

Title: Wyrđ

Platform: Nintendo DS or PC or Wii

Genre: Tactical-RPG

Number of players: 1 (2 in dual)

Target Layer: 20-30, Male

Planned number of staffs: 2 Dev, 1 G2D, 1 G3D, 1 LDN/GDN/Manager, 1 Sound Designer

Planned term: 18 months

Detailed game overview

- Turn per turn T-RPG
- There is no case to move characters like other T-RPG. Each character has a “movement circle” within it can move. Touch the character with the stylus to make it move inside its “movement circle” in every direction. The character can move 1 ray circle max per turn. The circle depends of the character attributes/class.
- Each character has also an “action circle” in which it can do some actions (depends of the character, of course). Thieves with dagger will have smaller circle than paladin with spear. But the thief will have a full circle, and the spearman only a quarter.
- If an “action circle” enters in an enemy one, the character is allowed to perform a close action
- In a turn, a character can move, do an action and move again if it hadn't done a 1-ray circle movement the first time
- Actions depends on the character's class
- Combat are resolved due to an evolved shifumi game. No paper, scissor and rock but 5 elements :
 - Light <-> Darkness, water
 - Fire <-> Water, Nature
 - Darkness <-> Light, Nature
 - Water <-> Light, Fire
 - Nature <-> Darkness, Fire
- So Darkness-specialized character can't hurt another Darkness-characters, a few Fire or Water characters and a lot Light and Nature characters
- Each character gains experience and makes his affinity with 2 or 3 element grows
- Each character is specialized in a kind of weapon, and/or magical talent, and/or a skill (like steal for instance) more or less linked to its class.
- The player chooses how the characters evolve with elements, there is no good or bad elements.
- Each character has several levels of evolution (graphic evolutions at level 10 25 and 50 for instance). Each evolution is linked to the major affinity of the character. A level 10 Light-affinity thief won't have the same appearance as a level 10 Fire-affinity thief
- Player team is composed of 7-10 different characters
- There is no building to achieve, nor resource to search
- In margin of battle you can develop skill/ability/life of your characters : romance, fishing, cooking, trainers..., visiting cities, etc.



- Magical/steampunk universe, with cross influences; I'd like to see Native Americans looking characters, Northmen, samurai, arabian dervish... alltogether : a melting pot for an original universe.
- Then, we'll find character "class" (ex: barbarian Northman = warrior, arabian dervish = monk, etc.) and the main character(s) on which the epic story will be focused on (wyrð means "Destiny" in the Nordic mythology: a central point of the story)
- Up to 30 different playable characters