



GAME DESIGN DOCUMENT

INTENDED PLATFORM: PC, XBOX SERIES S & X, PLAYSTATION 5

TARGET AGE: 16+ DUE TO VIOLENCE, LANGUAGE, GAMBLING, DRUG &

ALCOHOL REFERENCE

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Game Outline

Titan Seal is a large, open world, narratively driven, action roleplay game wherein players will take control of up to 4 playable characters with a variety of differing, balanced and complementary skills that can be used to engage in combat, complete puzzles along with explore the vast world of the game that draws visual inspiration from a broad range of Mediterranean and future gothic architecture, coupled with a range of biomes.

Gameplay Outline

The core gameplay for Titan Seal is presented through players taking control of one playable character from a team of four but will be able to cycle between playable characters depending on which parts of the narrative they have progressed too. Each of the playable characters can use specific natural elements (Earth, Fire, Wind, Water, Lightning, Ice and Time) in the form of magic that are used in combat as well as traversal and to solve puzzles present throughout the game, particularly in dungeon areas of the game. Players will also be given a range of interactive dialogue scenes that will take the place of some more traditional cutscenes, these dialogue choices will have an impact on players being able to access some more information related to the broader lore of the game, and, in certain circumstances will impact how certain non-player characters respond to the players throughout the game.

To ensure a level of variety in playstyle, players will be able to level up the party and this in turn will allow them to unlock a broader range of skills that can be used both in traversal and combat.

Narrative Outline

Titan Seal is a cyclical narrative with branching aspects, wherein players will take control of Silv, Raea, Azel & Cal who are tasked with uncovering and stopping a secret plot to release the ancient creatures known as Titans that once controlled the 6 earthly elements (Fire, Wind, Water, Earth, Lightning and Ice) during an age of strife 2500 years prior to the event of the game, which will culminate in Silv and Cal's former commanding officer (Xino) staging a coup d'état against the two nations of Esharra and Irkallia (nations that live under a slowly eroding peace agreement), resulting in a cataclysmic event that will bring the planet to the brink of destruction.

Players will then need to locate and construct a weapon known as "Project Tartarus" in the third act of the game to confront Xino and either restore the planet or return to the start of the story and attempt to prevent Xino from succeeding prior to the cataclysm, using what they have learnt while playing through the story to prevent this from occurring.

Characters

Titan Seal has a broad and eclectic range of characters that cover 5 different races and are subdivided into Playable Characters, Non-playable characters as well as the named character antagonists as well as enemies.

Races and Species

Titan Seal hosts 6 main races of the interactable and voiced characters in the game. Figure 1 denotes a full list of these races, however there are also cross-species races whereby characteristics of 2 races may be combined to provide further variety in NPCs across the game's world.

Race Name	Description
Humans	Standard human character models, variety of skin tones to present a range of ethnicities
Ef'len	Taller human types character models, with the standard Elf aesthetic (generally taller than humans, pointed ears and high cheek bones)
Vultus	Vulpine characters with dark eyes, fox-like ears, and tails. Many Vultus have ginger and white hair along with additional fur on their skin and are generally nocturnal.
Dracin	Tall, muscular humanoid character models with scaled skin, horns across their jawline and lizard-like tails. Many have yellow or black eyes.
Salmaq	Shorter than average human character models, tend to have darker coloured hair, "demon" horns protruding from the temples of the head, Purple/violet or Yellow/orange eyes. Generally, have either a very pale, or more Mediterranean skin tone.

Figure 1: Central Races/Species of Titan Seal

Playable Characters

Titan Seal offer's players to take control of up to 4 individual characters throughout the game, each character has access to specific skills unique to them which can be used in combat, traversal and for the solving of puzzles that may be needed to progress throughout the game.



Silv

Silv has control over ice and lightning elemental energies and is able to use these to release devastating attacks towards enemies in combat, while also being able to provide some form of defence boosting buffs to allies and self.

His powers allow him to control electronic equipment, create circuits and enable him to be able to freeze and then shatter certain obstacles, along with creating platforms of floating ice on large bodies of water.



Raea

Raea can use time magics to disadvantage her enemies in combat by slowing or stopping their movements and cause damage to them by manipulating their futures, while also being able to heal, shield and reverse continuous damage effects on her allies.

Her powers enable her to manipulate the time that has passed on non-living objects in the world and reverse effects of time on them to move them back to a time where they may not be blocking certain objectives and secrets.



Cal

Cal has control over earth and water elemental energies that allow her to control battlefields through a wide array of attack magic focused on crowd control and area of effect attacks along with being able to provide support to her allies through basic healing and damage mitigating party shields. She is also able to create platforms, stairs, and ramps to allow for easy access to hard-to-reach areas of the world, douse fires that may block pathways and create pathways across small and medium bodies of water.



Azel

Azel manipulates the elemental energies of fire and wind and uses these to both support his allies through boosting their attack stats and providing defensive buff and dominate his enemies in combat with a mix of single target and small group enemy attacks. He is also able to use wind currents to support the party with navigation and to move objects that are out of reach, along with being able to provide light in areas of the world that are poorly lit or underground.

Figure 2: Concept Artwork and Descriptions of PCs

Non-playable Characters

To support the player during Titan Seal there are several supportive (and less supportive) NPCs detailed below:

Doctor Alaina Kairos	Head of the Titan Containment and Science Authority – Mentor to Silv and Cal
Call'eem	A merchant and bar proprietor in Esharra
Corta Malthane	Prime Minister of Esharra
Scarlett Valthes	Head of External Affairs & Esharran Council Member
Lam Namas	Head of Public Defence & Esharran Council Member
Lyla Daethal	Head of City Works & Esharran Council Member
Mychael Thress	Head of Communication and Commerce & Esharran Council Member
Rey'alla	Queen of Irkallia – Raea's mother
Zac	Irkallian travelling merchant
Andros Calt	First Minister of State for the Irkallian Royal Council
Vertas Smar	Lord commander of the Royal Irkallian Guards
Eman Vesh	Irkallian Minister of Defence
Aether, Nergal & Aion	The Celestial Titans of Light (Aether), Dark (Nergal) & Time (Aion)

Antagonists

Much of the narrative in Titan Seal is driven forward by the acts of the central and supporting antagonists. Players will face off against these two characters multiple times throughout their journeys in the game. Regarding how both Xino and Esh attack, they are able to use the Level 20-35 skills of all party members with the exception of Raea.



Figure 3: Concept Artwork of Central Antagonists

Enemies

Throughout the game players will face off against an array of lesser enemies as they explore the game world, ranging from basic humanoid enemies based on the 5 races to more animalistic creatures referred to as Gallu. Gallu draw visual inspiration from a range of cultural and folklore focused creatures such as barghest, chimera, wyverns, dragons, wolves, sphinx, undead soldiers, griffons, hydras, serpents, cyclops, and Mer-people. Gallu may have altered appearances based on the elemental area they are in (Snowy mountains will result in Gallu having either a pale blue or purple hue to skin tone to represent ice and lightning powers). Certain Gallu will present the players with larger, more challenging battles in the form of boss battles throughout the game.

At points throughout the story, players will also come face to face with the 6 Titan's of the Earth. These imposing enemies are based on the ancient Sumerian gods that they share a name with and as such will appear as humanoid beings comprised of their associated elements with detailing like the Sumerian descriptions of them.

- Titan of Lightning: Ishkur (Feminine in features)
- Titan of Wind: Enlil (Masculine in features)
- Titan of Ice: Aquilo (Masculine in features)
- Titan of Water: Nammu (Feminine in features)
- Titan of Earth: Ki (Feminine in features)
- Titan of Fire: Gerra (Masculine in features)

Game World

Titan Seal takes place in a large open world that covers both the continents of Esharra and Irkallia and allow players to roam freely around the various cities and biomes found within them, as shown in Figure 4. To support players in their navigation of the world, fast travel points will be accessible across the main cities and within the various biomes (referred in game as Transport Rivers). Players will also be able to view the world map below, along with individual location maps to allow them to better navigate the world and biomes.



Figure 4: Titan Seal Game World Map w/ Area Descriptions (Inkarnate, 2022)

Specific Biomes and Dungeons

On top of players being able to move across the world, Titan Seal also offers players a range of dungeons and specific areas for them to navigate. These dungeons and specific areas will be accessible during specific parts of the narrative, as opposed to the over world. However, once players have completed the associated core narrative scenario, they will be able to revisit these areas should they choose.

