The player can also slowly deplete the dragon's health normally.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Coins/currency, special weapons, special armor, special spells, potions or materials.

NAME:	Nox Mortem
WHAT DOES IT LOOK LIKE?	Dark malformed demonic monsters
ATTACKS:	They can take many forms, some with swords, spears, others more animalistic. They can also utilize magic attacks.
WHEN WILL IT FEATURE IN THE GAME?	Mid to late game
HOW DOES THE PLAYER DEFEAT IT?	The player will be able to kill them using a special attack with the soul sword.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Coins/currency, special weapons, special spells, Nox Nectar (crafting material).

LIST OF BOSS CHARACTERS

- The God King – first boss, revealed to be Mammon, Nox Mortem demon of greed
 - Beelzebub, Nox Mortem demon of gluttony
 - Belphegor, Nox Mortem demon of Sloth
 - Asmodeus, Nox Mortem demon of lust
 - Leviathan, Nox Mortem demon of Envy
 - Lucifer, Nox Mortem demon of wrath and pride
- [10]

BOSS CHARACTER DETAILS

NAME:	God King (possessed by Mammon)
WHAT DOES IT LOOK LIKE?	Tall, ominous. Corpse of the king in his set of ornate armour. Armour broken and deformed like his kingdom.
ATTACKS:	The god king uses a spectral sword. He can shoot spectral blades. In his second phase, he separates from his sword and attacks the player like an animal. His spectral sword also attacks the player.
WHEN WILL IT FEATURE IN THE GAME?	This will be the first main boss the player encounters in the starting castle/dungeon.
HOW DOES THE PLAYER DEFEAT IT?	The player will be able to shatter the soul sword by parrying it perfectly, which gives them a window to attack the god king before the sword returns.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	The player will retrieve the original Soul Sword from the god king which gives them the ability to defeat the Nox Mortem.

BOSS CHARACTER DETAILS	
NAME:	Beelzebub
WHAT DOES IT LOOK LIKE?	At first jolly, fairytale like, quickly turns evil, sinister and disgusting after tricking the player. Fat/larger and taller than standard human.
ATTACKS:	Toxic vomit causes toxin status effect. Uses butcher knife as well. Able to crush the player.
WHEN WILL IT FEATURE IN THE GAME?	This is the second main boss the player encounters.
HOW DOES THE PLAYER DEFEAT IT?	The player will need to utilise foods to reduce the toxin status effect.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	The player returns the trapped souls of Daearglenn, this unlocks more side quests. Progress story. Boss armour and weapons. Coins.

BOSS CHARACTER DETAILS	
NAME:	Belphegor
WHAT DOES IT LOOK LIKE?	Giant sized, draped in dark robes, always sleeping, sinister
ATTACKS:	He can put the player to sleep, forcing them into his mind. The player will have to fight the nightmares and monsters in his mind.
WHEN WILL IT FEATURE IN THE GAME?	This is the third main boss the player encounters.
HOW DOES THE PLAYER DEFEAT IT?	The player will be able to fight their way through his mind to Belphegors dream manifestation, defeating him wakes the real Belphegor which stops the sleeping spell and allows the player to kill him with the soul sword.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	The player returns the trapped souls of Hevaleria, this unlocks more sidequests. Progress story. Boss armour and weapons. Coins.

BOSS CHARACTER DETAILS

NAME:	Lucifer
WHAT DOES IT LOOK LIKE?	Large, fierce, dragon-like. Six large wings.
ATTACKS:	He can breathe black and red fire, punch the player with his fists, use his claws, tail. In his second phase, his body is on fire, and he can shoot down from the sky onto the player.
WHEN WILL IT FEATURE IN THE GAME?	This is the final boss.
HOW DOES THE PLAYER DEFEAT IT?	The player must use either a shield, spell or buff to protect themselves from the fire. When the player has weakened him, they can kill him with the soul sword.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	The player has defeated the Nox Mortem and brought peace upon Eradast, completing the main story. They also gain the boss armour, weapons and coins.

SECTION 9: BONUS MATERIALS

BONUS MATERIALS

The players will be able to unlock special weapons, armour, items and achievements by defeating the limited time event bosses which will be active during different times of the year

REPLAY VALUE

The game will be an MMORPG with new DLCs and story content (separate from main story) releasing for players continuously. Furthermore, there will be event bosses which the player base must collaborate on to defeat, similarly to the player collaboration in Helldivers 2. These will be extremely difficult bosses and will add new challenge even when players have completed all of the story content.

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