
Azadi: Lands of Jendor MMORPG

GDD draft ver. 1.6

—LANDS OF—
AZADI

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General Information

Short game description

Lands of Azadi (possibly also Azadi Online), which means “Freedom” in many languages, is an Open-World Story-Driven Action MMORPG set in a unique world that combines Medieval Fantasy and Sci-Fi elements.



Its key visual elements are the 4 moons (White - Caddan; Blue - Modre; Red - Sor; Green - Yesh) that orbit around the planet, which blend together with a dynamic ecosystem to create a truly life-like experience that will fully immerse the Players. This is done by harnessing the power of Unreal Engine 5 to its fullest. We are aiming for the majority of the NPCs to be voice-acted as well.

Premise

Players are thrown into a newly discovered planet in the space sector x231. They are free to explore at their own pace and are given total autonomy on their actions, there is no hand holding involved (Eg: they can go wherever and whenever they want and tackle objectives in a variety of ways with different outcomes).

Lands of Azadi's Leveling System incentivizes Players to explore because every action they do will increase the performance of a skill (Eg: Cut wood to gain XP in the skill “Carpentry” and when it fills up, you can level it up and cut wood faster).

Player Mission (Full MMO Game)

As the chosen commander, you embark on a dangerous military operation through the uncharted realms of the Zicaria system. Navigate treacherous cosmic landscapes, encounter various worlds and engage in intense battles against the forces of Jendor, the Nomads, and other civilizations craving for control of Azadium. Forge alliances with factions that share your goals and values, and carefully navigate rivalries and political intrigue to secure the valuable resource. Unleash your strategic brilliance, lead a diverse team of skilled operatives, and harness the known power of Azadium to tip the scales of power in Earth's favour.

In "Azadi: Rise of Jendor," immerse yourself in a gripping narrative of redemption, exploration, and the indomitable human spirit. Will you navigate the intricate alliances, unite factions under Earth's banner, and harness the known power of Azadium to rebuild Earth's ravaged environment and reclaim its dominance in space? And will you be the one to unlock the unknown and potentially limitless energy capabilities of Azadium, ushering in a new era of technological advancement and securing humanity's future as masters of the universe? The fate of Earth and the destiny of the cosmos now rest in your hands.

Backstory

The GCC War

The GCC, a cataclysmic war that spanned galaxies, pushed humanity to the brink of annihilation. In a final, desperate stand, Earth's forces with Star Union leftovers emerged victorious against the overwhelming might of various alien races led by Quandari. However, the victory came at a tremendous price, as the war devastated Earth's environment, posing a severe threat to its survival. Amidst the

chaos, Azadium emerged as a beacon of hope. Its extraordinary properties not only enable the upgrade of spacecraft drives for instant travel but also hold the potential to restore Earth's ravaged lands and revitalise the planet's ecosystems. Azadium, currently under active research, holds significant potential across multiple industries, with particular emphasis on military applications, warp-drive technology, and ecosystem revitalization. Ongoing studies are exploring the diverse applications and benefits that azadium can offer in these domains.

The Fight for Azadium

But Azadium holds even greater secrets. Its discovery stands as the greatest breakthrough of the millennium, unlocking incredible capabilities that transcend imagination. The true extent of its energy potential remains unknown, with whispers of unimaginable power circulating among the scientific community. Will you be the one to harness the untapped, enormous energy capabilities of Azadium and wield it to reshape the cosmos? Or will others exploit its secrets for their own nefarious purposes?

Rise of Jendor

While Earth struggles to rebuild, alliances and rivalries have emerged, shaping the new order in the cosmos. Jendor, a rebellious ex-human colony driven by a hunger for dominance, seeks to exploit Azadium's immense power to fuel their ambitions and officially claims that whoever joins the Alliance of Dominance will receive protection from the strongest and biggest empire of the new post GCC Stellar Era. Nomadians , an advanced alien civilization, have also embraced the potential of Azadium and expanded their influence. As other factions, independent races and syndicates each with their own motives, vie for control of the resource another war seems inevitable. It is within this within your combat skills and complex web of alliances, rivalries, and shifting loyalties that your mission unfolds to shape a new order in the universe.

Gameplay Perspective

Third Person Action RPG, the Player will see their character centered on the screen and a bit further away to allow for clear 360 degree visibility.



Core Pillars

The key elements we are focusing on are:

- Great graphics in Unreal Engine 5 (Lighting, Shaders, etc),
- The unique setting of a distant new planet where magic and sci-fi co-exist , the 4 moons, affect magic, etc - they can correspond with the elements
- The Elemental Energy system where the Player will increase their character's bonuses based on how well they utilize an Element in conjunction with all of their abilities (Eg: Fire Character: use Fire Infused Weapons and Spells to get even more bonuses in Damage Output).
- Very snappy and cinematic minute-to-minute combat (akin to something like Elden Ring), an area which is mostly overlooked in most MMOs. Timing, distance, altitude, Character weight and animation frames may all play a part in the flow of the combat.
- Action Based Level Up System - continue doing something (Sneak, Swim, etc) to keep leveling it up.
- A Multiplayer sandbox experience which combines traditional RPG elements (Spells, Skill Trees, etc) with Survival elements (Eg: Crafting, Resources Management).

Game Loop

What Players can expect in any typical game session (>30mins - 1 hr):

1. Start a Quest (Cinematic Cutscenes, Multiple Dialogue Branches, Dialogue During Gameplay)
 2. Manage your character (Craft items and buffs to survive, increase skills' stats)
 3. Fight other enemies (AI or Players).
- The end goal/result of all these actions is to further gain XP or other rewards that develop your Character.

Target Platforms & Monetization Model

Steam: Only the Prologue – **FREE (~1-2 hrs gameplay)**

- This acts as a Demo to promote the full game. You play as a set character (cannot create your own) in a predetermined path with little exploration options. The goal is to introduce all of the game's major mechanics (Combat, Crafting, Survival, Elements, etc). At the end of the demo, the Player's character will die in a scripted battle and this character can be found dead in the full game, linking together the 2 entries, further expanding the lore.

PC Client - Monthly Subscription - **\$12.99/1 month; \$38.99/3 months; \$72.99/6 months**

Target Audience

- Players who enjoy Single Player RPGs
- Players who enjoy multiplayer RPGs
- Players who enjoy games with immersive narratives/stories

Player Character

In *Lands of Azadi* Players are given a wide variety of customization (both visual and gameplay wise) to create the Character which they truly desire. This is done through various systems as follow:

Character Customization

All Players will play as human characters which gives us a more diverse customization system to satisfy a variety of fashion preferences. Character appearance is purely cosmetic and doesn’t have an impact on the gameplay.



Moon Energy Mastery - Select an Element

Lands of Azadi features a unique RPG mechanic where Players can harness the power of one of the elemental moons and become a master of either **Fire**, **Water**, **Earth** or **Air**. This is done early on in the game but these masteries can later on be changed through the use of a special rare item.



These Elemental Masteries grant extra buff bonuses for certain actions in the game. (Eg: Using a Fire Sword while being a Fire Master, will grant extra Fire Damage to the weapon). The idea is to utilize weapons and magic that have the same Elemental Energy as the Master to maximize their effects.

Skills

Action Based Leveling

In *Lands of Azadi*, Players are not tied to a specific class for their characters, rather to an action-based leveling system dictates how well their Character will perform with a certain stat. (Eg: the “Sneak” skill is tied to sneaking behind enemies, the more you do it, the more XP is gained towards that stat, when the XP bar fills, the Player can then spend Skill Points to level up this stat and get a variety of bonuses - eg: distance until becoming visible increases).



Skyrim: Keep Sneaking to increase *SNEAK*

The list of skills tied to the Player are as follows.

Basic:

- Strength - defines Player's inventory capacity
- Stamina - defines how long the player can run, how many times they can perform attacks and many other physical actions.
- Sprinting - determines the Player's run speed
- Sneaking - makes it harder for AI enemies to detect the Player
- Swimming - determines Player's movement above and underwater
- Knowledge - determines how much extra bonus the Player gets when crafting various items and consumables

Gathering:

- Foraging - determines how fast and much extra bonus the Player gets from collecting food
- Mining - determines how fast and much extra bonus the Player gets from collecting mining stones and other minerals
- Woodcutting - determines how fast and much extra bonus the Player gets from collecting wood
- Fishing - determines the chances of the Player to catch more fish
- Skinning - determines how fast and much extra bonus the Player gets from skinning animals

Combat:

- 1 handed - the damage bonus dealt with weapons held in one hand
 - Sword - damage bonus from swords
 - Knives - damage bonus from knives
 - Maces - damage bonus from maces
- 2 handed
 - Axe - damage bonus from Axes
 - Bows - damage bonus from Bows
 - Spears - damage bonus from Spears
- Evasion - determines the duration of invincibility frames when dodging attacks

Craft:

- Carpentry - determines how much extra bonus the Player gets from making decours
- Smithing - determines how much extra bonus the Player gets from making weapons and armor
- Farming - determines how much extra bonus the Player gets from cultivating plants
- Tailoring - determines how much extra bonus the Player gets from making clothes
- Leatherworking - determines how much extra bonus the Player gets from making leather materials
- Cooking - determines how much extra bonus the Player gets from cooking food
- Alchemy - determines how much extra bonus the Player gets from mixing potions

Skill Tree - Upgrading Individual Skills

A Skill Tree connects various upgrades for each individual Skill (similar to Skyrim's Skill Tree). In order for the Player to be able to unlock a specific upgrade from a Skill, they must first unlock an adjacent upgrade beforehand.



Leveling Progression

XP Distribution

We are aiming to present a very balanced Leveling Up progression so that the Player does not need to grind too heavily nor that they are too overpowered so that any challenge becomes trivial.

Difficulty

We are striving to create a well balanced progression that is not too fast nor too steep, the Player should find a fine tuned difficulty throughout their journey (Eg: Each area will have it’s own difficulty level for all the enemies, in order to be able to complete it, the Player must make sure they have the minimum required level. Players will need to start with the lower leveled areas first in order to be able to play the tougher ones later).

XP Boosters - Catch Up System for New Players

We are considering a system that will allow new Players to level up faster so that they can play the later expansions, instead of having to spend a huge amount of time in the base game until they can do so.

An idea taken from FFXIV is to allow new players to get xN times more XP if they play with veteran Players, which will also enhance the multiplayer aspect.

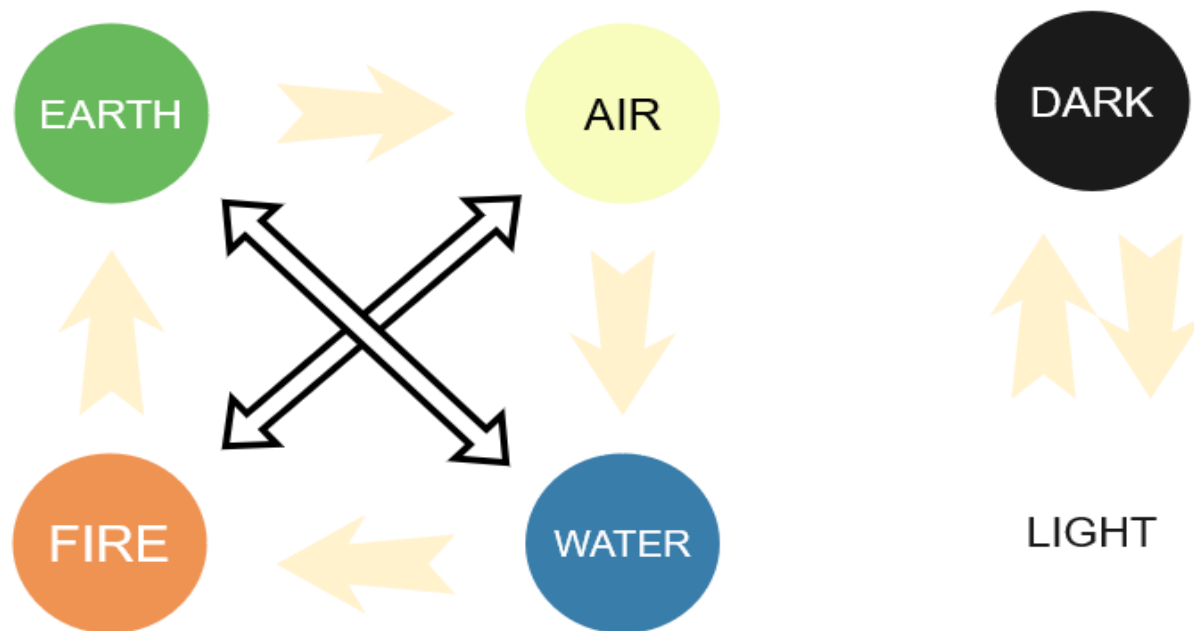
End Game Content

We will have auto-generated Daily Quests (Fetch, Mercenaries, Craft, etc) to make sure that the Player will always have something to do and never run out of content.