Act 1	
Eastern Warehouse District	An industrial warehouse district and the site of the first elemental convergence.
Southern Slums	A slum area on the southernmost point of Esharra – one of the investigative areas presented in Silv’s story
Esharran National Stadium	A high-tech sports stadium in the central part of Esharra - one of the investigative areas presented in Silv’s story
West End Market	A large market area on the western edge of Esharra located in the western slums - one of the investigative areas presented in Silv’s story
Irkallian Hinterlands	A large hinterlands area located to the south of the Irkallian Royal Capital – Raea and her party travel across this on the way to the temples of Aether and Nergal
Seat of Aether	An ancient tomb to the celestial titan of light and the stars - one of the investigative areas presented in Raea’s story
Nergal’s Tomb	An ancient tomb to the celestial titan of darkness and the void - one of the investigative areas presented in Raea’s story
The Badlands – Esharran Side	A large barren area covered in black sand and obsidian ground. Silv and Cal will explore this area and will provided with choice of which areas to explore, and in which order they explore them.
The Irkallian Royal Capital	A Mediterranean inspired city with many narrow corridors and cloisters – Raea and Azel will navigate this area as they escape Xino and her generals after they stage a Coup against Raea’s mother.
The Badlands – Irkallian side	A large barren area covered in black sand and obsidian ground. Raea and Azel will explore the area to learn more of the final battle in the war against Esharra and Irkallia to try and piece together Xino’s link to the Irkallian Royal Council
Act 2	
Abandoned Esharran Research Labs	3 abandoned labs that will appear to be in severe disrepair with obstacles and damaged equipment scattered around them located on the outer reaches of Esharra. This will constitute 3 of the 7 areas the party may explore in Act 2 and will explore both puzzle focused problem solving along with combat.
Irkallian Shrines to the Gods	3 ancient shrines to the 6 earthly titans, each will present different elemental focused architecture (ice and water; earth and lightning; fire and wind) located on the edges of The Badlands. This will constitute 3 of the 7 areas the party may explore in Act 2 and will explore both puzzle focused problem solving along with combat.
Aion’s Seat	An ancient temple located under the sea separating Irkallia and the Badlands. Much of its architecture will be like those of the temples in Act 1, however the stone will be Cyan/Aqua crystal as opposed to dark or light stone. This will constitute 3 of the 7 areas the party may explore in Act 2 and will explore both puzzle focused problem solving along with combat.
Titan Central Control Facility	A large, multi-level skyscraper housing several large labs and state-of-the-art technology, neon lighting and energy shielded doors. This is the final dungeon area of Act and is the site for the final series of battles on the topmost floor once the party have successful managed to battle their way to the top.

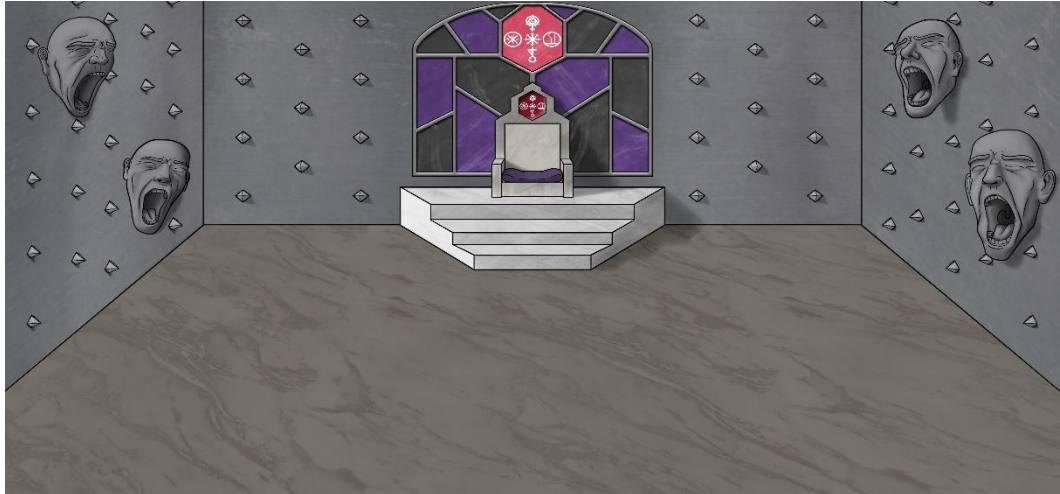
Act 3	
Ishkur's Rage	Temple of the Lightning Titan located atop a mountain in the centre of the Badlands. Architecture is like the shrines in Act 2, but specific for the element of this titan. This is one of the 7 areas players will visit in Act 3 to move the story forwards.
Enlil's Glade	Temple of the Wind Titan located on the eastern most edge of the Deep Wood. Architecture is like the shrines in Act 2, but specific for the element of this titan. This is one of the 7 areas players will visit in Act 3 to move the story forwards.
Nammu's Font	Temple of the Water Titan located under water in the centre of the Decaying Wetlands. Architecture is like the shrines in Act 2, but specific for the element of this titan. This is one of the 7 areas players will visit in Act 3 to move the story forwards.
Ki's Depths	Temple of the Earth Titan located in the centre of the Irkallian Hinterlands. Architecture is like the shrines in Act 2, but specific for the element of this titan. This is one of the 7 areas players will visit in Act 3 to move the story forwards.
Aquilo's Solitude	Temple of the Ice Titan located in the centre of the Aspected Tundra Architecture is like the shrines in Act 2, but specific for the element of this titan. This is one of the 7 areas players will visit in Act 3 to move the story forwards.
Gerra's Fury	Temple of the Fire Titan located deep in a volcanic tube on the southernmost peninsula of the Scorched Summits. Architecture is like the shrines in Act 2, but specific for the element of this titan. This is one of the 7 areas players will visit in Act 3 to move the story forwards.
Doctor Kairos' Lab	A dilapidated version of the lab players will explore in earlier acts that features broken technology and a series of puzzles players need to solve to progress through the lab (a prototype of the lab is present in the Unreal Prototype). This is one of the 7 areas players will visit in Act 3 to move the story forwards.
The Tower of Dalkhu	A massive dark steel tower that stands above all other structures in the "dark world" version of the world from the start of Act 3 (visible in the distance in the Unreal Prototype). The tower features both in the parties final Act 3 level, whereby they must battle their way to the top, solving puzzles as they go, and in the proceeding level where players control Raea alone as she attempts to escape the tower while evading Xino's generals and other monsters.
	
<p><i>Figure 5: Concept Artwork of Xino Throne Room and Tower Int.</i></p>	
Act 4 – Resolution B Branch	
Platform of the Celestials	Should players choose resolution B and complete the main story beats until the end of Act 2, they will be transported to a large platform above the world constructed from the symbols of the Tarot Arcana present throughout the game. The platform will glow with the associated colours of the elements along with a bright white, cyan and midnight blue glow on the outer most rings. This is the arena for the final battle against Xino and all 6 of the titans unlocked upon the completion of Resolution B.

Figure 6: Dungeons and Specific Biome Descriptions

Gameplay

Titan Seal makes use of a variety of ways in which it presents gameplay, both in terms of player interactions and providing players with a rich world in which to explore. Central to the gameplay is players learning to balance both combat and problem-solving skills to navigate both the world and its many dungeons, along with the dialogue and interactive cutscenes. Players will need to observe their surroundings and pay attention to other characters and audio cues to which will also provide clues to some of the movement puzzles located in the game.

The core gameplay loop of the game is focussed on players being given quests/missions from story critical NPCs, travelling to the associated areas, and completing a mixture of movement/object focused puzzles and engaging in combat against enemies to progress the narrative of the game, whilst also gaining experience points for their character to level up and unlock more skills to help in both traversal and combat.

Narrative Sequences

The use of a cyclical narrative has been chosen for Titan Seal to allow players a glimpse of “what’s to come”. The use of this style of narrative will allow players to explore an area of the game far further into the game than would normally be presented to players, and players will then be able to use of the information gathered during this sequence to piece together some of the events that occur during the game. This opening section is present in the playable prototype for the game, and the dialogue in this is designed to build player intrigue around the events and characters of the game.

Titan Seal’s progression and core gameplay is closely linked to the central narrative; however, care has been taken to provide players with choices related to the order in which they complete these quests (see Figure 7 and Appendix 1 for more detail). By incorporating this style of choice, it allows players to choose the areas they need to complete in an order that suits them, this will also provide a level of replayability in the game as the sequence in which players complete the quests in will be reflected through dialogue exchanges with both the main party and other NPCs.

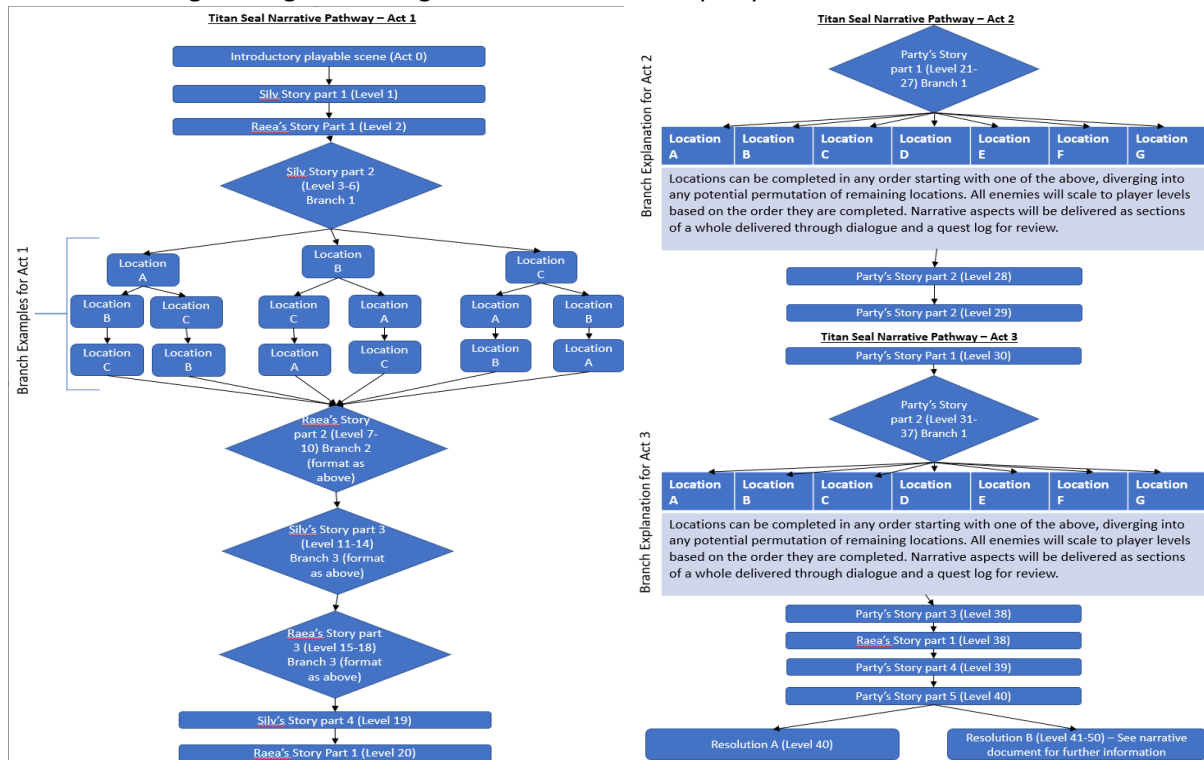


Figure 7: Narrative and Quest Branching (also Appendix 1)

Furthering the importance of the dialogue in the game, players will be given multiple dialogue options in the game that will garner certain responses from NPCs in the game world, these dialogue choices will result in certain NPCs providing different reactions to the players as they continue through the story and interact with these characters. For example, if the character chooses to be sarcastic towards Dr Kairos in a dialogue scene early in the game, later in the game if the character takes a sullen approach, she will comment on the player having lost their ability to be sarcastic. By providing players with a range of dialogue options and NPCs remembering this choice, it should provide players with more a reason to replay the game and allow them to build different relationships with characters.

