

A dramatic scene featuring a large red dragon breathing fire. The dragon's head is in the upper left, with its mouth open, breathing a massive plume of bright yellow and orange flames. The dragon's scales are a deep, textured red. In the foreground, a dark, metallic dragon's head is visible, looking towards the viewer. A yellow scroll with a blue border and decorative corners is overlaid on the scene, containing the text "Dragon Pact" in a red, gothic-style font.

*Dragon Pact*

## Nemora

Nemora is divided into four regions, Earth, Water, Fire, and Death. Each of these regions is ruled by a dragon of unparalleled power who preys on the souls of the citizens in each region. The soul is the most powerful resource in Nemora, but only some are able to use it to its fullest potential. Those with unique souls are able to use abilities that defy the laws of nature and instantly elevate them to a status of power. Those who are unfortunate enough to have normal souls end up being a source of energy to those with unique souls. To the dragons of these regions, the squabbling of such insignificant creatures meant nothing, but due to their omnipotent power, they were left unamused by those who challenged them to combat, even if it was another dragon. Because of this, gambling excited the dragons more than anything.



Gambling was appealing because it gave them the rush of fear and Euphoria due to the possible chance of losing to their opponent with high stakes. This is why each dragon designed a challenge for those strong enough to compete against them. The challenger would offer their souls if they lost, but if they happen to win, they were able to gain anything the dragon had control over. Only one mortal managed to beat a dragon at this challenge, a mortal named Deriza who defeated the dragon of death, Shi, and won freedom for all his people and him within the region. Unfortunately, that drew the gaze of the other dragons on Deriza and the town was destroyed with Deriza missing, leaving behind only his child. This child swore vengeance on the monsters that ruined their home and vowed that they would find their father.





## *What is Dragon Pact?*

Dragon Pact is a third person, single-player, action fantasy game that plays around with the idea that a dragon is an unstoppable, divine force that needs to be defeated through wit, strategy, and luck. The game uses a system of souls that bestows the player with abilities they then use to navigate through the environment, take on challenges, and wager against opponents. The objective of the game is to clear the four challenges that each dragon in a region represents and locate Deriza.





The dragon encounters are the center point of this game and are made to be very challenging to give the player the feeling of facing a creature akin to a god on earth. Every other mechanic in this game focuses on building the player up and making them feel strong, only to realize that a dragon is on a completely different level of power. Each dragon will relinquish a portion of their power in the form of a soul when they are defeated.

The mechanics of this game are divided into the soul system, NPC relations, and dragon encounters. The core mechanics of this game center around the Soul System and the Morality System. The Soul System includes combining souls, wagering souls, harvesting souls, creating soul contracts, and a soul codex that keeps track of the player's souls. The Morality System determines the ease that the player is able to interact with NPCs and opens or closes certain options for them depending on what they have chosen to lean towards.



## *Core Gameplay and Mechanics*

## *Environment*

The environment is meant to represent each of the four elements, Fire, Water, Earth, and Death. In each of these regions, there will be information eluding to each dragon's challenge in the form of items, secret locations, and information delved from NPCs. These environments will not be easy to navigate and will require the player to rely on the soul system heavily.



## *Soul System*

The Soul System is represented by the soul codex, soul contracts, soul harvesting, and soul fusion.

**Soul Codex-** The soul codex contains all the unique souls that a player currently has in the game, as well as information on where potential unique souls could be gained based on the information they receive throughout the world. Each unique soul has an ability with an elemental base from the region it was obtained.

**Soul Contracts-** A soul contract takes place when a player is looking to gain the support of NPCs without having to kill them and harvest their souls. This method takes longer to accomplish, but the souls gained will be stronger than a harvested soul and the NPCs will usually have information that can lead the player either to the next unique soul or information on a dragon's secrets within the challenge.

**Soul Harvesting-** This mechanic is meant for the player that would rather avoid taking the time to investigate the world. While this method is faster at collecting souls and strengthening unique souls, all souls that are harvested are usually half as powerful as souls obtained from soul contracts and also lower the public opinion of the player, making it harder to glean information about the dragon or other helpful characters.





