

The LaVita Project

Life Simulation Role Playing Game
Game Design Document v1.2
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1 Executive Summary

1.1 About

LaVita is an open-world, life-simulation RPG set in Los Bordes, a fictional desert oasis themed metropolis that blends the glitz and glam of Las Vegas with a sprawling underworld of crime and opportunity. Players arrive with only a duffel bag and can find a mysterious invitation to Midnight Apex, an annual midnight tournament whose winner claims fortunes and influence, while losers simply 'vanish'.

The core gameplay loop revolves around:

- i. Survival & Needs: Managing hunger, fatigue, hygiene, and stress.
- ii. Reputation Building: Working honest jobs or dabbling in crime to build standing with various factions.
- iii. Skill Development: Leveling up Jobs, Gambling, Streetwise, Hacking, Combat, and Driving.
- iv. Dynamic World Interaction: Engaging NPCs, side quests, randomized events, and timed festivals.

Game Goal: Survive in Los Bordes by Making Money or Shmucking With the Locals to Control the City

Player's control their selected character as they navigate the world of Los Bordes, interacting with many parts of the world, all while managing their needs, health, shelter, job and social status. Decide how you'll take on the city and decide if your goal is to take over the city, live a quiet life in the suburbs, or anything in between.

1.2 Experience

You step into Los Bordes under neon glow with a worn bag and quickly find a mysterious invitation to Midnight Apex. Back home, you fixed broken things and made small bets; here, however, time seems to be your greatest gamble.

Sweep motel halls, pour coffee, or perform a card trick to learn hidden paths. Observational player's find bartenders whisper secret poker games, taxi drivers carry forbidden parcels, casino workers show where true money flows. Or slip into shadowed alleys, run quiet cons, or move banned goods for faster gains at greater risk.

Midnight Apex starts at midnight: the winner takes life-changing cash and powerful allies; lose, and you vanish. El Espectro watches from the shadows. You may need a hacker's skill, a gambler's calm nerves, a loyal friend, or maybe just your very own wit to survive.

2 Core Development Roadmap

2.1 Foundations & Prototyping

- a. Engine & Project Setup
 - i. Engine Created from Scratch Using GDevelop
 - ii. Project Structure Consists of Scenes and Assets
 - iii. Version Control is Handled Manually
- b. Character Controller & Camera
 - i. Third Person and First Person Switchable
 - ii. WASD or Arrow Keys Movement, Jump, Crouch, Punch, Kick, Dance, etc.
- c. Prototype Environment
 - i. Players, Ground, Roads, Buildings, Cars, etc.
 - ii. Placeholder Models, Materials and Placements
- d. Basic User Interface
 - i. HUD elements for Health, Hunger, Fatigue, Hygiene, etc.
 - ii. Dialogue Box, Notification, etc.
 - iii. Debug Console
- e. Input Mapping & Settings
 - i. WASD, arrow keys or gamepad
 - ii. Interaction Key
 - iii. Menu Toggle & Quick Menu
- f. Saving and Loading
 - i. Save Current Position
 - ii. Reload from Save
 - iii. Start a New Game

2.2 World Building & Navigation

- a. **District Layout & Streaming**
 - i. One-Mile Stretch of Wide Roads Featuring a Few Casinos, Hotels, Clubs and Alleyways
 - ii. Streaming (objects / areas unload and load as player moves)
- b. **Basic Environmental Art & Lighting**
 - i. Desert Oasis Theme, Featuring Dynamic Lighting
 - ii. Neon and Trippy Lighting
 - iii. Day-Night Cycle Featuring City Lights Turning On and Off
- c. **Navigation & Traffic**
 - i. NPC Pedestrians Walk Around on Sidewalks
 - ii. Vehicles Drive on Roads
- d. **Fast Travel Prototype**
 - i. Player Pay or Use a 'Club Card' to Board and Travel Instantly Between 2 Areas or Stations
- e. **Basic Collision & Pathfinding**
 - i. NavMeshes for Ped AI
 - ii. Obstacle Avoidance for Ped AI
 - iii. Player Collision and Physics
- f. **Saving and Loading**
 - i. Save Current Position
 - ii. Reload from Save
 - iii. Start a New Game