Moon Elements

The 4 Moons influence the energy and life form of all the creatures on the mysterious planet. Every character and creature is connected to one of the Moons’ elements.

During the character creation process, players can choose one of the four basic *Elements*, each corresponding to one of the Moons.



Each element has a relationship to the other 3:

- More effective against (THE NEXT) - Eg: Fire beats Earth
- Weaker to (PREVIOUS) - Eg: Earth is weak to Fire
- Combines with (DIAGONAL) - E.g. Air can fuel Fire to deal more damage.

Elemental Bonuses - each element will give different permanent buffs while the Player has it under control

- Earth - bonus to Foraging, Mining, Woodcutting, Defense
 - Day
 - Nature - Wood, Plants, Growth (reacts with Water)
 - Stone, Crystal (reacts with Fire)
 - Night
 - Metal (reacts with Fire)
 - Poison (reacts with Air)
- Fire - bonus to combat Attack, Destruction, Creation at the atomic level
 - Day
 - Light (reacts with Air)
 - Cosmic (reacts with all of the Elements)
 - Night
 - Blood (reacts with Water)
 - Death (reacts with Earth)
- Water - bonus to cooking, alchemy, swimming, fishing, Slowing enemies, Healing
 - Day
 - Ice (reacts with Air)
 - Life, Healing (reacts with Earth)
 - Night
 - Illusion (reacts with Air)
 - Darkness (reacts with Earth)
- Air - bonus to Knowledge, Sprint, Sneak, Evasion, Control Time, Wind/Storm
 - Day
 - Time (reacts with all of the Elements)
 - Wind (reacts with Water)
 - Night
 - Thunder (reacts with Earth)
 - Lightning (reacts with Fire)
 - Storm (reacts with Water)
 - Shadow (reacts with Fire)

There will also be other Special Elements which cannot be obtained by the Player, yet other enemies can use them (e.g. Light & Dark).
Players can only change their element by collecting and using special rare items won from dungeons (Eg: Elemental Stones).

Actors that use and affect the Elements:

- Moons - in Special Events (Eg: Red Moon Global Event - extra base damage buff to everyone)
- Spells - elemental Spells are more effective when cast by a master of the same element as the spell
- items from monsters - used in crafting weapons and gear
- other items - elemental materials which can be used to infuse weapons



Infusion Stations

These are special benches where the Player can infuse weapons and items with elements in order to get extra buffs (Eg: more Fire Damage, More Earth defense, etc).

Example of Infusion: Normal Axe + Fire Stone = Fire Axe (extra Fire Damage on top of the base damage). (will animations, attacks etc will also change?)

Players can also infuse their tools with elements which will yield special bonuses to various attributes (Damage, Heal, Defense, etc).

- **Earth** - bonus to Foraging, Mining, Woodcutting, etc
- **Fire** - bonus to combat
- **Water** - bonus to cooking, alchemy, swimming, fishing, etc
- **Air** - bonus to Knowledge, Sprint, Sneak, Evasion

Crafting

Through crafting Players can create items (Eg: Weapons, Gear) which they can use in combat or other activities (Eg: Cutting down trees).



There will be 2 types of crafting:

- **Basic Crafting:** can be done anywhere -> craft only basic items (Eg: small consumables or weaker weapons).
- **Crafting Benches** (e.g. workbench, anvil, furnace, etc.): craft better items. The players will need to create special stations at set locations by using other required materials (Eg: Wood, iron, etc).

Crafting Process

1. Player opens the crafting menu/approaches a crafting bench
2. Player selects the item they want to craft - item can only be crafted if the required materials are available (Eg: An Axe requires 10 Wood + 5 Iron).
3. Player applies the crafting (required materials are used and the new item is added to their inventory). - the new item will have extra bonuses based on:
 - a. Player's Crafting Skill

b. Material Quality

Crafting an Axe Example:

- Required Parts; Handle + Head
- Player has lvl 20 in the *Woodcutting* skill, the wood he collects will have a higher material quality (**QL** * 20) which will be used to create the Handle. The same applies for gathering Iron (Eg: mining stones) to create the Head.
- The quality (bonuses) of the Axe will be dictated by these 2 variables: $Axe\ QL = Handle\ QL + Head\ QL$

$$Handle\ QL = \frac{Wood\ QL * Knife\ QL}{2 * Carpentry\ lvl}$$

$$Axe\ Head\ QL = \frac{Metal\ QL * Hammer\ QL * Anvil\ QL}{3 * Smithing\ lvl}$$

Azadi Market

Like any major MMORPG, *Lands of Azadi* will feature a general store marketplace where Players can sell and buy various items from the game. Some rarer items will have limitations on how many can be sold/purchased or will not be allowed at all (Eg: Late game ultra powerful weapons and gear).

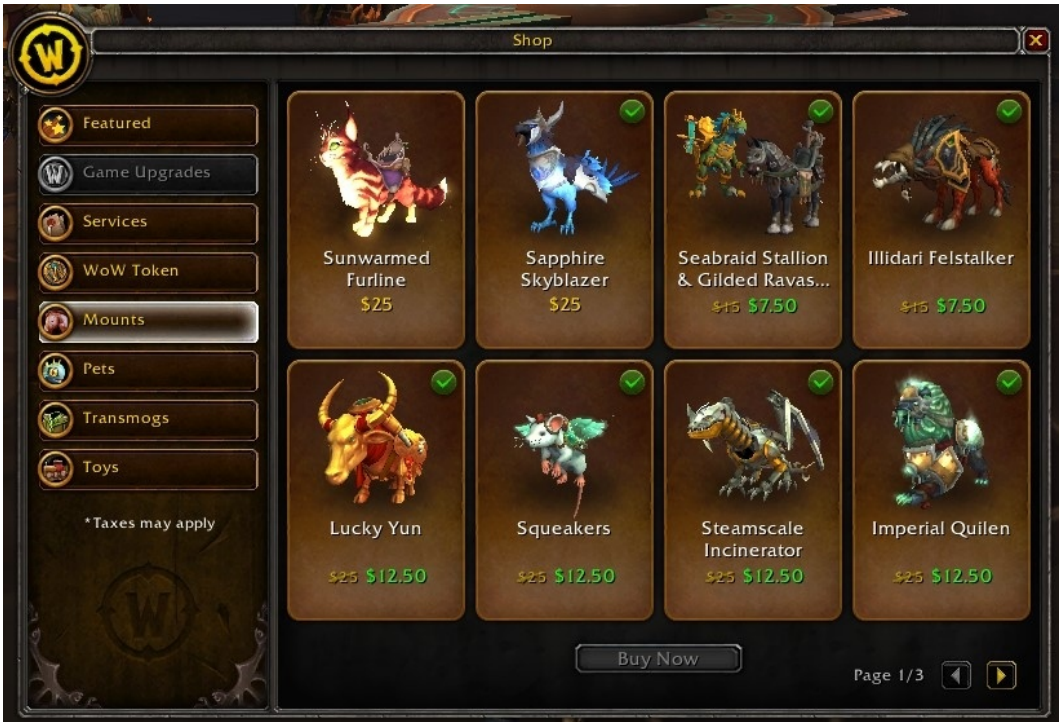
A variety of selling methods can be applied such as:

- Instant purchase
- Auctions
- Bids



Shop - IAPs

The main monetization system of the game, Players can purchase a variety of items (cosmetics) with real money. There will be a wide range of items covering all areas of the game (Clothes, Mounts, etc).



Factions

Based on the 4 Moons lore of the game, we are considering adding Factions that pledge allegiance to one of these. The player can join one of these factions through a variety of conditions in the game (Eg: complete a full questline to enter the Fire Moon Faction).

Once the Player joins a Faction, they gain extra bonuses based on that Faction’s Moon Element (Eg: Joining the Water Faction they may gain extra Water element boost for damage, defense, etc and even exclusive Water Spells which they can only use while aligned to this Faction).

Players should be able to leave or rejoin a Faction either at will or by using special resources (Eg: Leave Contract, etc).

Combat

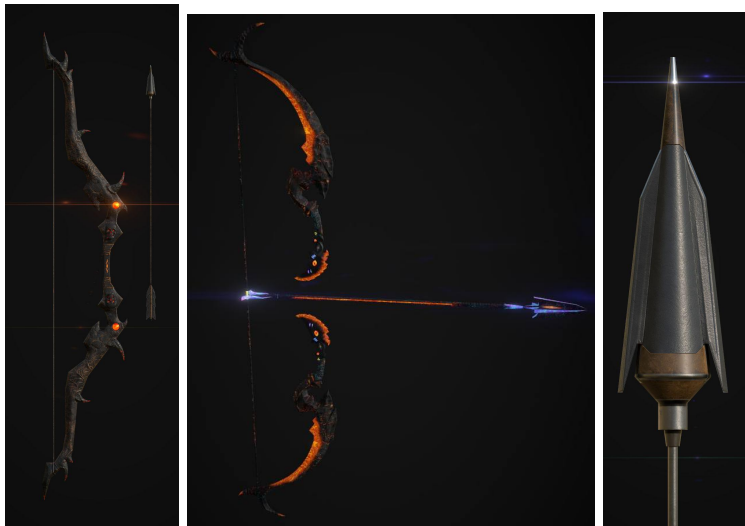
The Combat in *Lands of Azadi* is one of it’s main selling points, it combines great visual effects with a well thought Meta. This means that Player will need to think of the many variables (Stamina, Attack Power, Defense, Dodging, Mana, etc) when engaging with other enemies.





The 2 main combat styles are:

- Melee - Swords, Shields, Axes, etc
- Ranged - Spells, Bows, etc



The Players will need to first craft a weapon and then equip it from their inventory (So they need to also make sure they have enough space first to do so).



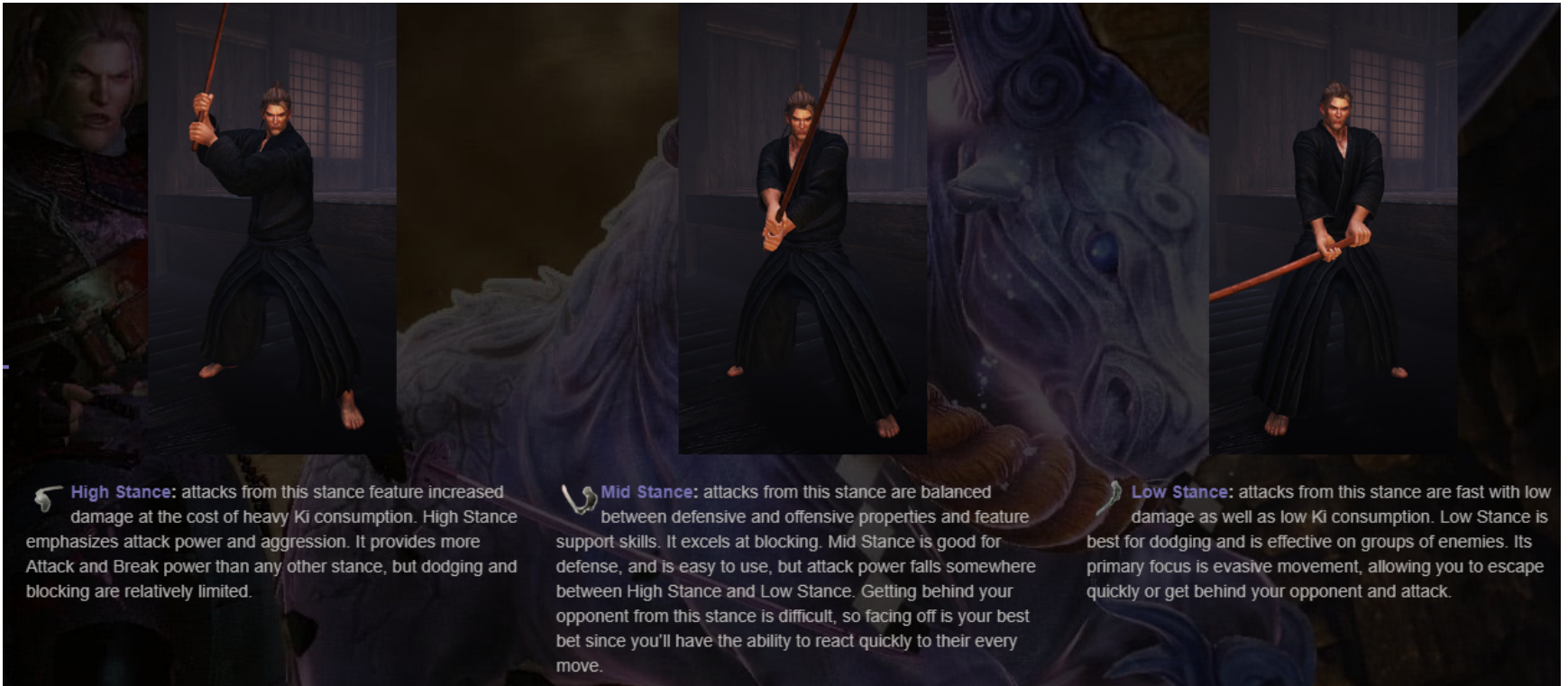
Weapon Abilities

Every weapon and magic will have 2-3 special abilities which Players will be able to perform, after which, a cooldown activates and they need to wait for a while (~10 secs) to use said ability again. Some abilities may consume Stamina (Melee Attacks) while others will consume Mana (Spells).