**Soul Fusion-** Two unique souls are able to fuse together to form a much stronger soul. This fusion takes the attributes of both and combines them to create a new unique ability. Example: a soul with the ability to summon an undead with a pestilence cloud around it merges with a soul that creates white hellfires. The resulting product is a fiery ghoul that releases a poison that affects non-dragon characters.



Normal souls can be used to strengthen unique souls either through harvesting or soul contracting. If a player chooses to obtain a soul contract for a normal soul, while they could just go to an individual NPC and make a contract with them, it is more efficient to speak with the leader of the town or region, who will give the player a soul contract with conditions.

## *Morality*

Morality determines the nature of the player's character based on the actions they take. If the player decides to help NPCs and form soul contracts, this will make the NPCs within the game more amicable to the player and willing to offer helpful information or items to guide the player through their journey.

If the player decides to harvest souls instead of forming soul contracts, this will cause NPCs to be wary of the player and avoid or even try to subdue them.





## *Fire Dragon*

The fire dragon encounter is based on a card game. The player chooses souls from their codex and creates a deck of cards based on the souls they chose. The player then faces off against a deck that the dragon has assembled. There will be a neutral deck that is also drawn that both the Dragon avatar and the player can match with to make their hand stronger. Each card will represent a certain ability that the player can then use to fight the avatar of the dragon, who will also use the power of its cards to attack the player. This encounter is a game of cat and mouse, where the player will either go on the offensive or defensive based on the powers that they are able to utilize in comparison with the dragon's. The player can also choose to fold their hand and wait for their next draw cooldown to come up while they try to avoid the dragon avatar. It is important that the dragon has subtle tells to indicate to the player that the dragon may have a good hand or bad hand and exploit this knowledge.

## *Water Dragon*

The water dragon challenge has its roots in Mancala. There will be twelve pits that need to be filled with water. Once a pit is completely filled, that pit will be able to absorb the pit directly across from it, making it unusable. The player is able to use abilities to freeze the progression of water or evaporate it, and will be required to achieve this in real time. This will create a form of tug of war between the player and the dragon, where the player will have to worry about filling up their side of pits while also preventing the dragon from overtaking them and knocking out one of their pits. The dragon will not play fair and will certainly try to manipulate the environment to hinder the player by freezing portions of the arena or creating fog to obscure its maneuvers.





## *Earth Dragon*

The Earth Dragon encounter uses terrain manipulation to topple the opponent's tower, similar to a life-sized Jenga game that includes tower defense. The player will be able to use earth abilities to move terrain around and disrupt the foundation of the dragon's tower, eventually toppling it over. Earth abilities are also able to reinforce the tower and lay traps for NPCs depending on if summoned units are used to attack the towers.

## *Death Dragon*

The death dragon encounter has the player choose 16 souls that will act as soldiers in a battle. This encounter is meant to emulate aspects of chess, except in a real time battle format. It is important to have sophisticated AI for this encounter that are able to fight and make decisions based on their proximity to the objective, the dragon avatar. Both the dragon and the player actively participate in the battle and are able to direct their soldiers through commands. This encounter relies upon information gained from NPCs in order to find out what the dragon uses for its soldiers and the best souls that can be used to counter them.





## *Psychograph*

The target audience for this game is the kind of person that enjoys the exploration aspect of an adventure game. This is the kind of person that can't leave a room until they have investigated every nook and cranny to ensure that they haven't missed out on anything. This is also the kind of person that checks every door in a house to see where they lead. This audience enjoys movies like Lord of the Rings because it is a chance to explore a world never seen before. This target audience is also tempted by taking on seemingly formidable challenges. Cerebral and secluded, this audience most likely spends their Friday nights playing poker or watching a good fantasy or mystery movie.

## *Special Considerations*

The platform for this game will be PC because that will give the target audience enough controls to fully experience the game in the way they want to. The AI for this game needs to be very realistic and needs to be able to immerse the player in the world and make them feel like their interactions matter. It is especially important that the AI is believable for the dragon encounters, which are supposed to be incredibly challenging and oppressive. The game needs to save the player's progress as they continue forward periodically and prevent hard saves. This is to ensure that the player understands that wagering souls is a risky endeavor and should not be taken lightly.