2.3 Character Systems & Needs

- a. **Character Selection and Creation**
 - i. Choose Persona, Appearance, Voice, and Name
 - ii. Clothing and Accessories
- b. **Needs & Effects**
 - i. **Hunger** -Over Time -Movement +Eating (Passing Out, Dying After Time)
 - ii. **Energy** -Over Time -Movement -Activity +Sleeping +Specialized Drinks (Passing Out)
 - iii. **Fatigue** -Running -Activity +Resting (Energy Goes Down)
 - iv. **Hygiene** --NPCs Barely Interact -Over Time -Dirty Areas +Bathroom (Stink)
 - v. **Stress** +Violence +Losing +Needs Lacking (Needs Go Down Faster)
- c. **Rest & Recovery**
 - i. Find a Rest Location: Shared Area (\$0 to \$5 per night) (Lowest to Basic Quality Bed), Motel Room (\$40 to \$80 per night) (Basic to Nice Quality Bed) (Store Items) (Cook and Eat) (Use Facilities), Hotel Room (\$80 to \$100,000 per night) (Nice to Best Quality Bed) (Store Items) (Eat) (Use Facilities), Apartment (\$500 to \$1mil per month) (Lowest to Best Quality Bed) (Store Items) (Cook and Eat) (Use Facilities)
 - ii. Sleep in a Bed to Restore Energy and Fatigue. Time Passes Much Faster While Sleeping
- d. **Hygiene Management**
 - i. Find a Spot to Clean: Public Location (Can Cost Money) (Gym, Public Restroom, Truck Stop, etc.), Private Location (Home, Hotel, etc.)
- e. **Nutrition & Food**
 - i. Find a Bite to Eat: Vending Stall (\$2 to \$10) (Restores a Bit of Hunger), Diner (\$10 to \$100) (Restores Quite a Bit of Hunger), Restaurant (\$10 to \$1,000) (Restores Most or All Hunger), Buffet (\$50/person) (Restores All Hunger & Buffs), Cook For Yourself (\$0 to \$~) (Restores Some or All Hunger)

- f. **Inventory & Weight Systems**
 - i. Player Has 10 Total Inventory Slots, With 2 Represented as Left / Right Hands and the Rest as Backpack Storage (rest location provides additional storage)
 - ii. Items: Food, Weapons, Technology, Crafting Materials, Quest Items

2.4 Basic Economy & Jobs

- a. **Currency & Wallet**
 - i. Base Currency (\$)
 - ii. Wallet UI Shows Cash, Bank UI Shows Balance
- b. **Bank & ATM Interactions**
 - i. Player Can Deposit / Withdraw Cash from a Bank or ATM
 - ii. Player Must Open a Bank Account Before Interaction With the Bank of Bordes and their ATMs
- c. **Job System (Pre-Entry)**
 - i. Dumpster Dive for Food, Materials and Valuables
 - ii. Freelance (fix, write, help, etc.) or Street Performance Work
- d. **Job System (Entry)**
 - i. Tips Can Be Given at Any Job Interacting with People
 - ii. Motel Worker (Housekeeper \$15/hr - 3hrs) (Front Desk \$10/hr - 3hrs) (Illegal / Underground Jobs)
 - iii. Restaurant Worker (Diner Staff \$2 to 8/hr - 8hrs) (Restaurant Staff \$10 to 20/hr - 8hrs)
 - iv. Driver (Food Delivery \$/order)
- e. **Job System (Associate) (Unlocks With Credentials & Experience)**
 - i. Casino / Hotel Worker (Dealer \$25/hr - 8hrs) (Bar \$10/hr - 3hrs) (Housekeeper \$30/hr - 6hrs) (Front Desk \$15/hr - 6hrs) (Illegal / Underground Jobs)
 - ii. Driver (Taxi \$10 + \$/mi) (Shared \$/ride) (Illegal / Underground Jobs)
 - iii. Office Worker (Bank \$15/hr - 6hrs)
- f. **Job System (Senior) (Unlocks With Credentials & Experience)**
 - i. City Official (City Staff \$50 to \$150/hr - 8hrs)
 - ii. Manager (Motel \$20/hr) (Restaurant \$30/hr) (Casino / Hotel \$50/hr)
- g. **Job System (Executive) (Unlocks With Ownership)**
 - i. Owner (Real Estate, Building, District, etc.)
- h. **Transaction Flow**
 - i. Buying Food, Paying Rent, Purchasing Clothing, Accessories, Furniture and Vehicles
 - ii. Vendor NPCs Use Dynamic Pricing and Black-Market Ties
- i. **Renting & Housing**
 - i. Rent a Room or Apartment for a Set Price
 - ii. Purchase a House or Real Estate in Cash or Obtain a Mortgage