Elemental Abilities

Some of the weapons can also have extra abilities tied to Elemental Infusions. Players can unlock 3 additional abilities.



Each Element has its subgroups - [Stances](#) which contains X skills each:

- Fire
 - Dragon Stance
 - Firebreath
 - Torch Stance
- Water
 - Tsunami Stance
 - Waterdance Stance
- Earth
 - Earthquake Stance
 - Stone Stance
- Air
 - Storm Stance
 - Bird Stance

Players can mix abilities from different Stances only if they are from the same Element.

Basic Actions

When wielding melee weapons, the Player has the following options:

- Normal/Light Attack - consumes Stamina
- Block - consumes Stamina, absorbs some of the received damage (based on the equipped Weapon's "Defense" stat)

While holding a sword you can attack with LMB and block with RMB.

Multiplayer

While *Lords of Azadi* allows players to enjoy most of its' features in Single Player mode, the game truly shines in the multiplayer environment.

Players can interact with others in a variety of features:

- Co-Op
 - Tackle Quests - 2-4 players
 - Tackle Dungeons: 2-4 players
 - Buy/Sell Items: 2 players

- Fight in Raids: 4-5 players/team (8-10 total)
- Be part of the same Faction: +20 members
- PvP
 - Arena
 - 1v1
 - 2v2
 - Battle Royale (everyone for themselves)
 - Raids - fight in Team Deathmatch of 4-5 players/team (8-10 total)
- Factions - players can join/pledge worship to a certain Moon and join a clan for extra benefits (Permanent buffs while in the faction, co op with certain NPCs, special spells only available while in said faction).

(Under Consideration) Building System

Players can build their bases from parts that are predefined by us (e.g foundation, walls, roof, etc.).

Built houses will serve gameplay purposes:

- Fast Travel
- Sleep – Past Time + Restore HP/Mana
- Harvest crops or animals for resources (Skin, Hide, Corn, etc)

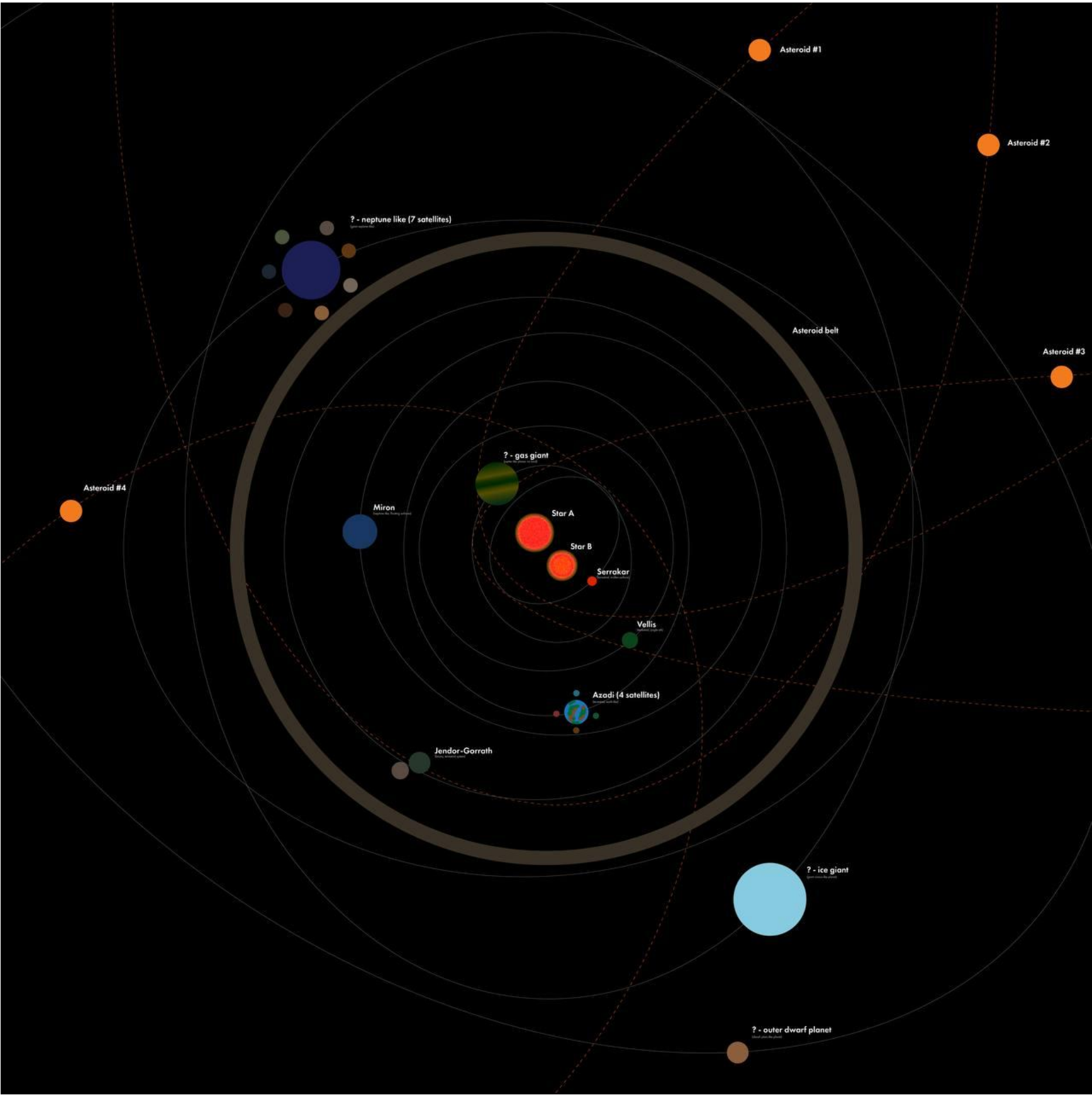
The Building System is split into 3 categories:

- Blueprint (plan) - create the layout of the building
- Hammer (upgrade/change) - upgrade the tools to allow for more building options
- Furniture (placeable items)



World

The Universe of Azadi is composed of many planets with the central hub being the Planet of Azadi. However, the Player is expected to visit all of the planets and moons of the system as they progress through the story, leveling and new expansions being released.



The Azadi Planet which hosts the *Lands of Azadi* features a variety of biomes that creates vast environments for the Player to explore. The lore centers around the 4 Moons orbiting around the Planet, and all the elements in the game are affected by one of these.





The whole world consists of realms and islands. Each island uses procedurally generated terrain combined with manual editing which will help us craft beautiful and unique landscapes.

Map Generation

We may consider having auto generated lands to give each Player a different experience when playing their world. The [World generation algorithm](#) is based on how Wurm Online does it.

World Areas

The modular level design of the world allows us to add an unlimited amount of new realms and islands as new expansions.:

- Kingdoms - the new continent or planet where all the other smaller areas will fit in (Eg: Visiting one of the Elemental Moons, Going to another new Country).
- Islands - smaller concealed areas inside these continents.
 - Biomes: different landscapes, materials and enemies.
- Zones: gatherings of people either for co-op or PvP
 - Villages, Taverns - players can relax, buy or sell some items
 - Arena - PvP centric (Battle other real Players to gain a variety of items and rewards)
 - Dungeons and Raids - battle against a multitude of players and AI enemies with higher difficulty and levels but gaining better rewards
 - (Under consideration) Safe House - Players can create and customize their own patch of land with a house and garden. Some items will be purely for visuals (Couches, chairs, etc), while others will also benefit the gameplay (Eg: Cultivating plants so the Player does not need to go and scout instead).

Physics

The game will feature realistic physics at its' core utilizing Unreal Engine's physics system. Players will expect their Character to behave as close to as a real human as possible (Eg: Short jump, normal run speed, etc).

However these physics may be altered by different conditions at some point:

- Players use special spells that may buff their movement abilities (Move faster, jump higher, swim faster, etc) for a limited period.
- During some time limited events, the 4 Moons will also impact certain actors (creatures, objects, etc) which will cause strange behaviors (Eg: the gravity of some objects may be lighter or heavier than the player's, the speed of some creatures may be enhanced, and so on).

Weather

The game will feature a dynamic weather system which will affect both visuals and the gameplay. Time will determine the change of weather (at random):

- Clear - easy to see everything
- Rain - cluttered vision, Water elements are buffed, more water enemies may appear
- Thunderstorm - thunders may hit the player or enemies, hard to see

- Windy - Air elements will be buffed, Air type enemies will appear more
- Foggy - very hard to see ahead, ghosts or other mysterious enemies may appear
- Sand Fog (in Desert biomes) - earth elements will be buffed, more Earth type enemies will appear

Day-Night Cycle

Lands of Azadi will have an in-game timer (1hr = 1 minute) which will dictate the Day-Night cycle. The weather system will also combine with the Day-Night cycle. Depending on the time of day, certain areas, enemies and NPCs schedules will change. (Eg: Some doors will only unlock during the Day; Some enemies will spawn only during the night -Bats, etc; NPCs will have their own schedule and move to a certain destination at specific times of days; Quests may also require them to be tackled during a specific hour window).

