



Summary

Genre: Action RPG

Platforms: Xbox 360, Playstation 3

Multiplayer: no

Target: role-playing games enthusiasts (**core target:** fantasy fans)

Camera: third person view

Concept

Traveler lets the player walk in the boots of a **medieval traveler**, sent by his king on a mission throughout the kingdom. Thanks to a combat system based on color codes, a semi-realistic inventory management, an advanced customization of the equipment, and all this without showing a single line of statistics, Traveler intends to offer the player all the immersion there can be. The player's objective is to complete the scenario while having equipped and developed his character according to his play style, and of course, having lived epic travels!

Traveling

However, Traveler is not a strolling simulation. The character is in a hurry to complete a mission, and evolves in an open environment where although the player gets a real feeling of freedom, he is not free to go where he pleases: the scenario conditions his progression. The character, thanks to the analog stick, benefits from the whole set of third-person games' moves: he can walk, run, sprint, climb, strafe, etc. This being said, sometimes one single blow will suffice to kill him (more info below), and fights are numerous and perilous. It is also important to note that in Traveler, a game day lasts about three real time hours.

A storyteller, and a craftsman

Traveler's evolution system is centered on two notions: **traveling**, and **crafting**. Player is encouraged to carefully explore the zones he goes through in order to fill slots in his **travel grimoire** with words he discovers, words that describe what the character sees. Once the pages of a zone are filled, the character is able to give a public performance, in a street or at the tavern next village, by telling a **story**. Stories are the character's main incomes: player must choose, by mixing what's written in his grimoire and what he remembers, **series of words** describing best the places he has seen, with a gameplay inspired from rhythm games and / or *quick time events*.

When the story ends, the player's performance is rated: if his story wasn't elaborate enough, the audience has not been carried away with poetry and lyricism, and he will not get much gold. If he succeeds, he will get a nice amount of money and will be able to buy food, equipment and, more importantly, crafting and cooking recipes. The player can use the facilities that are available in the cities (omens, ovens) to cook food, enhance, repair or create equipment. The character in itself **doesn't change** in Traveler: only its equipment and the abilities granted by it change throughout the adventure.

Attack and defense (the Swordsman's Sense)

In Traveler, player has at his disposal four basic attacks to defeat his enemies. Each attack is assigned to one of the control pad buttons.

- The **yellow** attack, a **vertical blow** aimed at the head;
- The **red** attack, a **horizontal blow (right to left)**, aimed at the right arm;
- The **blue** attack, a **horizontal blow (left to right)**, aimed at the left arm;
- The **green** attack, a **straight blow (tuck)**, aimed at the chest.



To each attack can be applied a direction modifier that will make it harder to parry. For instance, if the player launches a red attack while moving his stick up, he will execute a slashing attack upwards while running. All the combat moves are not available at the beginning of the game; some are unlocked by equipment. Toughest enemies can parry all the blows, so it's up to the player to be **fast** and **unpredictable**.

The **defense** system takes its inspiration from *quick time event* gameplay. When an enemy launches an attack that is **likely to reach the character**, the nature of the attack is **clearly displayed** through a color code directly applied on the blade of the weapon or to the instrument of the attack:

Yellow	Vertical , downwards: requires a yellow parry.
Red	Horizontal , from right to left: requires a red parry.
Blue	Horizontal , from left to right: requires a blue parry.
Green	Straight blow (tuck). Requires a green parry.

In order to parry, the player must use the **left trigger** to activate the Parry mode; at the same time, he must press the button according to the attack that being inflicted to him. If the attack is unstoppable (enemy too imposing, weapon too destructive), the player, using this button combination, will allow his character to **dodge the blow**. This defense system, called **Swordsman's Sense**, also allows the player to parry blows that come from behind, or from several enemies at the same time. It is also relevant to note that some attacks can require more than one button to be parried...

The character has no health points but instead has **injury zones**, located on certain parts of his body. When he's hurt, he can have a Rest phase (more below) to apply a bandage or an ointment, which will speed up the healing of his wounds. Complete healing of a serious wound can be attained after a good night of sleep (see below).

Head	If hit: character dies.
Chest	If hit: character is seriously wounded.
Left arm	If hit: unable to use left arm.
Right arm	If hit: unable to use right arm.
Legs	If hit: character's running is slowed down.