2.5 NPCs, Factions & Reputation

- a. **NPC Archetype Implementation**
 - i. Specialized NPCs will Spawn with Scripted Movements, Dialogue, etc.
- b. **Factions & Initial Standings**
 - i. Vega Consortium (Strip Luxury) (Rep 0)
 - ii. Marino Group (Mid Casino) (Rep 0)
 - iii. Lucero Syndicate (Hidden) (Rep -10) (Neutral, Suspicious)
 - iv. Dust Devils (Gang) (Rep -5)
 - v. Neon Serpents (Gang) (Rep -5)

- vi. Bordes Metro Police Department (Rep 0)
- vii. The Borderless (Vigilantes) (Rep 0)
- c. **Reputation Mechanics**
 - i. Each Faction Has a Dynamic Rep Level (To Player)
 - ii. Positive Actions +5 Rep; Negative Actions -10 Rep
 - iii. Intermediate Thresholds (+25 Rep - Access to Faction) (+50 Rep - Discounted Services) (+75 Rep - Exclusive Invites & Executive Meetings)
- d. **Basic Dialogue & Interaction System**
 - i. Dialogue Trees including Greeting, Questions, Rumors, etc.
 - ii. Simple Trust Checker to Unlock More NPC Interactions
- e. **Black-Market Transaction Prototype**
 - i. Back-Alley Vendors Sell Exclusive Items
 - ii. Players can Only Pay Cash for Black-Market Items Offline
 - iii. Back-Alley Vendors Only Appear at Certain Times, Certain Places, Certain Events, etc.
- f. **Wanted and Bounty Systems**
 - i. Factions Will Target Player if Rep Level is Too Low or a Specialized Event is Triggered (Mugging)
 - ii. Factions Can Target Player if Player is in Factions' District
 - iii. Bordes Police can Catch Player in Illegal Acts (\$Fine) (Possible Arrest) (Possible Jail Time)

2.6 Combat, Driving and Specialized Systems

- a. **Combat**
 - i. Melee (Punch, Kick, Block, Dodge, etc.)
 - ii. Firearms (Pistol) (Knife)
 - iii. Enemies (Gang Thugs) (Police)
 - iv. Health & Fatigue (Drains if Engaged in Battle)
 - v. Damage & Death (Passing Out) (Respawn in Hospital or Jail)
- b. **Spying and Hacking**
 - i. Lock Picking (Old Fashioned Door Hacking)
 - ii. Door Hacking (Computer-Based Lock Picking)
 - iii. Camera Overrides (Computer-Based Deletion) (Physical Damage)
 - iv. Casino Security (Skim Money)
- c. **Vehicles**
 - i. Hotwiring (Driving Skill is High)
 - ii. Grand Theft Auto (Steal a Car Off the Road) (Delivery)
 - iii. Vehicle Controls (Accelerate, Brake, Steer)
 - iv. Fuel and Maintenance (Gas Station, Car Repair Shop)
 - v. Traffic (Move on Roads) (Intersection Proper)
 - vi. Crashing (Vehicle Damage) (Inoperable)
- d. **Driving Challenges**
 - i. Drag Racing (Specific Times & Places)
 - ii. Rally (Off-Road Racing)
- e. **Weapons & Tools**
 - i. Armory (Pistol, Pistol Ammo, First-Aid Kit, Decrypter)
 - ii. Store (Materials)