With regards to the branching aspects of dialogue, players will also be given choices at certain points in the narrative that will directly impact the state of the world. The biggest of these choices occurs at the end of the game when players are presented with the choice of self-sacrifice to allow the world to be reborn, or to go back to the events at the start of Act 1 and apply their new knowledge of the games story to prevent certain events from occurring (like the death of Raea’s mother at the hand of Xino) through a broader selection of dialogue choices that are unlocked after the selection of Resolution B.

Character Skills and Combat

Part of the core gameplay loop requires players to make use of a variety of skills to support with puzzle-solving, traversal, and combat. To provide players with a broad and varied gameplay experience each of the 4 playable characters has access to a range of skills and abilities unique to them that may be used to support players in all aspects of the core gameplay loops. Figures 8 and 9 detail these, with larger version available in Appendix 2.

Character: Silv		Level: 1	5	10	15	20	25	30	35
Automatic Skills Acquired On Levelling Up (World and Traversal Skills)	Elemental Sight: Uses innate gifts to be able to see elemental energy convergences in the world	Generator: Is able to use lightning energy to provide power to inert electrical objects/machines	Frostbitten: Freezes objects (including metal) to weaken their structural integrity, allowing them to be broken easily	Circuit: Release a bolt of electrical energy that can be used to connect breaks in wires to complete electrical circuits	Ice Drift: Creates a floating ice platform on a body of water allowing effective crossings without the need to get wet	Remote Control: Manipulates the electronics in machinery, allowing the control of certain objects, including defensive weapons in the game world	Aquilo's Mist: Creates a wide frost field that creates duplicates of nearby allies that act as decoys to enemies	Iskuri's Cloak: Charges the user and nearby allies with a field of static electricity, rendering them invisible to any machinery or electrical apparatus for a short	
	Optional Elemental Skill Obtained From Skill Points (1 skill point per level, 5 points required per skill). Character will have level 1 skills are the start of the game. Subsequent ones will need to be unlocked up the spending of 5 skills points per skill	Lightning Bolt: Creates a bolt of electrical energy that can be thrown at enemies, damaging them on hit	Shock Factor: Releases a burst of static in a 90 degree cone in front of the user, causing enemy movements to be stalled by paralysis	Lightning Blade: Concentrates electrical energy into a blade that can be used to engage enemies at close range	Energy Burst: Releases 5 smaller lightning bolts that trap enemy movements and will never miss their target	Static Cage: Creates a 360 degree area around the user of 10 metres that will interrupt the actions of any enemy within range of the spell for a short time	Storm Front: Calls down several lightning bolts from the heavens that will strike the ground around the user damaging all enemies within a 30 metre radius	Charged Blade: Charges the Lightning Blade for a short time to create electrical shockwaves with each swing. This ability can only be used when Lightning Blade is active	Iskuri's Fury: Calls forth the judgement of the titan of lightning, delivering a devastating blast at a single target doing massive damage. This ability has a 75 second cooldown
	Ice Shield creates a smaller buckler-like shield on the arm of the user that can be used to deflect and block enemy attacks	Frozen Mist: Creates a mist of ice around a single target that applies Frostbite, dealing 3% of maximum health damage each second for 3 seconds	Ice Lance: Creates a Lance of solid ice allowing the user to engage enemies in closer range combat	Iceball: Creates an iceball projectile that can be aimed at enemies causing damage	Frozen Armour: Creates a set of armour made of unbreakable ice reducing all damage taken by 25% for 20 seconds. The armour can be applied to the user and one other party member simultaneously	Blizzard: The user summons a raging blizzard in a 15 metre area around themselves. Any enemies in the area of effect immediately take damage equal to 3% of their health each second for 12 seconds after which they will continue to take damage for a further 10 due to the frostbite effect	Frostbitten Lance: Imbues the Ice Lance with the ability to cause enemies frostbite which will add a damage over time effect. This ability can only be used with Ice Lance is active	Aquilo's Madness: Creates an impenetrable barrier that nullifies all incoming damage around the user and their allies around a 10 metre radius for the length the user is immobile. Users are prone to being hit with attacks that will make them move while this is active and has a 45 second cooldown	
Character: Cal		Level: 1	5	10	15	20	25	30	35
Automatic Skills Acquired On Levelling Up (World and Traversal Skills)	Scientific Mind: Allows the user to interact with, and access, any form of crystalline computer technology found in the world. These terminals can be used to deactivate energy barriers, open doors, shutdown security weapons and gain access to secure files	Platform: Creates platforms from the earth that allow the reaching of higher areas which would otherwise be unreachable	Extinguish: Creates a torrent of water that can douse any flames blocking the path of the user	Doorway: Manipulates the earth and rock to create doorways in otherwise impassable walls	Parting: Is able to part medium and small bodies of water, creating pathways between the water	Staircase: Creates a stone staircase that can be used to scale buildings and rebuild broken structures	Nammu's Breath: Allows the user and nearby allies to move underwater with a head sized oxygen bubble for 75 seconds	Ki's wall: Creates a large wall of earth that can be used to block enemy advances, or divert enemy patrols or change the landscape. This ability will have a health pool equal to that of 30% of the users maximum health	
	Optional Elemental Skill Obtained From Skill Points (1 skill point per level, 5 points required per skill). Character will have level 1 skills are the start of the game. Subsequent ones will need to be unlocked up the spending of 5 skills points per skill	Earth Wave: Creates a ripple in the earth that damages enemies within a 10 metre radius, while also knocking them back	Armour of Earth: Summons a set of armour made of the earth that can be applied to the caster or one ally. The armour reduces all damage taken by wearer by 15%	Earthen Hammer: Creates a great hammer from the Earth which can be used to attack groups of enemies with devastating front cone attacks from the user	Landslide: Creates a 3 metre wide strip that is also 8 metres long in which the earth shifts at great speed damaging and knocking back all enemies caught in the attack	Solid Defence: Creates a set of Armour of the Earth on all party members. This also increase damage reduction by 20% over Armour of Earths 15%	Earthquake: Shakes the foundations of the earth within a 10 metre radius dealing damage to all enemies in the zone and also knocking them back	Earthshaker: Fortifies the Earthen Hammer with a ground based attack that will knockback all enemies in a 5 metre radius. This ability can only be used while Earthen Hammer is Active	Ki's Wrath: Creates a shockwave in a 15 metre radius around the user causing massive damage and a significant knockback effect to all enemies caught within. This ability has a 90 second cooldown
	Water Sphere: Creates a sphere of water that can be thrown at groups of enemies, damaging all in a 2 metre radius from the target	Ripple of Health: Allows the user to heal themselves or an ally for 15% of their maximum health	Scythe of the Seas: Creates a scythe of pure water allowing the user to attack groups of enemies upto 180 degrees in front of the user	Wave Force: A torrent of water is release in a frontal cone of 90 degrees from the user damaging all enemies caught in the cone	Wave of Health: Allows the user to heal themselves and all allies in a radius of 7 metres by 25% of their maximum health	Tidal Wave: Creates a 140 outward facing cone in front and behind the user, sending an unstoppable surge of water at enemies, while also knocking them back	Sea Reaper: Any weaker enemy with less than 15% health hit with the Scythe of the Seas will instantly die. This ability can only be used while Scythe of the Sea is active	Nammu's Ire: Drains the Hfeoforce of a target enemy over 15 seconds and heals nearby allies for 10% of the total life stolen. This ability has a 30 second cooldown	