Clear-sightedness (Swordsman’s Sense enhancement)

The player must always pay attention to the fight, and deal his blows at the right moments, his enemies being able to parry or dodge the same way he is. A character that is at full strength (no Tiredness state), healthy (not wounded) and well fed, is in a state of **Clear-sightedness**. Clear-sightedness makes time slow down a little during a fight, so the player sees his foe’s move better; plus, it enhances the Swordsman’s Sense by displaying the enemy’s attacks’ colors **sooner**. Clear-sightedness is not activated by the player, but is the consequence of the character’s momentary well-being.

Tiredness, Fatigue, Rest phases

The character has at his disposal a double management of his physical efforts: **Tiredness**, caused by a continued effort (running, fighting, lifting or pushing items), and **Fatigue**, that determines the moment he will have to find a place to sleep, on pain of suffering severe penalties during fight (Swordsman’s Sense damaged: enemy blows become faster, colors are shown later).

The character’s state of Tiredness is displayed through the avatar’s animations, the way he walks, sweats, complains (orally), etc. The moment of Fatigue is determined by a factor based on his average Hunger and Thirst for the day, his wounds, and this day’s total time spent in state of Tiredness. It is important to note that the **character will not fall asleep if the player hasn’t decided so**: he can go through the entire adventure Fatigued, without resting, but the journey will be more difficult.

Tiredness		Fatigue	
Caused by	Cured by	Caused by	Cured by
<ul style="list-style-type: none"> - Sprints - Climbing - Swimming - Rolls - Long fights 	<ul style="list-style-type: none"> - Brief period of rest (a chair, a rock, on the ground) - Nap - Food - Drink 	<ul style="list-style-type: none"> - This day’s average time spent on Tiredness - Illness - Hunger, Thirst - When the char. rested for the last time 	<ul style="list-style-type: none"> - A good night of sleep (six hours). In real time, takes only a few seconds if player wishes to skip the animation of his char. sleeping.

When the character suffers from Tiredness, he must **sit somewhere** to rest (after a long fight, intense running, etc). In order not to damage the game’s rhythm, these Rest phases are not compulsory, and do not need to last more than a few seconds; typically, a Rest phase will be needed about once an hour. During these phases, the player can sort his inventory (see below), prepare his equipment (fix his armor, sharpen his blades, etc), create items, heal his wounds, eat, drink, etc; it is also the player who decides when the Rest phase ends. This phase offers a bonus to the Swordsman’s Sense, delays the moment of Fatigue, and the next moment the character will suffer from Tiredness. When the Rest phases have no effect anymore and the character stays Tired, it means it’s time to establish the encampment for the night.

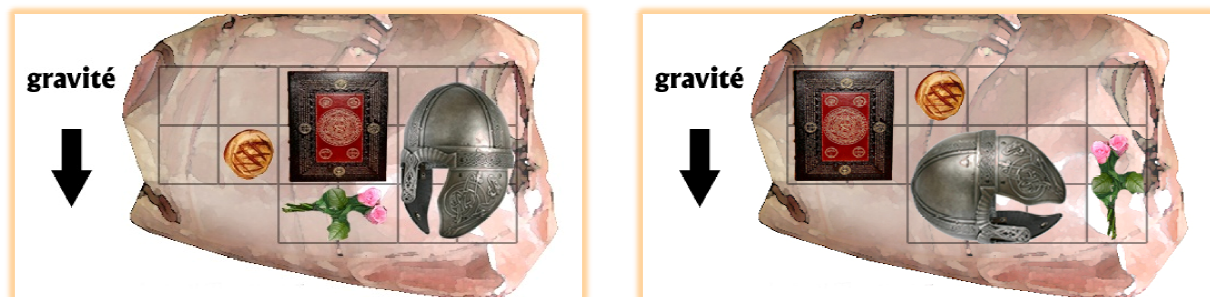
The character gains a bonus to Clear-Sightedness if he goes to bed and wakes up at a **normal rhythm** (evening, dawn), and depending on the conveniences he benefits from (tent, camp fire, blanket, etc). The cut scenes of the character preparing his encampment can be skipped. The character cannot be attacked during a nap or a night (although he cannot Rest if there are enemies nearby). Again, all this is without showing a single statistic, all the required feedback emanating from the character himself (animations, sounds, etc).