2.7 Dynamic World Events & Living Simulation

- a. **Day-Night Cycle & Timed District Behavior**
 - i. Pedestrian Density (Strip High 6PM-2AM Dead 3AM-6AM) (Downtown High 10AM-4PM Dead 8PM-5AM) (Mid-City Homes 6PM-8AM) (Industrial 2PM-10PM) (Wastelands)
- b. **NPC Daily Routines & Business Hours**
 - i. Bars (4PM-3AM)
 - ii. Stores (10AM-10PM)
 - iii. Diners (6AM-2AM)
 - iv. Restaurants (10AM-10PM)
 - v. Motels / Hotels (24/7) (6AM-6PM) (6PM-6AM)
 - vi. Casinos (24/7) (6AM-6PM) (6PM-6AM)
 - vii. Taxis / Deliveries (24/7) (6AM-6PM) (6PM-6AM)
 - viii. Factories (2PM-10PM)
 - ix. Gangs (City 10PM-4AM) (Suburbs 5PM-6AM)
- c. **Dynamic Events & Random Encounters**
 - i. Mugging (Street after 1AM) (Happens from Faction to Civilian or Player)
 - ii. Pickpocket (Happens from Faction to Civilian or Player)
 - iii. Racing (Full Moon Nights in Suburbs) (Player Needs Specialized Car)
 - iv. Protest (Civic Plaza)
 - v. Police Sting Operation (Dealing Hotspots 3AM-5AM) (Tip Off Police) (Tip Off Dealers)
- d. **Festivals & Scheduled Events**
 - i. Neon Nights Festival (Monthly) (Strip Blocked) (Minigames) (Free Food Backstage)
 - ii. GambleFest (Biannual) (Poker) (Blackjack) (Other Gambling)
 - iii. Desert Dawn Marathon (Annual) (26-Mile Run) (Minigame)
- e. **Black-Market**
 - i. Weapon Prices Surge when Gang Wars are Active
 - ii. Medical Supply Prices Surge during Dust Storms & After Shootouts
 - iii. Cash Can Be Converted to Other Forms of Currency (People, Illegal Items, etc.)

2.8 Endgame

- a. **Game Goal**
 - i. Survive in Los Bordes by Making Money or Shmucking With the Locals to Control the City
 - ii. Player Can Experience the City in Any Way They See Fit; Dynamic Systems and Player Choices Allow for Endless Replay Value
 - iii. Player Can Experience a Set Path (Evil Path, Good Path, etc.) or Go On Their Own

2.9 Polishing, User Experience and Features

- a. **User Interface**
 - i. Icons and Pictures for HUD Elements
 - ii. Custom Fonts, Portraits, etc.
 - iii. Quest Logging and Inventory Management
 - iv. Menu and Settings
- b. **Accessibility Settings**
 - i. Color Blind Modes
 - ii. Scalable User Interface
 - iii. Control Mapping
 - iv. Subtitles & Dialogue Text Speed

- c. **Sound Design & Music Integration**
 - i. Dynamic Surround Sound & Music
 - ii. Music Cues for Day / Night, Entering Casino, etc.
 - iii. Ambient City Sounds (Traffic, Sirens, Downtown Jazz, Strip Techno, etc.)
 - iv. Voice Acting & Character Noise
- d. **Optimization & Performance**
 - i. Frame Rate Target: 60
 - ii. LOD, Render Distance, Light Limit Adjusting
 - iii. GPU Instances on Repeating Assets
- e. **Bug Fixing & Balancing**
 - i. Quality Assurance Pass (No Soft-Locks, etc.)
 - ii. Economy (Final Cost of Items, Wages, etc.)
 - iii. Skill XP and Progression to Skill Max
- f. **New Game +**
 - i. After Endgame Sequences, Player Can Continue in Los Bordes
 - ii. Challenge + Mode (Harder Factions, More Realistic Needs, Crashing & Effects)
- a. **Achievements**
 - i. Dust Devil Champion (win Rally)
 - ii. Master Hacker (complete all hacking)
 - iii. Apex Legend (win endgame)
 - iv. Philanthropist (donate \$100,000 to a Faction or Charity)

3 Game Overview

3.1 Genre & High-Level Concept

- a. **Genre**
 - i. Open-World Life Simulation Role Playing Game with Micro-Management Elements
- b. **Perspective**
 - i. First Person (default)
 - ii. Third Person (optional)
 - iii. Virtual Reality (future support expected)
- c. **Gameplay Loop**
 - i. Survive & Earn: Work Honest Jobs or Side Hustles to Pay for Food, Shelter & Tools
 - ii. Build Skills & Reputation: Level up Skills by Interacting With the City, Reputation by Factions
 - iii. Negative Factions: Gain Trust or Fear from Casinos, Gangs & Civic Groups
 - iv. Dynamic World Interaction: Explore Distinct Districts, Partake in Festivals, Respond to Random Events, Craft Side Stories, Build Your Own Life and Story, etc.