Figure 8: Character Skills Silv and Cal

Character: Azel		Level:	1	5	10	15	20	25	30	35
Automatic Skills Acquired On Levelling Up (World and Traversal Skills)			Elemental Sight: Uses innate gifts to be able to see elemental energy convergences in the world	Illuminate: Creates a small illuminating flame around the user that can be used to traverse the darkest of depths with ease	Wind Hop: Allows the user and nearby allies to jump higher than normal, allowing them to reach places they may not normally	Tempered Flames: Controls any fire sources so that they may be used to access blocked paths through either burning flammable matter, or moving flames from one path	Wind Boost: Creates a slipstream that increases the running speed of the individual and nearby allies (when used with Wind Hop, can even allow those under the effect to jump longer distances)	Excess Melting: Meltdown any blocking structure be it metal, ice or stone. Very useful for making makeshift doors in bunkers or ice caverns	Enif's Flight: Allows the user and nearby allies to defy gravity with an updraft of wind giving them the ability of flight for a short period	Genra's Light: Sends myriad sparks in all directions illuminating every crevice and corner of any place no matter had absent of light it is
Optional Elemental Skill Obtained From Skill Points (1 skill point per level, 5 points required per skill). Character will have level 1 skills are the start of the game. Subsequent ones will need to be unlocked up the spending of 5 skills points per skill	Fire	Burst: The user creates a fireball that is thrown at a single target dealing moderate damage	Resolve: Ignites a spark of resolve in the user or a chosen ally, boosting their attack power by 10% for 10 seconds	Claws of Flames: Creates a pair of clawed knuckles around the fists of the user allowing them to strike enemies at very close range	Conflagration: Creates a 2 metre wide fireball that is launched at enemies. All enemies that are in a 2 metre radius when the fireball is hit take heavy damage	Burning Resolve: Ignites the flames of resolve in the user and allies, increasing their attack power by 15% for 10 seconds	Inferno: Creates 4 90 degree cones around the user, releasing large bursts of fire that deal significant damage to all caught in them while also increasing the attack power of the user and allies in a 5 metre radius (the size of the spells reach) by 20%	Flames of Despair: Imbues the Claws of Flames with larger flames that significantly increase the damage dealt with each attack. This ability can only be used with Claws of Flames is active	Genra's Rage: Releases a wave of fire that damages all enemies in a 50 metre radius for significant damage. This ability has a 45 second cooldown	Elif's Vengeance: Shroud the user in a vortex of wind 5 metres around the user causing damage to any enemies that enter it to take constant damage, whilst healing the user for 20% of the damage taken by enemies. This ability has a cooldown of 45 seconds
	Wind	Buffet: The user sends a wave of wind energy in a 90 degree cone reaching 5 metres away from their front, dealing moderate damage to all enemies caught in the wave	Swift Wind: Creates a swift wind behind the player or an ally that boosts movement and attack speed by 25% for 15 seconds	Bow of the Winds: Creates a bow of glowing wind that allows the user to attack enemies from range, always striking true with each shot aimed	Turbulence: A blast of wind is fired towards a target enemy dealing moderate damage two times	Slipstream: Creates a surge of wind around all allies, boosting their movement and attack speed by 40% for 30 seconds	Vortex: Creates a vortex of wind around a target enemy with a radius of 5 metres. All enemies caught in the vortex take continual damage equal to 4% of their total health for 10 seconds	Hurricane Shot: Imbues the Bow of the Winds with stronger winds significantly increasing the speed at which it can be fired at enemies. This ability can only be used with Bow of the Winds active		

Character: Raea		Level:	1	5	10	15	20	25	30	35
Automatic Skills Acquired On Levelling Up (World and Traversal Skills)			Oracle Sight: Is able to view glimpses of an objects past to locate doors and devices hidden from sight	Temporal reverse: Reverts time on an object moving it back to a state it was originally meant to be	Time lock: Stops the flow of time for inanimate objects for a brief moment, allowing for easy and unhindered traversal	Temporal Restore: Accelerates time around the user and allies heal their wounds and revitalise their spirit (Can only be used outside of battle)	Blink: Allows the user to perform a short burst of teleportation, allowing them to move further in a direction in the blink of an eye	Photosynthesis: Manipulates the sun to grow plant life more rapidly, opening up different routes that may be explored around the world	Fast Forward: Increase the time around an inanimate object (including machinery) to reduce it to dust, or weaken its integrity	Aion's Gate: Creates 2 portals in the users line of sight allowing for quick and simple teleportation from one area to another
Optional Elemental Skill Obtained From Skill Points (1 skill point per level, 5 points required per skill). Character will have level 1 skills are the start of the game. Subsequent ones will need to be unlocked up the spending of 5 skills points per skill	Time - Offensive	Temporal Rippled: The user releases a wave of time magic on a single target dealing moderate damage	Time Compression: Targets up to 2 enemies and releases a compression wave slowing all movement and actions for those affected by 40% for 10 seconds	Celestial Whip: Conjures a whip that glows with the energy of the cosmos allowing the user to engage enemies at a medium range	Temporal Wave: The user releases a compressed wave of time magic on a single target that does high damage, also slowing their movement and actions for 35% for 10 seconds	Mass Time Compression: Target enemy and all in a 4 metre radius of the target are hit with a compression wave of time magic reducing their movement and action speed by 60% for 15 seconds	Singularity: Creates a singularity on a target enemy with a radius of 8 metres. All enemies in the area of effect are drawn to the centre of the singularity and will be unable to move for 9 seconds	Whip of Destiny: Imbues the whip with the ability to freeze time around any enemy hit by the whip, causing them to stop moving altogether. This ability can only be active when Celestial whip is active	Aion's Expiration: Casts a cooldown to death on weaker enemies of 15 seconds after which they will die. If used on larger and more significant enemies, upon expiration of the time they will lose between 3 and 5% of their maximum health. This ability has a 90 second cooldown	
	Time - Supportive	Minor Treatment: Allows the user to heal themselves or an ally for 10% of their maximum health	Time Dilation: The user speeds up time around themselves or a single ally granting them a boost of 50% to movement, attack casts and cooldowns	Resurrection (Unlocked through progressing story - see narrative document for details): Allows the user to reverse time around the target and bring them back from the brink of death with 40% of their maximum health	Mass Treatment: Allows the user to heal themselves and all allies for 20% of their maximum health while also adding a shield worth 10% of the targets maximum health	Revitalisation: Allows the user to heal themselves for 30% of their maximum health whilst also applying a 10 second regenerative effect that will heal up to a maximum of an additional 15% over the timer	Time Dilation Field: The user creates a 7 metre area of effect dome in which all allies gain a 50% speed boost for the duration of the spell	Mass Revitalisation: Allows the user to heal all allies and themselves for 35% of their maximum health whilst also applying a 10 second regenerative effect that will heal up to a maximum of an additional 15% over the timer	Aion's Faith: Release a wave of temporal energy that will fully heal any ally regardless of whether they are incapacitated or not. This skill has a 60 second cooldown and results in the user being unable to move 2 seconds before and after casting	

Figure 9: Character Skills Raea and Azel

Navigation features

Due to the size and scope of the world, players will be support in navigation using lighting, specifically point lights on the floor that will provide players with a sense of the directions their current objective is located, along with an optional way marker that will appear on the main UI. Both can be seen in a somewhat crude manner in the games prototype and in Figure 10 below.

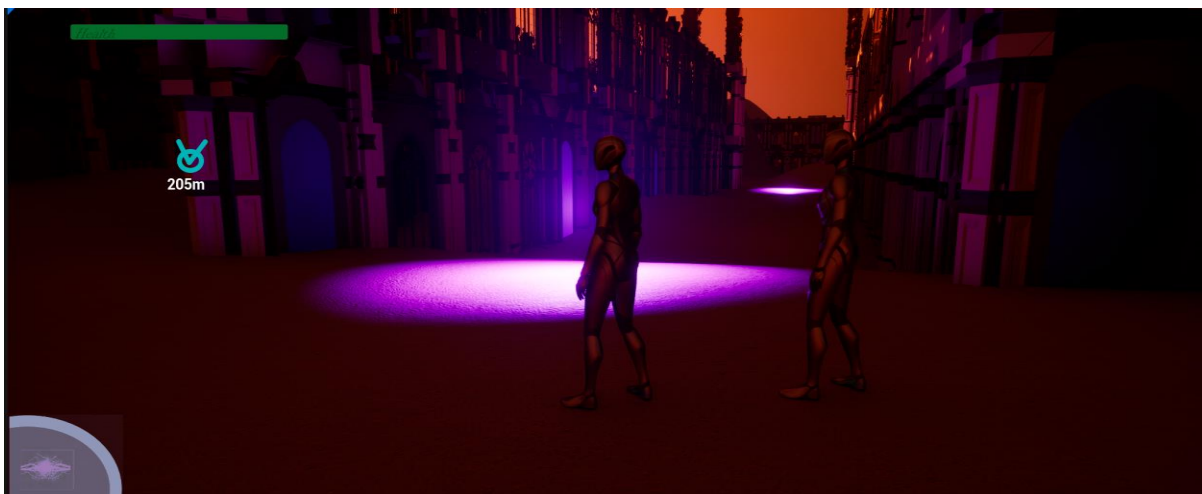


Figure 10: Navigational lighting support and waypoint marker

The inclusion of these assets, along with providing players with both an overworld map (see Fig.4) and maps for individual areas should provide players with enough visual aids to support them in navigating the world.

An additional navigation feature included in the game is the use of voiced dialogue lines to provide players a sense of where the objective locations can be found. This, coupled with the lighting and UI support and access to map screens will allow players to successful navigate the games world, while also enabling them to explore areas “off the beaten track”.

Mechanics

Titan offer a range of ways in which players can explore and interact with the rich and diverse world of the game through the ways in which it makes use of a range of familiar gameplay mechanics, whilst adjusting these to match the games pacing, tone, and narrative. What set’s the game apart from other RPGs of a similar style is how it handles the players choices of both dialogue options and through the active changes and scaling that occur based on character quest choices.