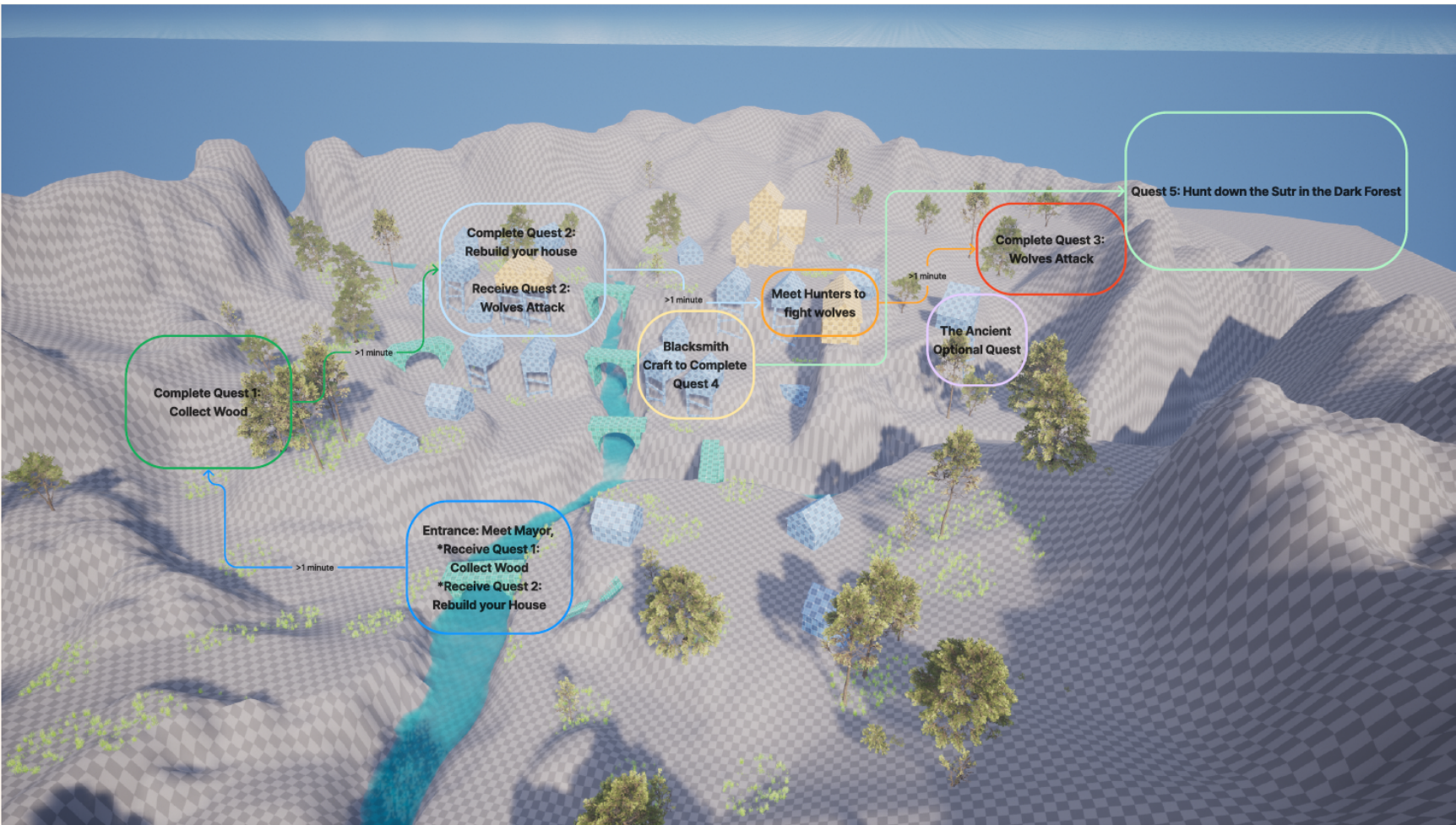


Act	Quest	Step	Start time	End time	Note
I	She's No Early Bird (See note)	None (See note)	7 PM / 19:00	11 PM / 23:00	Not part of the actual quest.
	A Restless Ghost	outside Cemetery gates	10 AM / 10:00	12 AM / 12:00	

Map

The *Land of Azadi* will also be showcased on a map split in many smaller chunks which are obstructed at first. Players will need to uncover these chunks as they progress through the game and fulfill specific conditions. For the unlocked chunks of the map, Players can check a variety of info such as:

- Player location
- Discovered settlements (Villages, Dungeons, Bandit Camps etc)
- Undiscovered settlements (Villages, Dungeons, Points of Interest, etc)



Special Icons will be attributed for each type of location so it will be easier for the Player to explore.

Points of Interest



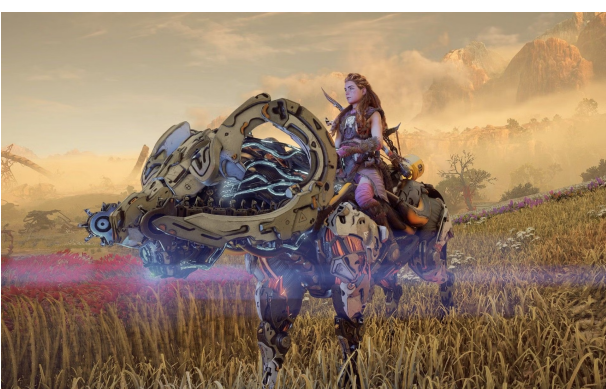
Throughout the entire world, Players can interact with unique landmarks which will reveal more lore text and uncover parts of the map. (E.g. ruins, unique looking land formations of rocks, ponds, etc.).

Traversal

The Lands of Azadi are wide and far, requiring Players to think how they will manage transportation in all areas. Some places will be inaccessible directly requiring special methods to enter (Eg: Portals, Flying, Keys, etc).

Mounts

These are mountable creatures which serve multiple purposes but mainly increase the ease of travel for the rider.



Types of Mounts:

- Horse-like -> faster, longer stamina, few attack options
- Buffalo-like -> slower, heavier but more defense and attack power
- Bird-like -> can fly and cover areas inaccessible by foot, not very fast, strong or focused on combat
- Fish-like -> can travel on water/liquid areas, slow, high defense, not focused on combat

Fast Travel

Players will also be able to use the fast-travel ability, to quickly reach another place. This can be done in a variety of ways based on conditions: to

Consumable	Discovered Area	Undiscovered	Requires
Camp Toolkit	Towns, Caves, Dungeons, Continents, Planets, Great Halls		Wood + Stone
Blue Portals			Mystic Sand
Green Portals		Dungeons	Crystal Gems
Yellow Portals	PvP Arenas, Raids	New PvP Arenas, Raids	Enemy Souls
Red Portals		Great Halls, Planets,	Moon Shards
Carriage Service	Towns		Coins
Boat Service	Continents	Continents	Coins
Space Creatures		Planets	Yellow Portal

The idea is that we want Players to play how they want and have alternative options for all the systems in the game (Combat, Traversal, etc). Hence, if a Player would like to focus more on Combat (Strength, etc), they can resolve the Traversal challenge through other means.

Portals

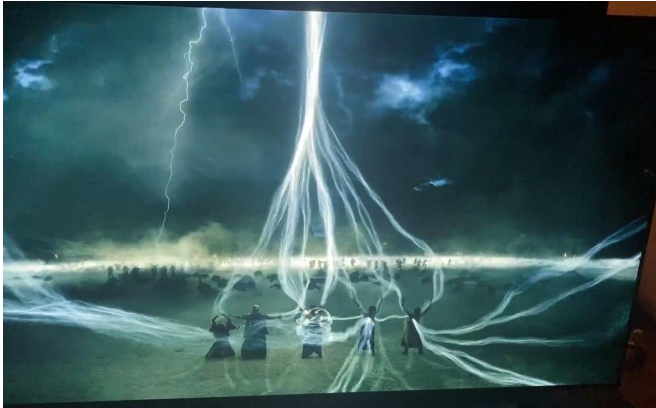
A consumable in the game that serves the purpose to teleport the Player to specific locales. Player will need to:

1. read a Tome and learn the execution
2. unlock the specific “Knowledge” skill in the skill tree that allows the Player to cast Tier X portals.
3. .spend a specific resource (xNumber of it) to create the portal.
4. A certain Number of casters



Portal Requirements

Tier	Knowledge Skill	Tome Required	Material Req.	Material Amnt	Nr of Casters	Travel To	Colour	Size
1	Novice	Blue Tome	Mystic Sand	10	1	Last Campfire;	Blue	Small
						Unlocked/Discovered Locations;		
2	Adept	Green Tome	Crystal Gems	20		Unlock new Dungeons	Green	Medium
3	Seasoned	Yellow Tome	Player Enemy Souls	30	1	Unlock/Travel to PvP Arenas	Red	Big
					5-9	Raids		Gigantic

4	Master	Red Tome	Moon Shards	50	10	Unlock Great Halls (Big Dungeons),	Yellow	Gigantic
					5-9	Underground Areas		Gigantic
					10	New Planets 		Gigantic

Hiring Portal Specialists: Players who have not upgraded their “Knowledge” Attribute will **still be able** to use the Portals if they hire an **NPC that meets all the requirements of the Player + all the requirements of the Portal itself:**

- o Spend Coins to pay for the service
- o The NPC will need the same attributes as the Player to create the portal
- o All other requirements also must be met (you need the Tome to give it to the NPC)

Gathering Portal Materials- Tomes and Materials can be found via:

- Quest Rewards,
- Loot (Dead Bodies, End Dungeon Chest, etc)
- Purchasable Items (From Special Vendors, Other Players)
- PvP Rewards

Space Travelling: Some of the most advanced Teleportation casters can gather together and create portals which can draw creatures capable of traveling across space. The people of the Planet can tame and board these creatures to reach other planets.



Rifts

These are Portals that are created by nature itself, it involves either Single Player or Co-Op. From these tears, powerful creatures spawn out, the Players will need to defeat them to defend a certain area - it’s like a Horde Mode in shooters, each wave more and more powerful enemies will spawn and Players will need to defeat all of them. Sometimes challenges other than killing enemies must be completed (Eg: close one of the portals). Upon completing the challenges players are rewarded for their participation. The more you participate, the better your reward, and some rewards may be rift-specific. (Gear, Weapons, XP, etc).



Rifts will have different elements and based on these, creatures of the same element will spawn.

Once the tear is opened, the energies from the otherworldly plane begin to transform the area around the rift, including both flora and fauna. Rifts are accompanied by many environmental effects: changes in flora and fauna, different music, and alterations to the sky, air, and earth.^[3]

Invasion

A rift that is not sealed will start to spawn groups of 4-5 mobs rushing to nearby settlements, rifts and footholds and assault them. If invasion forces manage to destroy the wardstone of a settlement, vendors and quest givers disappear and the settlement becomes occupied by invaders. Invasion forces not attacked by players create a foothold.

Non-building Zones

In places like settlements, ruins or public roads that are essential for quests, Players will not be allowed to build anything (Eg: Craft Benches, Houses, etc). This will avoid any unintended game design conflicts and exploits that may hinder the progression.

Quests



Like any RPG, *Lands of Azadi* will feature a well crafted quest system that will act as the main goal for Players to tackle when playing.

Questlines

Quests will be part of questlines and each questline will feature a different number of quests and conditions for it to be completed. Most of the quests will also have branching paths (Eg: The Player has a decision to make at some point - Kill an NPC or Save them - each decision will subsequently change the course of the questline more or less and different conditions will appear based on the Player's past decisions).

Quests System Loop

To start a quest, Players will mostly need to speak with an NPC which has a questline available for them to accept. However, other scenarios may also activate a quest (Eg: Entering a specific area like a murder scene, and now the Player must find out what happened).

Name	Level	Location	Given by	Reward
A Gift from the Past	Tutorial	Ruins (Mother's Watch)	Introduction	None
Lessons of the Wild	Tutorial	The Embrace	Introduction	None
The Point of the Spear	3	The Sacred Land	Rost	 1500 XP  +1 Skill Point +1 Generous Reward Box

The Players will need to complete the objectives tied to that quest to finish it and get a reward (Eg: XP, new Gear, etc).

Players will encounter multiple types of missions.

Quest Categories

- Main Quest - the main narrative thread of *Lands of Azadi*, this should be the longest and most compelling questline and will feature many branching paths for the Player to explore. Most of the main characters will appear.
- Side Quests - similar in style with the Main Questline but a bit smaller in scale. These should also be well crafted, cinematic and present players with a multitude of options and main characters to tackle.
- Puzzle Quests - find POIs (Eg” old ruins with NPCs nearby). NPC ask for help with getting inside and discovering secrets of this ancient place. Player is sent to collect key fragments from nearby places (smaller landmarks spawned in random places near the main ruin & special enemies). Players get pinpointed at a location but enemies will spawn after they get to said location). Inside the ruins are simple environmental puzzles (Eg: Push a statue towards a pressure plate to open a door; Find a key to open a door, Light some torches).
- Mercenary Quests- kill X enemies, hunt X creatures, kill someone for someone else etc.
- Fetch Quests - bring X logs, gather X berries, etc.
- Craft quests - craft sword with QL10, craft potion of endurance, etc.
- Delivery quests - deliver item X from place A to B, etc.

Quests Dialogue System

Player's dialogue
in the quest.

Player's dialogue
about lore.

