

Wild World Concept Design

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High Concept

Everything you say and every action you take changes your characters and the epic story line. Shape the characters, shape the story, shape destiny.

Features

- A deep story that lets the player choose their own path without sacrificing the character development or shocking plot twists found in more linear RPGs.
- The main character automatically changes her skills and job class based on the player's own fighting style.
- Fourteen different job classes to discover, many of which have highly unique good and evil variations, each with their own skills, equipment, and sub-plots.
- Plot events, playable characters, sub-quests, and endings all change dramatically based on the player's actions both in and out of battle. It's never the same game twice.
- Battles are played out using a system that keeps the action fast while still allowing for considerable strategy.
- Characters can be switched in and out mid-battle, allowing you to instantly take advantage of each one's unique skills.

Player Motivation

Players control a young woman as she leaves her isolated home for the first time and guide her as she searches for both her past and her goal in life.

Genre

Fantasy RPG

Target Customer

Console RPG players who want a balance between the freedom and player choice of American style RPGs and the plot and character development of Japanese RPGs.

Design Goals

Freedom: Letting the player choose their own path and play style while still maintaining an intriguing story line gives this game unparalleled freedom where the choices they make actually matter.

Emotional: Characters with problems and feelings that the players can relate to help draw them into the story as they get to see first hand how the choices those characters make affect not only themselves but the entire world as well.

Challenging: The new battle system and AI keep fights challenging enough to prevent experienced players from breezing through the game while still remaining accessible to novices.

The Main Character

Dlena is a sweet yet shy girl with no memories of her life before the time she was brought to the isolated Sendinn Village by a young man who found her, alone and injured, five years ago during the aftermath of a great battle. Without a past, she is unsure of herself and her future. Despite the protests of Tzurin, her rescuer, she decides to set out and explore the world on her own, hoping to find her past and with it her purpose in life. So, with nothing but a magical weapon given to her by Tzurin, she sets off into the unknown, beginning a quest that could very well determine the fate of the entire world.