Bag and inventory

Inventory in Traveler is a mechanic that is designed to offer even more immersion to the player. The character's possessions are kept in the bag he carries on his back; this bag, big or small (new bags can be found or purchased) is organized in compartments that the items will occupy depending on its size. Each item can be rotated to optimize space allocation.

However, **gravity** is applied in the bag in a semi-realistic fashion (downwards only, not on the sides), and items weigh on each other. Damage will not be inflicted to items when the character is moving, but during the rolls, climbing phases, fights, and other physical activities. In order to avoid this, the character can **gently drop his bag on the floor**. If the player takes the time to do this, his possessions will not be damaged. In certain cases, he can also **throw his bags**, which will damage his items but can prove useful (see below).

Here, on the left figure, the black and red grimoire will without doubt crush the flowers, making them unusable. If the player wants to avoid damage inflicted to his possessions, he must sort his inventory intelligently (right figure) or drop his bag on the ground before a physical action (not throw it). The transition between the Character view and the Bag view takes place with on simple button press.



During combat, the character's moves will be made slightly slower if he carries a bag: it is then another reason to drop it on the ground before battle – or to throw it if he gets surprised by enemies. He can also **throw it at his enemies** to surprise them, lowering the chance they will parry his next attack.

Equipment

Equipment is very important in Traveler. The character must be clothed intelligently, depending on the cities he visits, if he doesn't want to attract unnecessary attention. As well, the player must take the climate into account: if it's too hot, the character will be uncomfortable with too many armor pieces equipped (but he will face sunstroke if his head isn't covered). As well, if it's cold and the character isn't properly clothed, he will be slowed, his moves will be made numb, and he can catch a cold. In either case, there's a penalty to Tiredness, bringing Fatigue sooner.

There is no statistic in Traveler. Whether an armor piece is efficient or not is left to the player's judgment, depending on the weight he wants his character to carry (gaining protection, but sacrificing movement speed). Before buying an armor piece, or in order to ascertain its state of deterioration, the player must examine his weapon (material, range, etc). If he buys it from a shopkeeper, he is allowed to try it out to see how the weapon feels.

When the character goes to sleep (nap, night), he automatically takes the time to remove his equipment. This animation only lasts a few seconds and can be skipped.

Food and drink

Food and drink are indispensable in Traveler. The character must eat once in one hour and a half (real time), so twice a game day. If a good meal (hot food, and drink) offers real bonuses to Clear-Sightedness, resistance to Tiredness and to illnesses (sunstroke and cold), the fact of *not* eating or drinking can cause recurrent Tiredness and can lower resistance to illnesses, bringing premature Fatigue. However, in order not to create blocking situations, the character can neither starve to death nor die of thirst. The meal animation lasts a few minutes and can also be skipped.

Hot, cold, illnesses

The character can only suffer from two afflictions: sunstroke, and cold. The two illnesses can get worse according to several affliction levels, but even if he's very sick, **the character will not die**. He is automatically cured if he benefits from a Rest phase of six hours (not a nap): this way, the character is necessarily cured, if by any chance the player lets him rest for long enough.

Sunstroke	Cold
<ul style="list-style-type: none"> - Penalty to Clear-sightedness - Swordsman's Sense damaged - Hallucinations (figures, buildings, mirages) - Tiredness 	<ul style="list-style-type: none"> - Penalty to Clear-sightedness - Swordsman's Sense damaged - Sneezing, coughing - Tiredness

However, the character can use medicinal plants or therapeutic beverages that will speed up his curing. Plus, if the character is **very sick** and takes a nap, a **mini-game** will sometimes allow him to cure his illness (provided that he's not sleeping in the sun, under the rain, in the snow, etc). The mini-game happens as follows: the character, sick and feverous, has a dream during which he can fight the pangs of illness through regular combat (thanks to his **Swordsman's Sense**). If he gets killed, the player can choose to wake him up, or to wait for another dream that may, or may not, come.

Unique Selling Points

- Tell stories.
- Manage your inventory, drop your bag in the face of your enemy!
- Read the enemy's attacks during combat, use combos!
- Eat, drink, get ill, rest, ...