NPC's dialogue
about quest

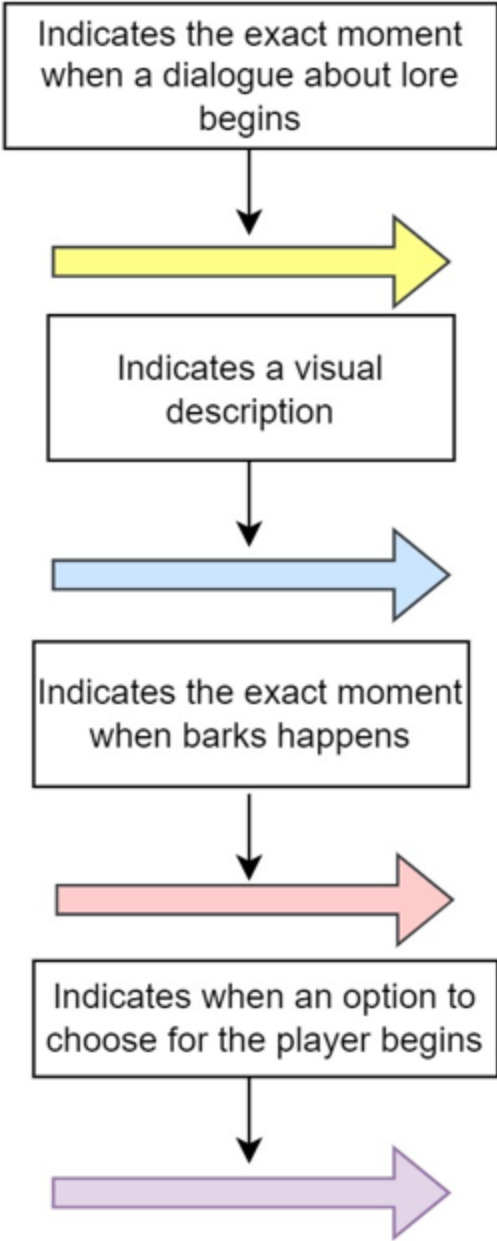
NPC's dialogue
about lore

NPC's barks

QUEST TITLE & what
the player displays as
information

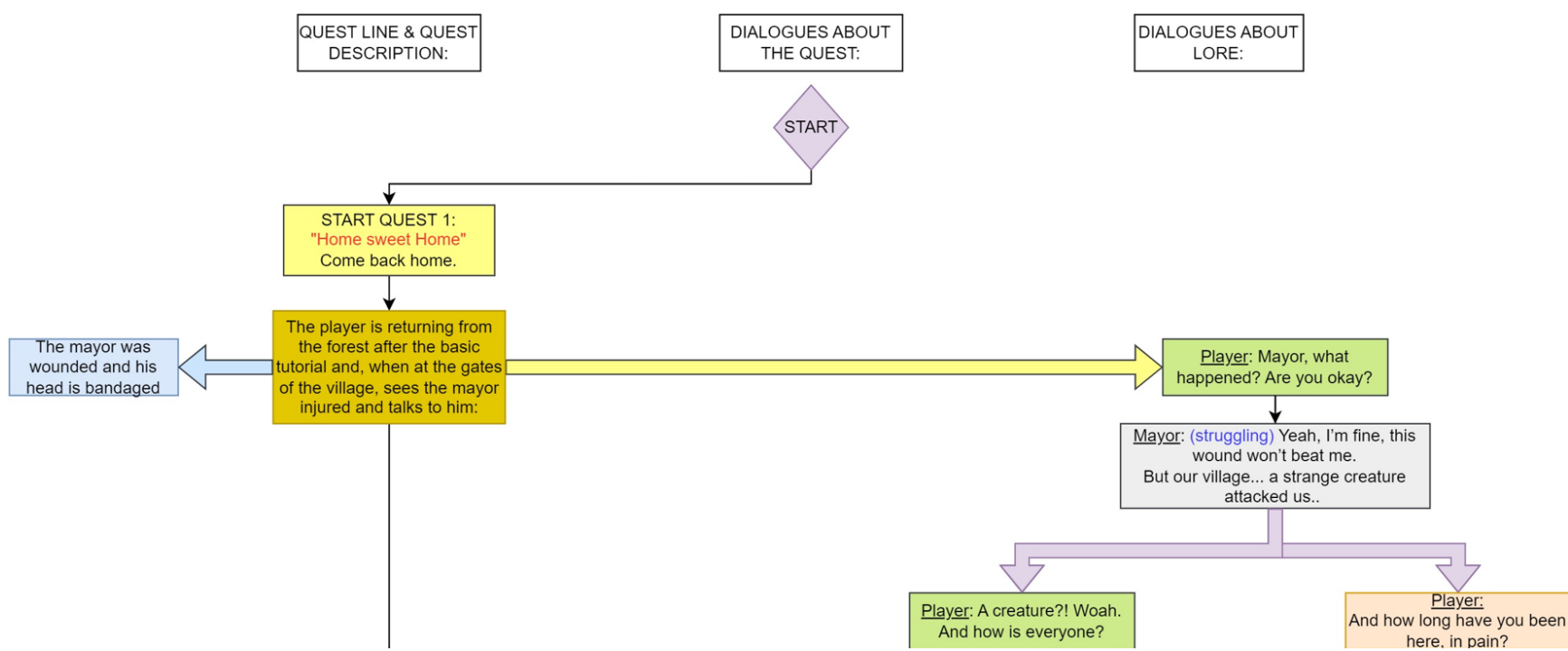
QUEST description

Words in **BOLD**=
Yelling



When a dialogue ends, the player is redirected to the screen where they have to choose what to say. As in Skyrim.

When speaking to any NPCs, Players will have multitude of dialogue options to select, some will change the outcome of their conversation and end goal (Eg: Decide to take an NPC with you in this quest or go alone -> each option will play out differently and the rewards themselves may differ - get a Fire Axe with help but get an even better Fire Weapon alone).



Narrative Branches Progression

Players will be able to shape their instance of the world of Azadi at every step of the game through various actions (Choose Option A or B, kill or spare an NPC, join Faction A or B, etc), this will result in every single Player world being slightly different than another Player’s, increasing the incentive for co-op in order to see what decisions other Players have taken in their quests and how it impacted their world.

Starting Class

Although the game is planned to feature Humans as the predominant race, we still want to give Players a variety of options in how they will customize their character and also introduce slight race differences who will have different Starting Attributes (Attack, Defense, Mana, etc) so each Character will feel more unique.

Races (Human Variations):

- Human White
- Human Orc
- Human Elf

-[If classes will still exist] -> diff stats and abilities



Eldridians: native people of the Confederation of Eldrida. They are a diverse group of individuals, with a variety of cultural traditions and beliefs. Many Eldridians are farmers or craftsmen, living in small villages scattered throughout the region. Others are traders or merchants, traveling between the different states of the Confederation to buy and sell goods.

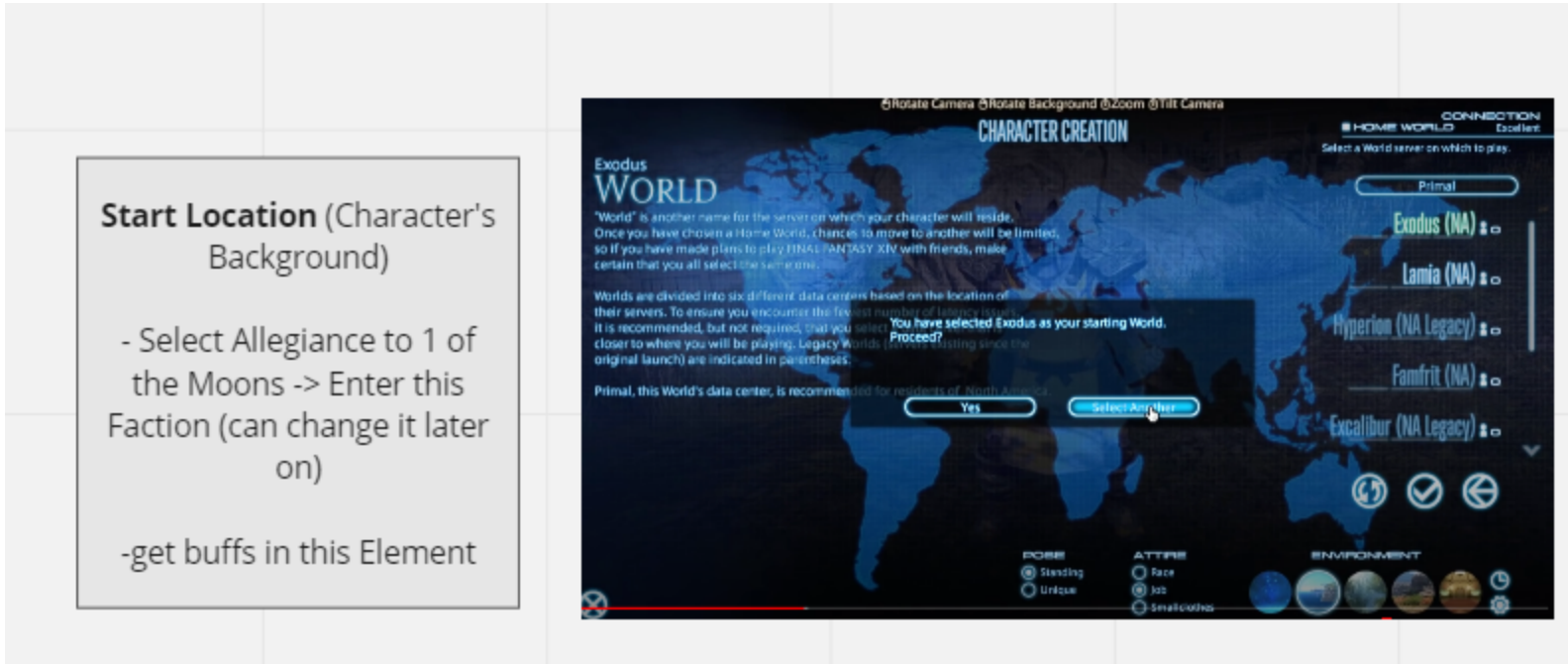
Hestarians: people who migrated to Eldrida from a far-off land many years ago. They are known for their fierce independence and love of the sea. Many Hestarians are sailors or fishermen, making their living on the water. They are also known for their skill in shipbuilding and navigation.

Sarmish: people who live in the western part of the Confederation. They are known for their stoicism and their deep connection to the land. Many Sarmish are farmers or shepherds, living in small communities in the foothills of the mountains. They are also skilled at stonemasonry and metalworking.

Nomads: people who travel throughout the Confederation of Eldrida. They are known for their independence and their skills as traders and artisans. Many nomads make a living selling their wares to the various settlements and communities of the Confederation.

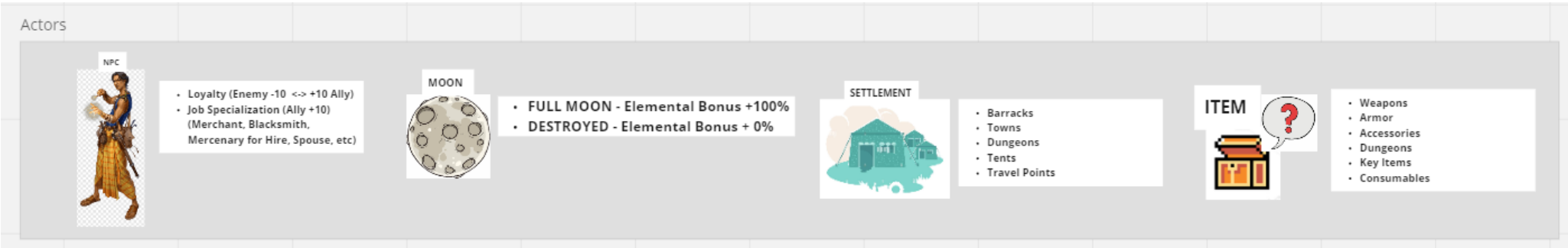
Outsiders:. People from outside The Confederation, these include travelers, adventurers, and merchants from distant lands. They are often viewed with suspicion by the Eldridians, but many find a place in the Confederation and make it their home

Start Location: Ideally, the start location will also be a decision point, just like other MMOs like WOW. Players will be able to choose the Faction/Element they will worship, in result they will start in a location appropriate to that faction’s lore.