3.2 Story Premise & Tone

- a. **Premise**
 - i. You step into Los Bordes under neon glow with a worn bag and quickly find a mysterious invitation to Midnight Apex. Back home, you fixed broken things and made small bets; here, however, time seems to be your greatest gamble.
 - ii. Sweep motel halls, pour coffee, or perform a card trick to learn hidden paths. Observational player's find bartenders whisper secret poker games, taxi drivers carry forbidden parcels, casino workers show where true money flows. Or slip into shadowed alleys, run quiet cons, or move banned goods for faster gains at greater risk.

- b. **Tone**
 - i. The city's neon glare hides danger; every second matters.

3.3 Key Selling Points

- a. **Living Breathing City**
 - i. Day Night Cycle, NPC Routines, Random Encounters, Major Dynamic Events
- b. **Deep Life Simulation**
 - i. Player Needs (hunger, energy, fatigue, hygiene, stress, etc.) Impact Performance
- c. **Faction-Driven Reputation**
 - i. Every Action Shifts Casino, Gang, Police and Vigilante Standings, Unlocking More
- d. **Multi-Skill Progression**
 - i. Skill Trees that Interlock and Define Playstyles
- e. **Events, Tournaments & Challenges**
 - i. Experience High-Stake City Events (poker, infiltration, combat, racing, etc.) Randomly & Dynamically
- f. **Replayability**
 - i. Branching Storylines, Player Choices & Endgame Decisions Determine Your Experience in the City's Vast Landscape

4 Target Audience & Platforms

4.1 Demographics

- a. **Primary Audience**
 - i. Young Adults (16-30) Who Enjoy Open-World RPG's, Life Sims & Urban Noir Atmospheres
 - ii. Late Teens (13-18) Interested in Career Building, Dynamic Worlds, Choice Gameplay & RPG's
- b. **Secondary Audience**
 - i. Adults (30-50) Who Like Management Sims with Narrative Depth & Action Gameplay
 - ii. Seniors (50-80) Drawn by Accessible Reading Levels and Non-Violent Gameplay
- c. **Player Personas**
 - i. The Hustler: Dive Straight Into Cons & Black-Market Runs. Focus on Combat & Driving
 - ii. The Diplomat: Balance Jobs, Pick up Side Quests, Maximize Rep via Favors & Charity. Focus on Streetwise and Gambling
 - iii. The Strategist: Go Behind the City Scenes to Break Into Anything You Want, Steal What You Want, and Hide in the Shadows. Focus on Manipulating Systems
 - iv. Dynamic World Interaction: Explore Distinct Districts, Partake in Festivals, Respond to Random Events, Craft Side Stories, Build Your Own Life and Story, etc.

4.2 Platforms & Technical Requirements

- | | |
|--|--|
| <ul style="list-style-type: none"> a. PC (Mouse & Keyboard) Minimum Specs <ul style="list-style-type: none"> i. OS: Windows 10 64-Bit ii. CPU: Intel Core i5-4460 / AMD FX-8300 iii. GPU: NVIDIA GTX 960 4GB / AMD r9 380 4GB iv. RAM: 4GB v. Storage: 10GB Free vi. DirectX: Version 10 or Higher vii. Internet: None | <ul style="list-style-type: none"> b. PC (Mouse & Keyboard) Recommended Specs <ul style="list-style-type: none"> i. OS: Windows 11 64-Bit ii. CPU: Intel Core i7-9700 / AMD Ryzen 5 3600 iii. GPU: NVIDIA GTX 1660 Ti 6GB / AMD RX 5600 XT 6GB iv. RAM: 8GB-16GB v. Storage: 25GB Free on SSD vi. DirectX: Version 11 or Higher vii. Internet: Broadband |
|--|--|

Gameplay: Exploration and Interaction with the World, Minigames, Real-Time Combat, Vehicle Usage, Player Needs and Health, Real Estate and Asset Management, Jobs and Money Management, Skills, Notoriety

