

# Forlorn

Single player Survival Horror / Action RPG  
(Based off Western Christian Religion beliefs).  
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## Gameplay Mechanics

The entire gameplay revolves around a game design system I created for this particular game called The God System. All of the separate game mechanics (Character Development, Combat, Field Actions, etc) are all connected as one, all revolving around God.

You the player (Forlorn) are human and have no power on your own. All the power you use comes from God. You must pray in order to receive his power to overcome adversity (develop character abilities, fight enemies, traverse the field, etc).

\* Please be advised that this is only a brief summary. Writing in-depth about this complex system require me to spend more time and even illustrate to explain it \*

### **Prayer mechanic**

Depending on where you are (Field, Combat, etc), when you pray you will have a set of options to choose from.

I.e. You are in the field, and in this area you are, it is shrouded by pitch-black darkness. You pray to God, and ask him to show you the way. God will listen to your prayer and then decide if he wants to grant your request.

God communicates with you through actions, and not words, so if God decides he will illuminate the way, he will bestow a halo of light in your head that will act as a ethereal lamp and you will be able to traverse the area.

Or he can just create a temporary sphere of light that will eliminate the darkness completely for some time. In which case you will have to speed-run the area before it dissappears.

Alternatively, he can say no. Because sometimes, God gives you need and not what you want. Its up to him. And you can proceed forward in the pitch-black darkness, but you might step on a trap or fall off a cliff, or just be attacked by malevolent spirits that are all over the world.

This is a small open-world game so you decide how to complete the game. Don't know where to go? Pray and ask God. He will either give you hints on where to go and or place markers in your map indicating points of interest.

Entering a dungeon full of malevolent spirits inside? Pray to God right at the entrance and ask for protection. You might get buffs increasing the damage you do. Or he might cast an ethereal

shield that will reduce damage enemies deal to you.

Getting requests accepted through Prayer depends on how strong your connection with God is. Connection with God is strengthened by increasing faith, which is increased by praying, rescuing people, doing other deeds, destroying malevolent spirits, defeating any of the Four Great Tyrants, etc.

### **The Sword of Truth**

The Sword of Truth represents the message of God. It appears as a small bible but transforms into an ethereal sword of light when malevolent spirits and demons are present. It is your main weapon to fight off enemies in the game.

It is given to the player at the beginning of the game (Lost Graveyard) by an Angel (name not decided / she is one of the main NPCs of the game) following God's order.

This sword has many incarnations, and its final transformation depends on how much you understand it. There are safe areas in the world where you can rest, where the sword will turn into book form. There you can read it part by part, strengthening the sword providing more damage to enemies, etc.

(An in-depth development system will be written explaining this later on)

### **Miracles**

#### **Character Development**