Gameplay Mechanics

A core gameplay mechanic throughout Titan Seal is how the player (and party characters) can use the skills they obtain through their progression in the game to support them in all aspects of interaction within the games world, from combat to traversal and overcoming area specific puzzles. The skills highlighted in Fig. 8 and Fig. 9 highlight how players have choice between skills they will obtain each time they complete quests or succeed in combat and earn enough experience points to level up, gaining them a skill point. Each skill on the tree may be acquired when the requisite skill points have been accrued and the players level meets the requirements of that skill. Players are provided a range of skills to choose from each level and as such it is down to the player to determine how they spend these points. Players also could obtain every skill throughout their playthrough, but by focussing on certain skills they may be able to access certain secrets in levels at earlier points should they want to or gain access to more effective combat moves.

Another mechanic at the core of Titan Seal is players choosing the order in which they complete certain core quests/missions. By giving players the choice over the order in which they complete certain parts of the game, players can gain changes to incidental dialogue from party members and NPCs. To ensure, however, that players can gain the appropriate experience points needed from each of the quests to ensure they are of an appropriate level for the more linear aspects of the game, quests, and their rewards (as well as the enemies fought) will scale to the level of the player, detailed in Fig. 11 and Appendix 3.

Act 1 Branch 1 Silv and Cal			Act 1 Branch 2 Raea and Azel			Act 1 Branch 3 Silv and Cal			Act 1 Branch 4 Raea and Azel			
Character Suggested Level	Example Location Order	Example of Level Scaling of Enemies	Character Suggested Level	Example Location Order	Example of Level Scaling of Enemies	Character Suggested Level	Example Location Order	Example of Level Scaling of Enemies	Character Suggested Level	Example Location Order	Example of Level Scaling of Enemies	
	3 A	2-4		3 A	2-4		11 A	6-8		11 A	6-8	
	5 B	3-5		5 B	3-5		13 B	7-9		13 B	7-9	
	7 C	4-6		7 C	4-6		15 C	8-10		15 C	8-10	
			Act 2 Branch Whole Party			Act 3 Branch Whole Party						
			Character Suggested Level	Example Location Order	Example of Level Scaling of Enemies	Character Suggested Level	Example Location Order	Example of Level Scaling of Enemies				
			16 A		15-17	26 A		25-27				
			18 B		17-19	28 B		27-29				
			20 C		19-21	29 C		28-30				
			21 D		20-22	30 D		29-31				
			22 E		21-23	31 E		30-32				
			23 F		22-24	32 F		31-33				
			24 G		23-25	33 G		32-34				

Examples shown above are for example use only. The level scaling of enemies in each location will be determined by the order in which players complete the missions provide to them and as such the use of letters can denote any location within that branches area

Figure 11: Example of Quest Scaling System

Finally, players will be able to interact with an array of items and NPCs across the game, to enable players to be able to determine which characters/items they can interact with, the addition of either small speech bubbles (for NPCs with which there is additional dialogue to be had) or rectangular speech bubbles with “!” in them (to denote quest/mission specific items, or main quest giving NPCs) will be displayed on the games UI. To maximise immersion in the game, these setting can be turned off in the game’s menu, but these will be visible to players upon opening the journal that will be present in the game (referred to as the “Crystalline Nav” which will also show map screens for the area and overworld).

Due to the range of mechanics available in the game, players will be introduced to them slowly and in a structured manner through several short onboarding sequences within the first series of missions, beginning with the opening sequence of the cyclical narrative. An in-game repository of information will also be available for players to read through should they require additional materials.

Economies

There are several economies present in the game. The table below details these systems and how they will impact the game.

Damage System	<p>The games damage system is focused on the player characters level to provide a base attack stat and a base defence stat, these stats will also translate to the monsters and enemies in the game, with bosses having higher stats and larger health pools to provide the increased challenge of a boss fight. At present the damage system will work using an algorithm like this (following appropriate testing):</p> <p><i>“Attack primary stat based on level + attack spell bonuses x a value between 1.25 & 1.3 (or another arbitrary number informed from mechanic testing) – target defence = damage done”</i></p> <p>For enemies that do not use magic, substituted the “attack spell bonus” out of the equation.</p>
Experience System	<p>Experience points are gained by the player for the completion of main missions and quests during the game, along with successfully defeating enemies in combat or clearing additional side-quests and missions around the game world. The system by which experience is calculated is based on the player characters level and experience points earned scale with this. As players progress through the game, the experience points needed to level up will increase, however experience earned from the completion of game objectives and combat will scale with the player to enable them to continue to level-up and meet basic requirements of the game’s quests/missions.</p>
Skill Point System	<p>Tied to the Experience System, players will be awarded skill points up levelling up. As detailed in the “Character Skill and Gameplay” section of this document, players will be able to spend skill points on a variety of skills for their character. Players may choose to save skill points for use on slightly more useful or powerful skills or they may choose to spend them when they get them, but once they have been spent the points are gone. Should a player wish to reassign their skill points at any point, there is a consumable they may purchase from one of the merchant NPC’s.</p>
Currency System	<p>There is only a single form of currency in the game – “shards”. Shards are a secondary reward for the completion of quests and side quests throughout the game. Players can use Shards to purchase consumable items such as health and magic tonics that will recover these two core stats, maps to secret locations in the game world or single use items that can be used to boost attack of traversal skills.</p>
Core Stat System	<p>Players will be managing 2 central stats during gameplay, with other stats tied to attack and damage (as described above) being done automatically. Health and Magic both appear on the UI in different areas (see UI section for details) and consider the damage the player receives along with their magic reserves that are used to cast spells. Health can only be regained using healing spells certain party members have, whereas magic will automatically regenerate constantly. Both stats are tied to levelling and as such players will increase the pools during gameplay automatically</p>
Enemies	<p>The frequency of enemies in certain situations and players choosing whether to take on large numbers at once or whether to tackle them in small groups/individually works as an economy in the game. The biggest factors that will manage enemy economies will be the skills available to a player in a certain situation and will be partially determined by how they have used skill points acquired during levelling up. Enemy stats (particularly overworld optional bosses), as well as quantity will factor in how players will have to make meaningful choices as they progress through content from the combat and traversal perspective. Players will generally have the options of traversing around combat situations or to attack head on.</p>

Game Experience

The overall experience of Titan Seal is an exciting journey through a rich and engaging narrative requiring players to use the skills they learn to explore the world and overcome challenges in the form of challenging enemies and puzzles.

Upon starting the game players will be placed into a scene from the start of Act 3 of the game as part of the cyclical narrative structure. This will show players a brief glimpse of the events to come while introducing players to part of the personalities of the main party of hero's and some other characters along with providing players some brief onboarding to movement and basic traversal mechanics along with providing players with some looser narrative threads that they will uncover moving forward through the first 2 acts of the game.

The overall presentation of the game, as detailed in the 'Game World' section will draw from a range of architectural and natural world inspiration, along with some tropes seen in more modern cyberpunk and sci-fi gothic themes. This presentation will lean heavily into a more stylised realism as seen in the prototype and as such the world and subsequent areas will be built using a game engine capable of realising this vision.

Colours and Broader Presentation

The use of colour in broader presentation will focus on the colours associated with the 6 titans (Red, Yellow, Blue, Pale Blue, Purple, and Green) along with Cyan which will represent the celestial titan of time. These colours will appear in architecture and colours of landscapes as well as being a choice that players will be able to choose the colour of the navigation lights and other HUD elements (detailed in the UI section below). These colours are also present in the game art along with concept artwork.

User Interface

The UI design of Titan Seal is designed to be minimal so that players can be more actively immersed in the game (Figure 12)

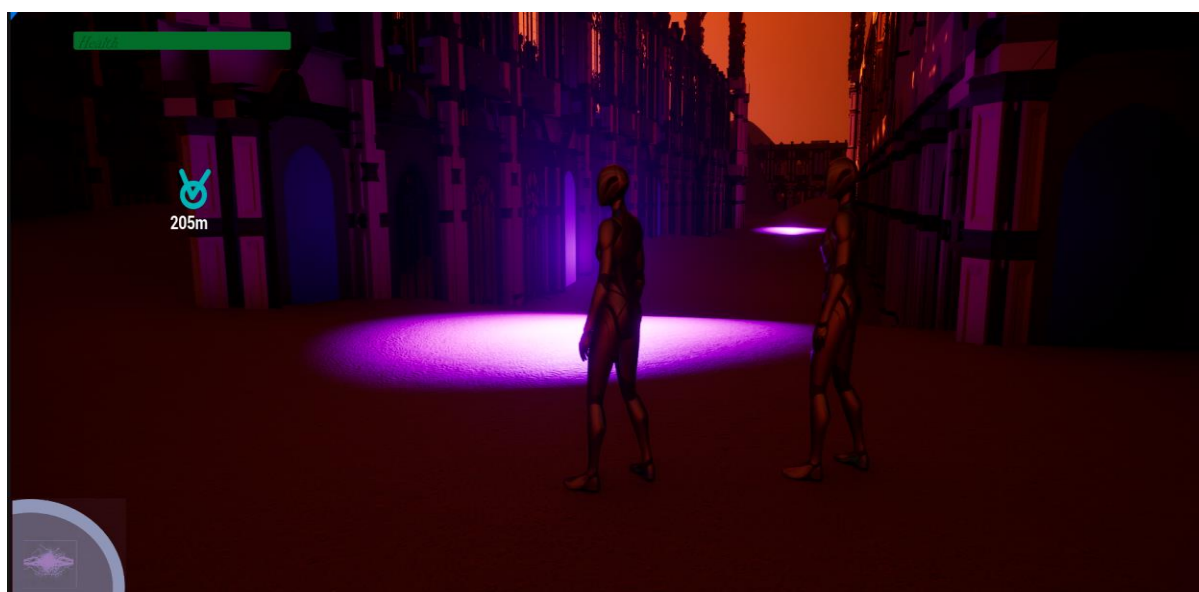


Figure 12: UI On Game Screen

The UI elements are designed to provide players with the basic information they require whilst exploring the game world. This is limited to the optional waypoint marker (explained in 'Navigation Feature' the player's health bar (Figure 13) and the magic radial (Figure 14).