5 Detailed Feature Descriptions

5.1 Core System Must-Haves

- a. **Character Controller & Camera**
 - i. Movement: WASD or Arrow Keys, Run (Shift), Crouch (Ctrl), Jump (Space)
 - ii. Camera: First-Person (Zoom Changes FOV), Third-Person (Zoom In & Out)
 - iii. Collision & Physics: Physics Objects Can Interact (Player & Cars, Cars & Trees, etc.)
- b. **World Streaming & Districts**
 - i. Assets Load / Unload Based on Distance & Complexity
 - ii. Districts Load / Unload Events, NPCs, etc.
- c. **Saving and Loading Checkpoints**
 - i. Manual Saving: Button to Save in Quick Menu
 - ii. Auto-Saving: Going Through a Load Zone (Exterior to Interior, etc.)
 - iii. Checkpoints: Before Tough Quests or Areas
- d. **Basic Environment & Lighting**
 - i. Lighting: Sunlight (Shadows, reflection, etc.) Light Sources (lamps, streetlights, neons, etc.)
 - ii. Day-Night: Changing Skybox Depending on Time of Day & Weather
- e. **Input Mapping**
 - i. Comprehensive Settings: keyboard/mouse, controller, sensitivity, invert Y-axis, etc.

5.2 Secondary System Must-Haves

- a. **Needs & Rest**
 - i. Need Decay: Needs Dynamically Lower Depending on Situation
 - ii. Rest Locations & Time Speed: Rest & Sleep at Locations while Time Flies By
 - iii. Hygiene & Bathroom Needs: Areas & Objects Have 'Dirt Density' (Dumpster, Industrial, etc.)
Player Needs to 'Use Facilities' Every So Often to Not Soil Themselves
- b. **Basic Economy**
 - i. Wallet & Currency: \$
- c. **NPC AI & Pathfinding**
 - i. NavMesh Bake for Sidewalks, Interiors, Alleys, etc.
 - ii. Behavior Trees for Routines to Walk Between Waypoints
 - iii. Spline for Vehicle AI and Speed Adjustments Based on Traffic & Intersections
- d. **Reputations**
 - i. Reputations Per Faction Per Player (may implement multiplayer in the future)
 - ii. Faction Panel Shows Player's Rep Per Faction (or none if unknown)
- e. **Dialogue & Interaction**
 - i. Dialogue Trees with Conditional Branches (existing quests, skills, rep, etc.)
 - ii. Interaction UI: [Interaction Key] [Interaction (Greet, Chat, Hate On, etc.)]
- f. **Items & Inventory**
 - i. Item Database
 - ii. Inventory UI: Grid or List Views
 - iii. Click & Drag Item In and Out of Inventory to Hands to Equip & Use

5.3 Advanced and Optional System Must-Haves

- a. **Combat**
 - i. Attack Based on Key Press Length
 - ii. Dodging & Blocking
 - iii. Firearms, Weapons & Ammo
 - iv. Enemies Follow 'Idle -> Patrol -> Chase -> Attack -> Flee (if low hp)' and 'Dodge -> Cover'