Story Outcomes - Impacted Actors

The choices of Players will impact various actors of the game, these can be grouped in the following categories:



- **NPCs** (Friends and Foes) - characters where you get to decide their fate
 - Turn Ally or Enemy - Loyalty (Enemy -10 <-> +10 Ally)
 - Spare or Kill
 - Turn into a Job Specialization (Ally +10) (Merchant, Blacksmith, Mercenary for Hire, Spouse, etc)
 - Romance with them (Marriage, get some special bonuses/buffs, extra HP regeneration, extra Damage in Co Op with them).
- **Moons** - decide how you want to utilize the powers of the Moons
 - FULL MOON - Elemental Bonus +100%
 - DESTROYED - Elemental Bonus + 0%
- **Settlements** - unlock new locations for the Player to enter and perform various activities
 - Barracks - upgrade weapons
 - Towns - trade items
 - Dungeons - find rarer items
 - Tents - replenish HP/Mana/Stamina, etc
 - Travel Points - fast travel to already discovered destinations
- **Items** - rewards given by completing quests in various ways
 - Weapons
 - Armor
 - Accessories
 - Dungeons
 - Key Items
 - Consumables

Dungeons



These are special Quest that need to be done in teams Dungeons are content for teams of 3-5 players. Each dungeon will offer unique visuals and mechanics (Eg: One may be centered around Water, decreasing the level of Water to advance deeper down inside to reach the bottom). Players will need to team up in order to solve puzzles and defeat unique enemies and bosses to this dungeon.

In dungeons players will also have the ability to use powers of other elements that are unavailable in the common world (Eg: Dark, Light, other Special Elements - maybe use some new Weapons infused with these elements).

Dungeons will be designed to take at least 30mins-1hr to complete, requiring strong communication between Players.



Example of Dungeon: Citadel of Flames- Deep within the heart of a dense forest, shrouded in mystery and surrounded by towering trees, lies an ancient fortress. Once a symbol of power and might for a long-forgotten civilization, it now stands in ruin and decay. The fortress, built of dark and ominous stone, is known as the "Citadel of Flames", a name that evokes images of the once-mighty civilization that created it. With massive walls and towering battlements, the fortress looms menacingly over the surrounding forest, a testament to its former glory.

Great Halls

We plan to also have an even harder version of Dungeons named Great Halls which will be bigger requiring 6/8/10 players to join. With this we want to incentivise as many players as possible to play co-op.

These Halls will feature some of the toughest enemies in the game, with high Levels, High Damage Output and Defense. But the rewards will feature very rare and powerful items (High Damage Weapons and Spells).

Example: [The Citadel of Flames](#) where the Emberbone Bow (a powerful artifact) can be found.

Retention Mechanics

One of the most important elements of a game, we want to make sure we give Players a multitude of incentives for them to return on a Daily basis.

Free Daily Reward

Every day, Players can claim some small resources to help them out (Eg: Coins, Materials - Iron, Wood, etc, Common Weapons). We can also introduce tiered rewards, the higher the Player's Level is, the rarer the resources, as it would not make much sense for a late game player to get early leveled items.

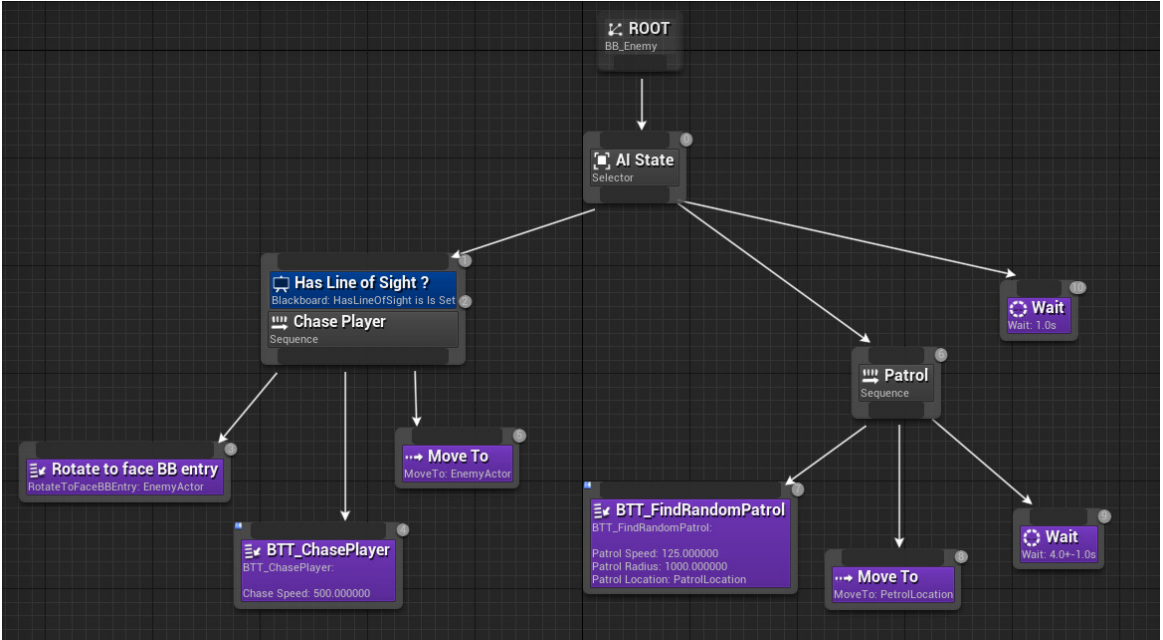


Special Limited Time Items

These will be special events on a weekly basis. Players will have to gather event limited time materials which can be used to create special weapons not found outside this event. These materials will be scattered all over the game and have various conditions to be obtained (Eg: Time Limited Quest; Slain monsters; Get from looting bodies).

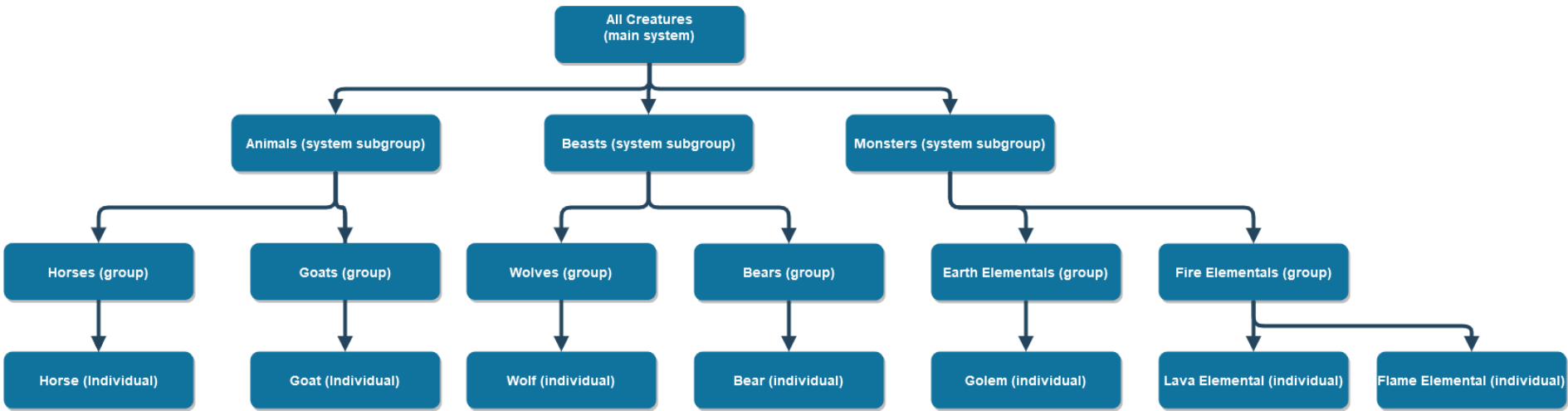
AI

Lands of Azadi will utilize Unreal Engine 5’s advanced Behaviour Tree system to create intelligent NPCs, Animals and Enemies that further brings life to the world and overall experience.



Creatures Hierarchy

We plan on using a hierarchy system for the Creature AI (HTN). This means that there will be a base creature AI which all the animals, beasts and monsters will share. Then, for specific individual creatures (Eg: Bosses, Limited Time Event Creatures) we can add specific AI behavior (Use special attacks, run at certain locations, etc).



Bestiary

These represent the fauna of the world and different creatures will appear exclusively to various biomes (Eg: Desert creatures will be found in Deserts and Sandy areas). Each creature will have their own animations, attacks (hostile), and elemental powers, some will be friendly, others passive and some hostile:

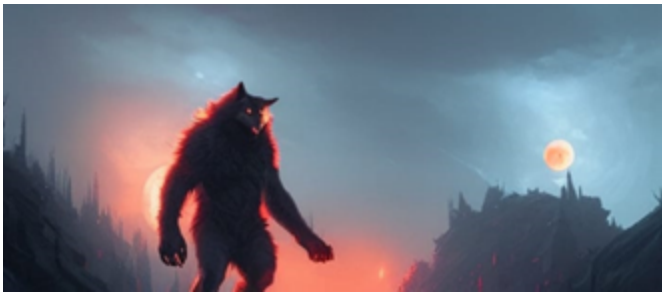
- **Animals** - passive, won't attack players/or until provoked. Some animals will also be mountable, allowing for faster traversal. Players can also extract materials from them (Meat, Hide, etc).
 - Horse-like - mountable
 - Goat-like
 - Cow-like



- **Beast** - aggressive, will attack players and animals when in sight range. Players can also extract materials from them (Meat, Hide, etc).
 - Hound-like
 - Bear-like
 - [Horned Ones](#) - Thick black fur covers most of their bodies while the fiery magic of the Red Moon burns bright beneath their skin making the glow with raw power. Standing 6 meters (20 feet) tall, Horned One has the horns of a ram and the legs of a goat. Their immense strength and ferocity make them formidable foes for any hero to face. When a Horned One sees an enemy, they have been known to leap up to 20 meters (65 feet) to crush them quickly. If the battle becomes a prolonged affair, the creature unleashes fiery elemental powers upon its prey.



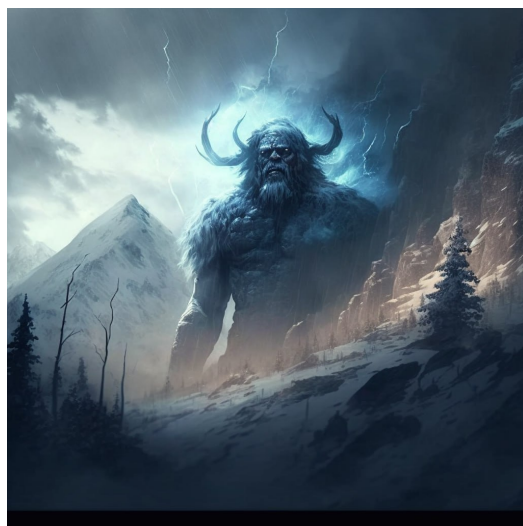
- [Werewolf](#) - A feared creature of the night, the Werewolf of the Red Moon is a creature of legend, said to be powered by the energies of the Red Moon. The origins of this creature can be traced back to ancient times, when the Red Moon was still young and its powers were still raw and untamed. The first werewolves were said to have been created by powerful witches and sorcerers, who sought to harness the Red Moon's power to create powerful warrior servants.



- **Monsters** - rarer and more dangerous beasts. They can be found in Dungeons or randomly spawn at certain locations and will hunt the players on sight.
 - Water Elemental Monster - uses Water elements
 - Fire Elemental Monster - uses Fire elements
 - [Surtr](#) - ○ In the world of Azadi, there is a creature that is feared by all who know of its existence. His name is Surtr, and he is a formidable foe who commands the monstrous hordes of the Red Moon.