Figure 13: Health Bar

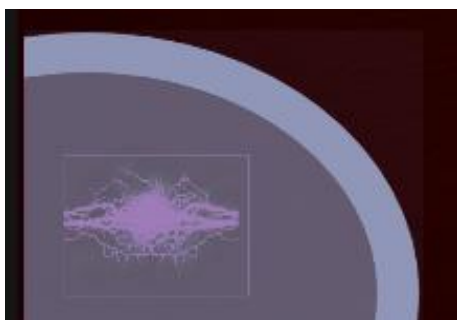


Figure 14: Magic Radial

These UI Elements will constantly appear on the UI (Players can have these set to be invisible and active upon the use of a skill – not present in prototype) to ensure players are able to check on the health remaining on their character and so that they can keep track of the skill they currently have selected (the icon in the centre of the radial) and the amount of magic they have to cast spells (the outer most ring of the radial).

In terms of broader UI additions there is the potential to have a quest log on the upper right of the screen, however with the inclusion of an overlay that will hold maps and game lore (The Crystalline Nav) it is more likely that quest information and objectives will be kept there.

Onboarding

To ensure players have time to learn and master the controls for the game, the opening levels (Act 0, and levels 1 and 2) will be used to onboard players to the controls for movement and traversal, combat and investigating environments. Regarding the combat, the onboarding for each character will be done separately to allow players the time to learn and begin developing the skills for each character's playstyle and unique abilities, this has been broken down into players learning Silv and Raea at the start of their journeys and the introducing Cal and Azel in a later level for each character. This is to reduce the amount players must take in at one time and to give them the appropriate time to learn each characters move sets before moving on to the next. (The onboarding sequences are not present in the prototype; however, a placeholder of the games controls is there in its place).

Sound Design

Sound in Titan Seal is paramount in terms of its narrative delivery and to also enhance immersion in the game world. Through a range of techniques (detailed below) sound will be designed and used to expand upon and supplements the games narrative and themes of the game.

Voiced Dialogue

Dialogue, and its subsequent design will play a huge part of the narrative delivery in Titan Seal. To that end, the designing of the dialogue from a sound perspective will need to be as clear and audible as possible by ensure that the volume of the dialogue is at a level whereby the background instrumental tracks and sound effects do not detract from the information being communicated. This has been demonstrated within the prototype to some success, however, ensure the dialogue has been “cleaned” up and appropriately mixed, especially for dialogue that appears over instrumental parts of some of the more narrative focused songs is of paramountcy in terms of the dialogue design.

There is also a great need for the dialogue to ensure there is a clear tone throughout. The general tone of the game varies from optimistic to quite pessimistic and dark at times, and the dialogue should both reflect and challenge these themes, as seen in the prototype. When working with voice actors, the tone of voice will be vital in terms of ensuring that players are able to easily access the context of what it being communicated as well as tone.

Use of Original Songs and Score

Music will play a big role in terms of supporting the communication of tone in the game, as well as using lyrics to convey narrative exposition to players. By employing simple, repeated melodies, players should associate events with these melodies should become familiar to players. This style of design in terms of the music will allow players to then focus on the lyrics more when exploring the game world at the points in the narrative when they occur. Like how the melody of ‘These Mortals’ is heard in the prototype ahead of the lyrics coming into play following the dialogue.

All music and songs that appear in the game will be varied in nature to present the specific tone of the scene that is being played and through taking the melodies that exist in the prototype and changing some of the instruments different effects can be obtained, much like how the hopeful refrain that appears in both songs from the prototype conveys different hopeful emotions due to the instruments being used. To further this idea from the prototype, the below list expands on how the two songs would be a starting point for additional music along with the ideas for other types of music linked to certain places of characters.

- Hero’s Theme – The instrumental version of ‘Our Light Will Burn’ that plays during the menu screen is what comprises the Hero’s theme for the entire party. However, to support players in building a familiarity with this, the instruments used earlier in the game may be changed to reflect the hero’s different starting areas. Employing more synthetic instruments for Silv and Cal’s early levels, whilst using more standard Mediterranean instruments (acoustic guitars and such) for Raea and Azel.
- Theme of the Celestials – ‘These Mortals’, as shown in the prototype, is the song associated with the Celestials throughout the game. Adding further instruments during key moments where the player interacts with these beings would further illustrate the link between these beings and the song and by altering the instruments used, certain tones can be portrayed (much like the sullener tone of the prototype).

- Xino's Theme – To convey Xino as both a villain and an agent of chaos in the world, Xino's theme should make use of a mixture of chromatic notation and scales along with significant brass stabs. Although not present in the prototype, Xino's theme would most likely be a theme that is not altered to convey tone, as this piece of music should be directly associated with this character.
- Area Themes – Due to the range of areas present within the game, there are certain musical elements that could be explored in each area, and more grandiose version of the area themes could be played in the dungeons, with changes in instrumentation of the Hero's Theme to that area's particular style of music.
 - Esharra – As this is a city that thrives on technology the use of heavily synthetic instruments and electronica inspiration would convey the more futuristic mood of the location.
 - Irkallia and Old Irkallian Desert– Inspired by Mediterranean architecture and settings, Irkallian music should draw from classic Spanish and Italian influences in terms of it's use of guitars, strings, and percussion.
 - The Badlands – Due to the nature of events that occur in the story a mixing of Xino's theme and 'These Mortals' would convey both the tone and themes for this area of the world.
 - The Decaying Wetlands – Will draw inspiration from South American music, specifically the more tribal music found across the Amazon area.
 - The Scorched Summits – Will blend music from an African style along with that of heavier metal guitar riffs.
 - The Deep Wood – Will draw inspiration from East Asian music, centred around the use of cymbal rolls and long string moments.
 - Aspected Tundra – This area will be mainly done through sound scaping of snowfall sounds and harsh winds to convey the isolation of this area. Dungeons will employ the use of organs and harpsichords sparingly to convey the sense of isolation in dungeons too.

Coupled with the dialogue and songs will also be the use of diegetic soundscapes that will be designed to further provide audio cues to the players as regard to their surroundings and the locations of both enemies and secrets.

Additional Content

The nature of Titan Seal allows for some additional features and content to be provided to improve the overall player experience.

Achievements/Trophies

Titan Seal will employ a trophy/achievement system that would be linked to major plot points (defeating main narrative bosses or completing main story missions), achieving certain player character levels along with other achievements tied to things such as completing certain side missions and mini games, defeating certain over world optional bosses, and unlocking specific secrets in the game. The achievements/trophies will be linked to the systems used to track PlayStation Trophies, Xbox and Steam Achievements and will be a way for players to see the progress they are making in the game.

Drop-in Multiplayer

Despite being a predominantly single player game Titan Seal boasts the ability for drop-in multiplayer co-op. This system will allow up to two players to play through the game together in either an online or couch co-op manner. This system would also extend to the dialogue choices characters make where in the player in control of their character would be actively choosing the responses for their character. This systems inclusion would also broaden the scope for further expanding on the players engagement of the game as they would be able to experience the story alongside another player.

Additional Content

On top of players working through the main narrative of the game (See Narrative Overview for further details) Titan Seal also offers players a range of additional quests and missions to complete that focus on exploring the vast continents of Irkallia and Esharra. These side missions can be started by talking to certain NPCs in the world who will task the players with a specific task that must be completed. In terms of these side quests, each one will be designed in a way as to provide players with more information and lore about the game world, but also provide a level of variety of things for players to do throughout the game. These side quests may also feature as points for players to take a break from the main story and to enjoy the game world.

During their travels around the game, players will meet one of a pair of travelling merchants. These merchants will provide players with hints and tips, along with access to bonus mini games that players can play within the main game itself. These mini games, more so than the side quests, are designed to provide players with a level of respite from the events of the main story and will also provide players the opportunity to unlock rare gear that will boost character stats.

Monetization

Titan offer's a range of ways to effectively monetize the game, as detailed below.

Form of Monetization	Rationale/Description
Base cost of the game	Titan Seal will be available across all major platforms using current-gen technology. As such the base cost of the game (based on current large-scale RPG's) will be sold between £60 - £70. There is the potential to have a deluxe edition with concept artwork cards and a mini soundtrack offered at a premium of £90 also.
Additional Story Expansions and DLC	There is scope within the narrative of the game to have at least one, if not two, paid DLC story expansions that allow players to experience different aspects of the world and potentially play as different characters. Based on current trends these DLC stories would range from £10-£20 depending on their size and play length.
Soundtrack	Titan Seal offers a unique approach to the ways in which the songs are written in terms of their narrative focus, employing ideas from musical theatre. As such offering players the ability to purchase the soundtrack for £15-£25 would lend itself a stream of additional revenue. Based on current trends players could also purchase the soundtrack in a physical Vinyl format for £40.
Cosmetic Items	Providing players with the ability to purchase digital cosmetic items would provide further scope to allow players to play the way they choose, in keeping with much of the games structure. Using pre-existing marketplaces (PSN/Xbox store/Steam) players would be able to download different costumes and hairstyles for their characters that would be accessible following the completion of the opening chapter (Act 0). This will provide the game with a potentially continuous stream of revenues, especially if further cosmetics are added to the game.