- b. **Break-Ins & Hacking**
 - i. Puzzles & Minigames to Represent
- c. **Vehicles & Driving Challenges**
 - i. Prefabs: 3 Types of Vehicles (to start): Car, Taxi, Bike
 - ii. Fuel & Maintenance: Unique Per Vehicle
 - iii. Drag Racing: Who Can Get to End Fastest
 - iv. Rally Racing: Checkpoints on a Track With Compass
- d. **Black-Market & Shops**
 - i. Vendor Inventory: Based on NPC Type & Location
 - ii. Simple Supply / Demand (price = base price x (1 + marketModifier) (marketModifier changes depending on events, faction wars, etc.)
- e. **NPC Schedules & Random Encounters**
 - i. Routines: NPCs Respond to Behavior Trees with Time Triggers to Complete Routines
 - ii. Encounters: Probable Event Manager that Spawns Mugging, Pickpockets, Brawls, etc.
- f. **Dynamic Festivals & Events**
 - i. Neon Nights Festival: Strip Blocked Off, Festival Props Spawned
 - ii. GambleFest: Brackets for AI Opponents, Spectator Betting UI
 - iii. Desert Dawn Marathon: Minigame Input Sequence with Randomized Patterns; Timing Matters
- g. **UI & Accessibility**
 - i. Color Blind Modes: High Contrast Modes
 - ii. Subtitles & Text: Adjustable Text Size, Speech Text
 - iii. Controller Rumble: Collision, Successful Minigame, Incoming Damage, Car Crash, Interaction
- h. **Sound & Music Refinement**
 - i. Color Blind Modes: High Contrast Modes
 - ii. Subtitles & Text: Adjustable Text Size, Speech Text
 - iii. Controller Rumble: Collision, Successful Minigame, Incoming Damage, Car Crash, Interaction
- i. **UI & Accessibility**
 - i. Dynamic Music: Day / Night Tracks, Combat, Festival, Infiltration, Hacking, etc.
 - ii. Ambience: Traffic, Sirens, Crowds, Animals, etc.
 - iii. NPC Sounds & Voice Acting: Each NPC Sounds Unique
- j. **Quality-of-Life**
 - i. Auto-Tracking Quests: Display Objectives on a Mini-Map
 - ii. Waypoints: Add Custom Waypoints to Get Back to Memorable Areas
 - iii. Contextual Prompts: (E Purchase) (E Greet) (F Dance) (Q Punch) (R Hold to Rest) etc.
- k. **Post-Launch**
 - i. VR Support
 - ii. Multiplayer Modes (Co-Op, Online, MMORPG)
 - iii. DLC Opportunities: Marina South DLC (Upscale Waterfront District, Boats, Boat Races, Yachts, etc.), Cyberthieves DLC (Cyberpunk-Inspired District, More Hacking, Futuristic Assets, Cyberbikes, Cyber Crimes, Cyber Infiltration, etc.), The Emerald Casino DLC (Construction Area Turns Into The Emerald Casino, More Gambling & Slot Machine Minigames, Shady Casino Business, etc.), Sinbad Street DLC (2 Large Fremont Street-Inspired Districts, Trippy Casinos, Haunted Hotels, New Minigames & Neon Street Racing, etc.), Historically Bordes DLC (Modified 'The Strip' District to Appear in the 1950s when Los Bordes was Founded as Bordo Junction, Explore 'The Strip' As It Becomes What It Is Today, Detective Work, Historical Artifacts, Casino Uprisings, etc.)

6 Worldbuilding & Lore

6.1 History & Culture

- a. **Origins**
 - i. 1950s: Founded as **Bordo Junction**, a Dusty Railroad Stop
 - ii. 1965: Santiago Vega establishes The Golden Mirage which Sparked a Casino Boom
 - iii. 1970s: Railroad Replaced by Interstate which Brings Motels, Diners & Showgirls
- b. **Casino Empires**
 - i. 1980s: Vega Consortium, Marino Group & Lucero Syndicate Emerge as Major Players
 - ii. 1990s: The Strip Skyline Transforms & Organized Crime Seeps Into Everything
- c. **Birth of Midnight Apex**
 - i. 2000s: Rumors of a Secret Tournament Organized by El Espectro Circulate
 - ii. 2000s: Early Winners Vanish or Return as Powerful Figures; Losers Disappear
- d. **Modern Era**
 - i. 2010s: Population ~2.1mil, Tourists, Service Workers, Retirees, Hustlers, etc.
 - ii. 2010s: Governmental Council Members on Casino Payrolls Spark Government Corruption
Rumors Meanwhile the Police Department is Severely Underfunded
 - iii. 2020s: Technology Brings Neon Holograms, Drone Policing, BordesToken(BDT), Legacy Slot Machines, etc.