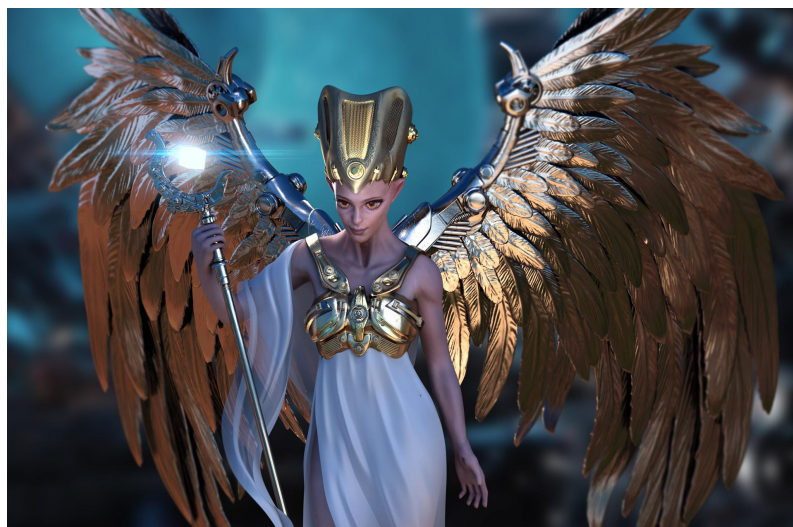
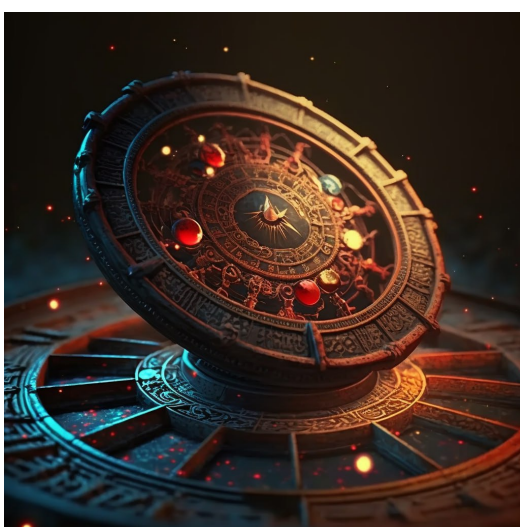
- Earth Elemental Monster - uses Earth elements
- Air Elemental Monster - uses Air elements



Other Examples:

1. Cerberus - three-headed dog that guards the entrance to the underworld.
2. Cyclops - giant one-eyed beings, often depicted as skilled blacksmiths.
3. Dragon - a mythical creature with wings, sharp claws, and a long tail, often depicted as breathing fire.
4. Griffon - a legendary creature with the body of a lion and the head of an eagle.
5. Hydra - a multi-headed serpent-like creature that grows two heads in place of each one that is cut off.
6. Naga - a serpent-like creature, often depicted as having a human head.
7. Ogre - a large, hideous creature that eats humans.
8. Phoenix - a mythical bird that is reborn from its own ashes.
9. Satyr - a creature with the body of a man and the legs and horns of a goat.
10. Sphinx - a creature with the head of a human and the body of a lion, often depicted as having wings.
11. Troll - a large, grotesque creature that lives in caves and mountains.
12. Unicorn - a horse-like creature with a single horn on its forehead.

Lore



The story will revolve around the influence of the 4 moons over the planet and its inhabitants. In the main game (not the Demo on Steam), the Players will play a generic inhabitant who does not know their origin on this planet. Their role will be to maintain the balance of the 4 Moons and make sure no civilization will try to overtake the others in order to prove their allegiance to their Moon.

Snippet: “As travelers venture through the islands, they will come across crystal-clear streams and waterfalls that cascade down from the hills, their waters sparkling in the light of the moon. The people of the Enchanted Isles have built their homes and buildings to blend seamlessly into the natural beauty of the landscape, with houses made of wood and stone that are adorned with intricate carvings and colorful paint. The council of wise humans, Pakirukk and Serean, govern the Enchanted Isles with magic and wisdom, using their powers to maintain peace and harmony

among the people. The Republic of Ilmare is a bustling hub of activity, with traders and merchants from all over the world coming to sell their goods in the lively markets. The people of Ilmare are a diverse mix of cultures, and their customs and traditions have blended together to create a rich and unique way of life.'

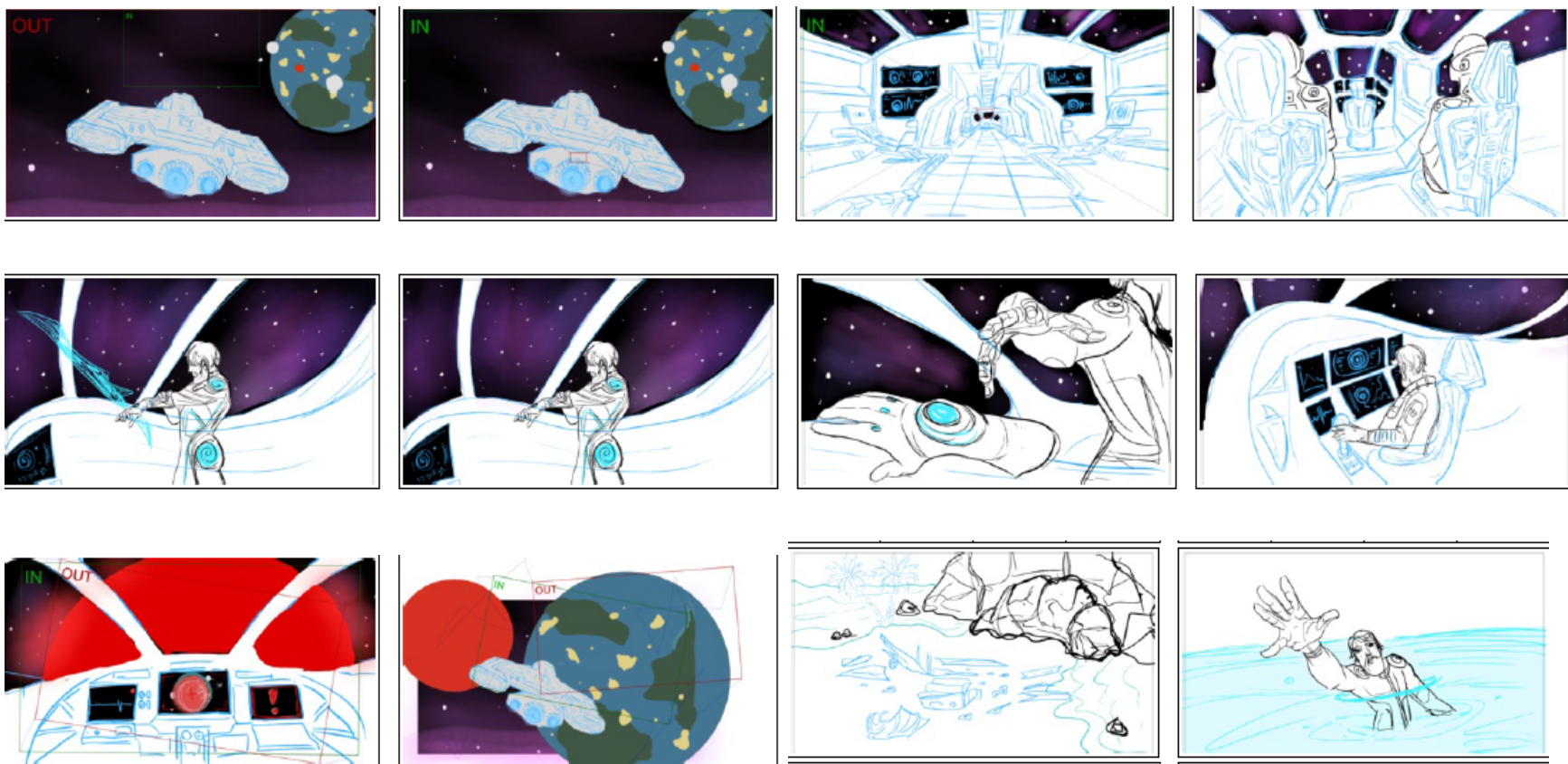
Theme: The theme centers around the idea of courage and heroism in the face of adversity. The characters are thrust into dangerous and challenging situations, but they rise to the occasion and show bravery in protecting/destroying the Balance of the Moons and their loved ones.

Tone: The tone should be adventurous and magical, with elements of danger and suspense. The characters should have a sense of wonder and awe towards their world, and the story should evoke a sense of nostalgia for the classic fantasy genre while keeping ideas fresh.

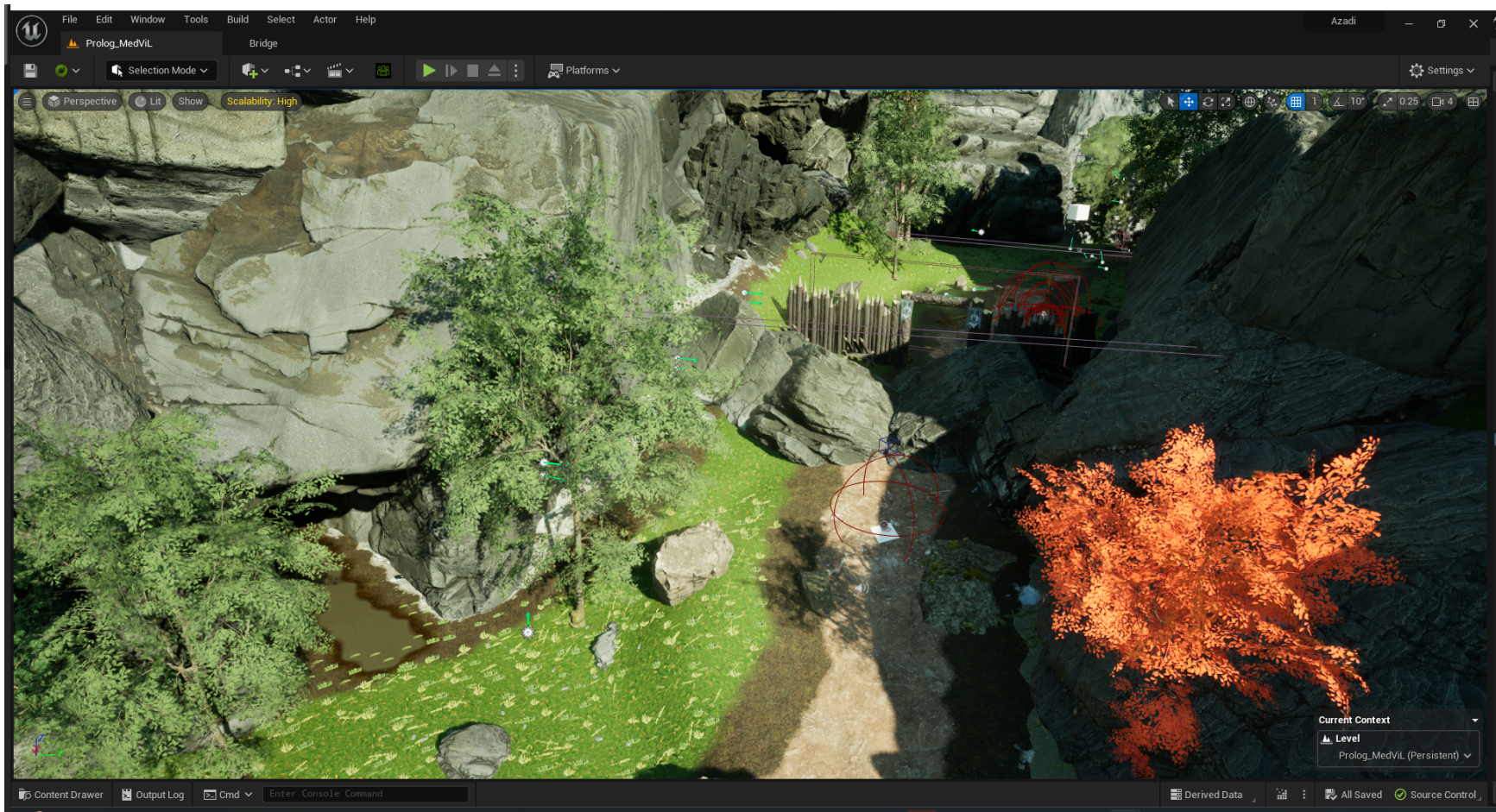
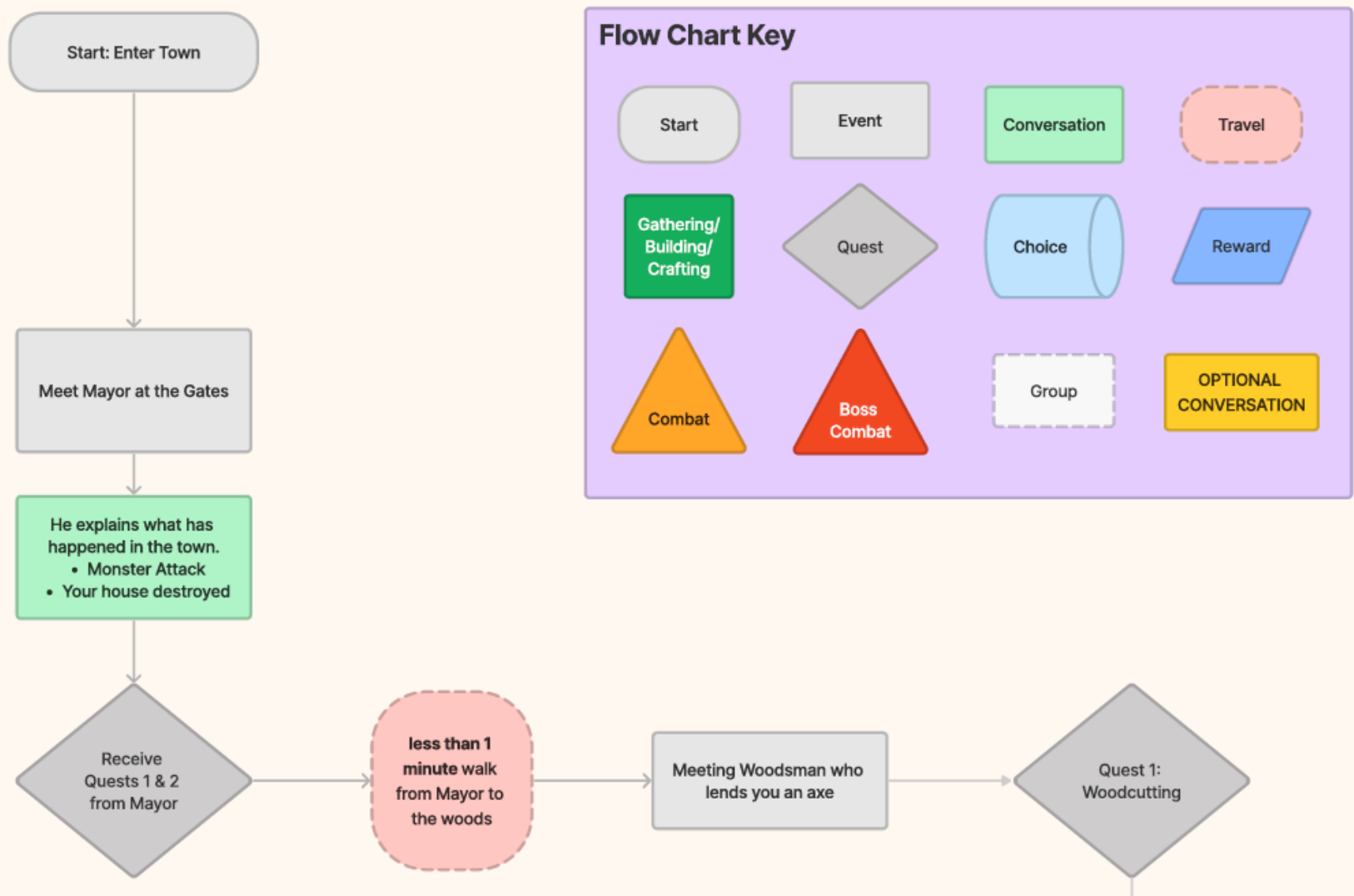
Pacing: The game jumps right into the action without too much build-up before the main conflict becomes clear (by level 5-10). After the initial conflict, the main action slows a little for Players to build their character and explore the world. With an abundance of Side Quests and other kinds of quests the Player will still have plenty of things to engage with as they prepare themselves for taking on the next Main Quest.