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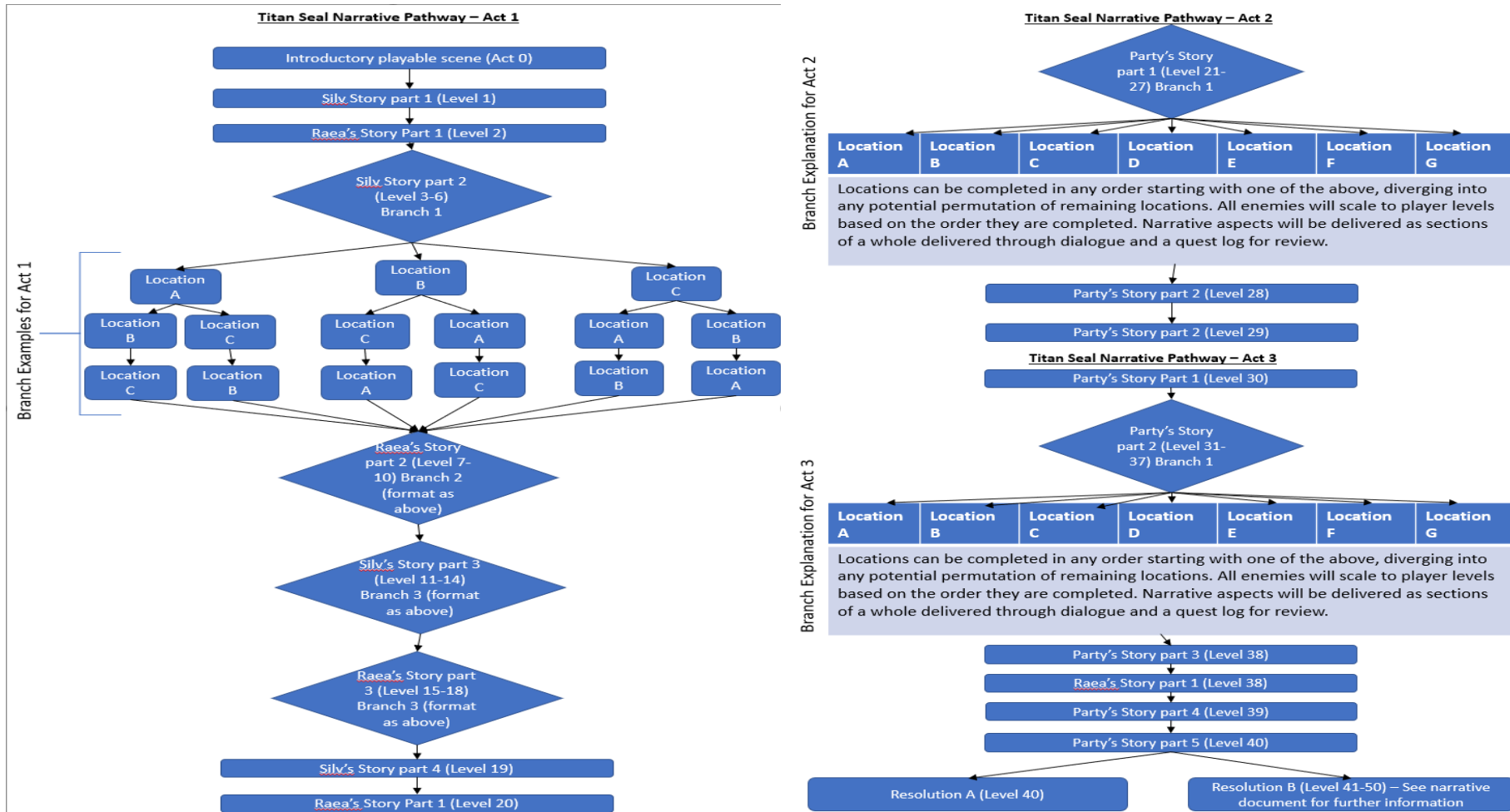
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Appendix 1 – Branching Narrative/Quest Design



Also included in the Narrative Document

Appendix 2 – Character Skill Trees

Silv and Cal Skill Trees

Character: Silv		Level: 1	5	10	15	20	25	30	35
Automatic Skills Acquired On Levelling Up (World and Traversal Skills)		Elemental Sight: Uses innate gifts to be able to see elemental energy convergences in the world	Generator: Is able to use lightning energy to provide power to inert electrical objects/machines	Frostbitten: Freezes objects (including metal) to weaken their structural integrity, allowing them to be broken easily	Circuit: Release a bolt of electrical energy that can be used to connect breaks in wires to complete electrical circuits	Ice Drift: Creates a floating ice platform on a body of water allowing effective crossings without the need to get wet	Remote Control: Manipulates the electrics in machinery, allowing the control of certain objects, including defensive weapons in the game world	Aquilo's Mist: Creates a wide frost field that creates duplicates of nearby allies that act as decoys to enemies	Ishkur's Cloak: Charges the user and nearby allies with a field of static electricity, rendering them invisible to any machinery or electrical apparatus for a short
Optional Elemental Skill Obtained From Skill Points (1 skill point per level, 5 points required per skill). Character will have level 1 skills are the start of the game. Subsequent ones will need to be unlocked up the spending of 5 skills points per skill	Lightning	Lightning Bolt: Creates a bolt of electrical energy that can be thrown at enemies, damaging them on hit	Shock Factor: Releases a burst of static in a 90 degree cone in front of the user, causing enemy movements to be stalled by paralysis	Lightning Blade: Concentrates electrical energy into a blade that can be used to engage enemies at close range	Energy Burst: Releases 5 smaller lightning bolts that track enemy movements and will never miss their target	Static Cage: Creates a 360 degree area around the user of 10 metres that will interrupt the actions of any enemy within range of the spell for a short time	Storm Front: Calls down several lightning bolts from the heavens that will strike the ground around the user damaging all enemies within a 30 metre radius	Charged Blade: Charges the Lightning Blade for a short time to create electrical shockwaves with each swing. This ability can only be used when Lightning Blade is active	Ishkur's Fury: Calls forth the judgement of the titan of lightning, delivering a devastating blast at a single target doing massive damage. This ability has a 75 second cooldown
	Ice	Ice Shield creates a smaller buckler-like shield on the arm of the user that can be used to deflect and block enemy attacks	Frozen Mist: Creates a mist of ice around a single target that applies frostbite, dealing 3% of maximum health damage each second for 8 seconds	Ice Lance: Creates a Lance of solid ice allowing the user to engage enemies in closer range combat	Iceicle: Creates an iceicle projectile that can be aimed at enemies causing damage	Frozen Armour: Creates a set of armour made of unbreakable ice reducing all damage taken by 25% for 20 seconds. The armour can be applied to the user and one other party member simultaneously	Blizzard: The user summons a raging blizzard in a 15 metre area around themselves. Any enemies in the area of effect immediately take damage equal to 3% of their health each second for 12 seconds after which they will continue to take damage for a further 10 due to the frostbite effect	Frostbitten Lance: Imbues the Ice Lance with the ability to cause enemies frostbite which will add a damage over time effect. This ability can only be used with Ice Lance is active	Aquilo's Madness: Creates an impenetrable barrier that nullifies all incoming damage around the user and their allies around a 10 metre radius for the length the user is immobile. User's are prone to being hit with attacks that will make them move while this is active and has a 45 second cooldown
Character: Cal		Level: 1	5	10	15	20	25	30	35
Automatic Skills Acquired On Levelling Up (World and Traversal Skills)		Scientific Mind: Allows the user to interact with, and access, any form of crystalline computer technology found in the world. These terminals can be used to deactivate energy barriers, open doors, shutdown security weapons and gain access to secure files	Platform: Creates platforms from the earth that allow the reaching of higher areas which would otherwise be unreachable	Extinguish: Creates a torrent of water that can douse any flames blocking the path of the user	Doorway: Manipulates the earth and rock to create doorways in otherwise impassable walls	Parting: Is able to part medium and small bodies of water, creating pathways between the water	Staircase: Creates a stone staircase that can be used to scale buildings and rebuild broken structures	Nammu's Breath: Allows the user and nearby allies to move underwater with a head sized oxygen bubble for 75 seconds	KI's wall: Creates a large wall of earth that can be used to block enemy advances, or divert enemy patrols or change the landscape. This ability will have a health pool equal to that of 30% of the users maximum health
Optional Elemental Skill Obtained From Skill Points (1 skill point per level, 5 points required per skill). Character will have level 1 skills are the start of the game. Subsequent ones will need to be unlocked up the spending of 5 skills points per skill	Earth	Earth Wave: Creates a ripple in the earth that damages enemies within a 10 metre radius, while also knocking them back	Armour of Earth: Summons a set of armour made of the earth that can be applied to the caster or one ally. The armour reduces all damage taken by wearer by 15%	Earthen Hammer: Creates a great hammer from the Earth which can be used to attack groups of enemies with devastating front conal attacks from the user	Landslide: Creates a 3 metre wide strip that is also 8 metres long in which the earth shifts at great speed damaging and knocking back all enemies caught in the attack	Solid Defence: Creates a set of Armour of the Earth on all party members. This also increase damage reduction by 20% over Armour of Earths 15%	Earthquake: Shakes the foundations of the earth within a 10 metre radius dealing damage to all enemies in the zone and also knocking them back	Earthshaker: Fortifies the Earthen Hammer with a ground based attack that will knockback all enemies in a 5 metre radius. This ability can only be used while Earthen Hammer is Active	KI's Wrath: Creates a shockwave in a 15 metre radius around the user causing massive damage and a significant knockback effect to all enemies caught within. This ability has a 60 second cooldown
	Water	Water Sphere: Creates a sphere of water that can be thrown at groups of enemies, damaging all in a 2 metre radius from the target	Ripple of Health: Allows the user to heal themselves or an ally for 15% of their maximum health	Scythe of the Seas: Creates a scythe of pure water allowing the user to attack groups of enemies upto 180 degrees in front of the user	Wave Force: A torrent of water is release in a frontal cone of 90 degrees from the user damaging all enemies caught in the cone	Wave of Health: Allows the user to heal themselves and all allies in a radius of 7 metres by 25% of their maximum health	Tidal Wave: Creates a 140 outward facing cone in front and behind the user, sending an unstoppable surge of water at enemies, while also knocking them back	Sea Reaper: Any weaker enemy with less than 15% health hit with the Scythe of the Seas will instantly die. This ability can only be used while Scythe of the Sea is active	Nammu's Ire: Drains the lifeforce of a target enemy over 15 seconds and heals nearby allies for 10% of the total life stolen. This ability has a 30 second cooldown

Raea and Azel Skill Trees

Character: Azel		1	5	10	15	20	25	30	35
Automatic Skills Acquired On Levelling Up (World and Traversal Skills)	Elemental Sight: Uses innate gifts to be able to see elemental energy convergences in the world	Illuminate: Creates a small illuminating flame around the user that can be used to traverse the darkest of depths with ease.	Wind Hop: Allows the user and nearby allies to jump higher than normal, allowing them to reach places they may not normally	Tempered Flames: Controls any fire sources so that they may be used to access blocked paths through either burning flammable matter, or moving flames from ones path	Wind Boost: Creates a slipstream that increases the running speed of the individual and nearby allies (when used with Wind Hop, can even allow those under the effect to jump longer distances)	Excess Melting: Meltsdown any blocking structure be it metal, ice or stone. Very useful for making makeshift doors in bunkers or ice caverns	Enli's Flight: Allows the user and nearby allies to defy gravity with an upthrust of wind giving them the ability of flight for a short period	Gerra's Light: Sends myriad sparks in all directions illuminating every crevice and corner of any place no matter had absent of light it is	
Optional Elemental Skill Obtained From Skill Points (1 skill point per level, 5 points required per skill). Character will have level 1 skills are the start of the game. Subsequent ones will need to be unlocked up the spending of 5 skills points per skill	Fire	Burst: The user creates a fireball that is thrown at a single target dealing moderate damage	Resolve: Ignites a spark of resolve in the user or a chosen ally, boosting their attack power by 10% for 10 seconds	Claws of Flames: Creates a pair of clawed knuckles around the fists of the user allowing them to strike enemies at very close range	Conflagration: Creates a 2 metre wide fireball that is launched at enemies. All enemies that are in a 2 metre radius when the fireball is hit take heavy damage	Burning Resolve: Ignites the flames of resolve in the user and all allies increasing their attack power by 15% for 10 seconds	Inferno: Creates 4 90 degree cones around the user, releasing large bursts of fire that deal significant damage to all caught in them while also increasing the attack power of the user and allies in a 5 metre radius (the size of the spells reach) by 20%	Flames of Despair: Imbues the Claws of Flames with larger flames that significantly increase the damage dealt with each attack. This ability can only be used with Claws of Flames is active	Gerra's Rage: Releases a wave of fire that damages all enemies in a 60 metre radius for significant damage. This ability has a 45 second cooldown
	Wind	Buffet: The user sends a wave of wind energy in a 90 degree cone reaching 8 metres away from their front, dealing moderate damage to all enemies caught in the wave	Swift Wind: Creates a swift wind behind the player or an ally that boosts movement and attack speed by 25% for 15 seconds	Bow of the Winds: Creates a bow of glowing wind that allows the user to attack enemies from range, always striking true with each shot aimed	Turbulence: A blast of wind is fired towards a target enemy dealing moderate damage two times	Slipstream: Creates a surge of wind around all allies, boosting their movement and attack speed by 40% for 30 seconds	Vortex: Creates a vortex of wind around a target enemy with a radius of 8 metres. All enemies caught in the vortex take continual damage equal to 4% of their total health for 10 seconds	Hurricane Shot: Imbues the Bow of the Winds with stronger winds significantly increasing the speed at which it can be fired at enemies. This ability can only be used with Bow of the Winds active	Enli's Vengeance: Shroud the user in a vortex of wind 5 metres around the user causing damage to any enemies that enter it to take constant damage, whilst healing the user for 20% of the damage taken by enemies. This ability has a cooldown of 45 seconds
Character: Raea		1	5	10	15	20	25	30	35
Automatic Skills Acquired On Levelling Up (World and Traversal Skills)	Oracle Sight: Is able to view glimpses of an objects past to locate doors and devices hidden from sight	Temporal reverse: Rewinds time on an object moving it back to a state it was originally meant to be	Time lock: Stops the flow of time for inanimate objects for a brief moment, allowing for easy and unhindered traversal	Temporal Restore: Accelerates time around the user and allies to heal their wounds and revitalise their spirit (Can only be used outside of battle)	Blink: Allows the user to perform a short burst of teleportation, allowing them to move further in a direction in the blink of an eye	Photosynthesis: Manipulates the sun to grow plant life more rapidly, opening up different routes that may be explored around the world	Fast Forward: Increase the time around an inanimate object (including machinery) to reduce it to dust, or weaken its integrity	Aion's Gate: Creates 2 portals in the users line of sight allowing for quick and simple teleportation from one area to another	
Optional Elemental Skill Obtained From Skill Points (1 skill point per level, 5 points required per skill). Character will have level 1 skills are the start of the game. Subsequent ones will need to be unlocked up the spending of 5 skills points per skill	Time - Offensive	Temporal Rippled: The user releases a wave of time magic on a single target dealing moderate damage	Time Compression: Targets up to 3 enemies and releases a compression wave slowing all movement and actions for those effected by 40% for 10 seconds	Celestial Whip: Conjures a whip that glows with the energy of the cosmos allowing the user to engage enemies at a medium range	Temporal Wave: The user releases a compressed wave of time magic on a single target that does high damage, also slowing their movement and actions for 35% for 10 seconds	Mass Time Compression: Target enemy and all in a 4 metre radius of the target are hit with a compression wave of time magic reducing their movement and action speed by 60% for 15 seconds	Singularity: Creates a singularity on a target enemy with a radius of 8 metres. All enemies in the area of effect are drawn to the centre of the singularity and will be unable to move for 9 seconds	Whip of Destiny: Imbues the whip with the ability to freeze time around any enemy hit by the whip, causing them to stop moving altogether. This ability can only be active when Celestial whip is active	Aion's Expiration: Casts a countdown to death on weaker enemies of 15 seconds after which they will die. If used on larger and more significant enemies, upon expiration of the time they will lose between 3 and 5% of their maximum health. This ability has a 90 second cooldown.
	Time - Supportive	Minor Treatment: Allows the user to heal themselves or an ally for 15% of their maximum health	Time Dilation: The user speeds up time around themselves or a single ally granting them a boost of 50% to movement, attack casts and cooldowns	Resurrection (Unlocked through progressing story - see narrative document for details): Allows the user to reverse time around the target and bring them back from the brink of death with 40% of their maximum health	Mass Treatment: Allows the user to heal themselves and all allies for 20% of their maximum health, while also adding a shield worth 10% of the targets maximum health	Revitalisation: Allows the user to heal themselves for 35% of their maximum health whilst also applying a 10 second regenerative effect that will heal up to a maximum of an additional 15% over the timer	Time Dilation Field: The user creates a 7 metre area of effect dome in which all allies gain a 50% speed boost for the duration of the spell	Mass Revitalisation: Allows the user to heal all allies and themselves for 35% of their maximum health whilst also applying a 10 second regenerative effect that will heal up to a maximum of an additional 15% over the timer	Aion's Faith: Release a wave of temporal energy that will fully heal any ally regardless of whether they are incapacitated or not. This skill has a 60 second cooldown and results in the user being unable to move 5 seconds before and after casting.

More detailed versions of this can be viewed in the Skill Tree and Scaling Mechanic Supplemental

Appendix 3 – Example Enemy Scaling used for mission completion based on branching choice

Act 1 Branch 1			Act 1 Branch 2			Act 1 Branch 3			Act 1 Branch 4		
Silv and Cal			Raea and Azel			Silv and Cal			Raea and Azel		
Character Suggested Level	Example Location Order	Example of Level Scaling of Enemies	Character Suggested Level	Example Location Order	Example of Level Scaling of Enemies	Character Suggested Level	Example Location Order	Example of Level Scaling of Enemies	Character Suggested Level	Example Location Order	Example of Level Scaling of Enemies
3	A	2-4	3	A	2-4	11	A	6-8	11	A	6-8
5	B	3-5	5	B	3-5	13	B	7-9	13	B	7-9
7	C	4-6	7	C	4-6	15	C	8-10	15	C	8-10
			Act 2 Branch			Act 3 Branch					
			Whole Party			Whole Party					
			Character Suggested Level	Example Location Order	Example of Level Scaling of Enemies	Character Suggested Level	Example Location Order	Example of Level Scaling of Enemies			
			16	A	15-17	26	A	25-27			
			18	B	17-19	28	B	27-29			
			20	C	19-21	29	C	28-30			
			21	D	20-22	30	D	29-31			
			22	E	21-23	31	E	30-32			
			23	F	22-24	32	F	31-33			
			24	G	23-25	33	G	32-34			

Examples shown above are for example use only. The level scaling of enemies in each location will be determined by the order in which players complete the missions provide to them and as such the use of letters can denote any location within that branches area

More detailed versions of this can be viewed in the Skill Tree and Scaling Mechanic Supplemental