Prologue

In the Steam-exclusive Prologue the protagonist character comes from Earth and crashlands their ship on this new planet. Their mission is to investigate the planet and find a way to rebuild the ship to return home. However, they will end up dying to one of the main bosses from the main game, acting as a warning for what’s to come in the full version. The prologue will feature 5 Main Questlines which will cover most of the gameplay elements of the game (Combat, Crafting, Surviving, Story Dialogues), with an approximate of about 1-2 hrs of playtime if the player does all the optional activities also (Side Quests: Fetch Resources, Craft more items, etc).

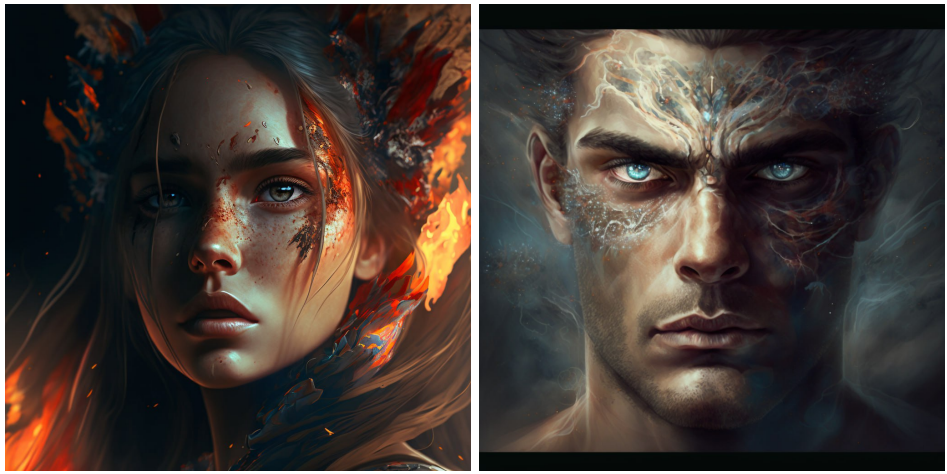


Prologue: Bregentved Homecoming



Main NPC Characters

Besides the main character which can be customizable, all the other major support characters will have their own memorable looks, personality, backgrounds and reasons as to why they will fight alongside the Player to maintain the balance of the planet or try to break it.



Primary NPCs:

- **Juna** - (*pictured above*) a mysterious young woman, secretly a Gais (a Jedi-like holy warrior who can harness all of the different elements).
- **Valtor** - (*pictured above*) a curious mage with an affinity for Ice magic (mixing Water and Air) and a haunted past.
- **Lord Rennus** - a Serean sorcerer, twice exiled for trying to seize power in the Ilmare Republic. Went under the title of Stormbringer in his last rebellion (events in prequel novel).
- **Torsin Garlon** - Prime Minister of the Ilmare Republic. A human politician, leader of the Council of Ilmare, native of the Enchanted Isles, and very powerful artificer. An avid inventor, he was the first person to discover the purpose of the Great Astrolabes: instant travel between places on Azadi and even to other Worlds.
- **Vardine Baya** - Serean Senator, representative of the Serean people on the Council of Ilmare and admiral of the Ilmare fleet. She is also the ex-wife of the exiled Lord Rennus.
- Mercenaries - **Viper** (leader), **Chucklehead**, **Snicker**, **Jumper**, **Jolly**, **Blame**, **Dart**, **Gaspers**, **Dingo**, **Flapps**, **Bobber**, **Hustle**, **Albatros**, **Slick**, **Sparky**

Main Story Chapters

The main story will be split in **20 different chapters** (including the prologue) that each will feature different numbers of questlines to be completed by the Player. Each end of a chapter will have significant consequences towards the main narrative plot and should be very cinematic and impactful with cutscenes to back it up.

Kingdoms (Continents)

The Land of Azadi is composed of multiple kingdoms, each with its own lore, people, culture, etc. Players will be allowed to access these kingdoms at their own will (no gate keeping) seamlessly (no loading transitions). Each Kingdom will have multiple areas divided by difficulty (starting area = easier, dungeons and sub areas = harder enemies, better rewards).

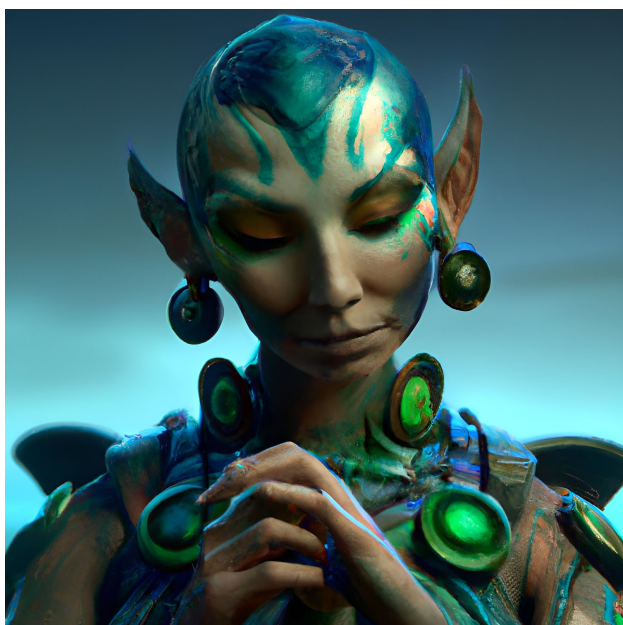


[The kingdoms are:](#)

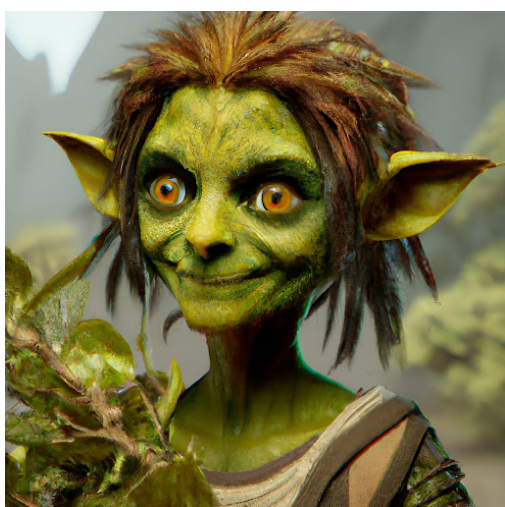
- **Ardenia**, the Kingdom of the Eternal Flames: located on the southernmost continent of Azadi, a land of fiery deserts and towering mountains. The people of this kingdom hold the **Red Fire Moon** in the highest regard, and they have learned to harness its power to create wondrous magical fire.
- **Ilmare**, The Enchanted Isles: The Enchanted Isles are a group of small islands located in the eastern seas of Azadi. The people of the Enchanted Isles hold the **Green Earth Moon** to be the strongest, and they have learned to harness its power to create wondrous magical forests and meadows.
- **Wiembo, The Sky Dominion**: The Sky Dominion of Wiembo is a kingdom located on the northernmost continent of Azadi. The people of the Sky Dominion revere the **White Wind Moon** above all others, and they have learned to harness its power to create wondrous magical flying creatures.
- **The Confederation of Eldrida**: The Confederation of Eldrida is a land rich in history and diverse in its landscapes. Founded over a thousand years ago, the confederation was established as a way for the various city-states and regions of the land to come together and form a unified government
- **Khanate of the Windriders**: The Khanate of the Windriders is a nomadic society ruled by a powerful Khan. The Windriders travel the skies of Azadi on their fantastical flying beasts, drawn by the call of the **White Wind Moon** and its mysterious powers. In centuries past thousands of Anakchi joined the Windriders when they were exiled from their people for preferring violence over peaceful ways.

Azadi Races

- **Serean** - In the vast and mysterious ocean of the Lands of Azadi, there existed a proud and powerful race of aquatic peoples known as the Serean. These ancient and wise beings were the descendants of the first inhabitants of the planet, and they had honed their mastery of the sea over generations of seafaring. Their greatest source of power came from the Blue Water Moon, which they nearly worship as a deity and channeled its power into their civilization through the use of mystical runes and offerings.



- **Pakiruk** - a proud and ancient race, long revered for their connection to the land and their mastery of the Green Earth Moon. These elegant beings are known for their deep connection to the forests, jungles, and meadows that cover much of the planet's surface. They are a highly spiritual people, communing with the spirits of the earth and the creatures that call it home.



- **Ojojo** - a fearsome race of monsters that dwell in the fiery depths of Azadi. These brutal beasts are unlike anything the inhabitants of Azadi have ever seen, with scales of red and orange, sharp claws and teeth, and a fierce intelligence that allows them to control the very flames that give them life.



- **Anakchi** - In the far-reaching corners of the world of Azadi, there exists a race of magical beings known as the Anakchi. These beings are said to have descended from the stars themselves and are gifted with the ability to control the winds and skies. They make their homes in the cloud-shrouded peaks of the highest mountains, where they have built a civilization that harnesses the power of the White Wind Moon.



- **Tarcs** - a proud and ancient race of dwarves who have lived deep underground for centuries. They are masters of metallurgy and blacksmithing, using their exceptional skills to craft magnificent works of art from the raw earth elements. However, the Tarcs are much more than mere artisans. They have a deep connection to earth magic, and their bond with the land has enabled them to harness its power to protect their underground kingdoms and maintain their way of life.