6.2 Geography & Districts

- a. **Las Animas Strip (District 1)**
 - i. Roughly a 1-Mile Stretch of Mega-Casinos (Golden Mirage, Marino's Oasis, Lucero Tower, etc.),
Luxury Hotels, Casinos, Clubs, Restaurants & Shops
 - ii. Key Hotspots: Aurora Fountain, Skybridge Walk, Mirage Marketplace, Apex Countdown Clock
- b. **Downtown & Civic Center (District 2)**
 - i. Old Skyscrapers, Courthouses, City Hall, Justice Tower
 - ii. Civic Plaza Hosts Protests, Concerts, Festivals, etc.
 - iii. Metro Police #12, Downtown Diner ("Judges Special"), The Old Clock Tower
- c. **Mid-City Residential & Outskirts (District 3)**
 - i. Apartments (Silver Creek), Trailer Park (Highland Trailers), Single-Family Homes, Strip Malls
 - ii. Angel Grove Family Diner, Roadside Gas Stations, Local Festivals, etc.
 - iii. Spline for Vehicle AI and Speed Adjustments Based on Traffic & Intersections
- d. **Industrial Zone (District 4)**
 - i. Factories (DukeMechanical Neon Signs, Phoenix Recyclers), Shipping Yards (Crimson Freight),
Warehouses
 - ii. Ghosttown Bunker (1950s Nuclear Test Infrastructure)
- e. **Wastelands (District 5)**
 - i. Ghost Towns (Pueblo Verde Ruins), Trailer Races, Dust Devils' Territory, Occasional Cult Sites
(Sunless Eye)
 - ii. Sunset Overlook (desert viewpoint)

6.3 Major NPC Archetypes & Factions

- a. **Casino Families**
 - i. Vega Consortium (Isabella Vega, Marco Vega)
 - ii. Marino Group (Raf Marino, Lina "The Mist" Hooper)
 - iii. Lucero Syndicate (Mr. Lucero [rumored], Catalina "Cat" Rios)

b. **Street Gangs & Crews**

- i. Dust Devils (Boone "The Dust King" Larson)
- ii. Neon Serpents ("Sling" Marisol)
- iii. Blood & Sable Crew (Darius "Ironhand" Sato)
- iv. Ghost Shadows (Cult) (High Seer Keturah)

c. **Law & Order**

- i. Metro Police Department: 4 Precincts, SWAT HQ Downtown
- ii. Mayor's Office & City Council: Mayor Teresa Alvarez (corrupt), Rebecca Truong (honest advocate)
- iii. Vigilantes (The Borderless): Victor "Patch" O'Connor and Network of Rooftops Patrollers
- iv. Rally Racing: Checkpoints on a Track With Compass

d. **Institutions & Services**

- i. St. Mercy Medical Center: Emergency Room Quests, Overdose Investigations
- ii. Desert Breeze Private Clinic: Cosmetic / Dark Experiments
- iii. Bordes Tech Institute: Hacking Labs, Neon Tech R&D
- iv. Los Bordes Community College: Evening Classes, Recruitment for Allies

6.4 **Landmarks & Points of Interest**

- a. Castle del Bordes: Huge Castle & Land Where The Player Starts. Oldest Standing Building in Los Bordes
- b. The Peabody Hotel: Low-Class Hotel & Casino
- c. La Grande Hotel & Casino: Simple, Generic Hotel & Casino
- d. Los Bordes Rio Hotel & Casino: Big, Fancy Façade
- e. The Sheridan Hotel: Historic Hotel, The Oldest Standing Hotel
- f. La Canal Casino: Low-Class Casino & Motel
- g. Las Playas Casino: Low-Class Casino
- h. High Interest Grand: Luxury Casino Resort that's Rumored to be Torn Down to Make Room for The Emerald Casino DLC (
- i. de'Bordes Hotel & Casino: Luxury Water-Front Casino Experience
- j. Hotel Intercontinental Plaza: Huge Hotel That Hasn't Been Fully Built Yet And Never Seems to Finish
- k. The Silverwinds: Rumored to Be a Secret Vampire Hangout
- l. The Ziggurat Gardens Hotel & Casino: Newest Resort in The City, Shaped like a Ziggurat
- m. Los Flores Community: Said to House the Richest and Most Luxurious People in Los Bordes
- n. Park Street Homes: Luxury Homes That Hide a Dark Forgotten Secret
- o. The Golden Mirage Resort & Casino: Flagship Luxury, Secret VIP's
- p. Marino's Oasis: Working-Class Casino; Disregard for High-Stakes Secrecy
- q. Lucero Tower: Black Glass Monolith; Rumored Underground Fight Pits & Tunnels
- r. Lucero Tower Cyberpunk DLC: Black Glass Monolith that Houses the Cyberpunk DLC Content
- s. Nightfall Clubs: The Nebula, The Mirage Lounge, The Blackout
- t. Civic Plaza & Justice Gardens: Hub of Protests, Rallies, Free Music & Festivals
- u. Los Bordes Research Department: Secret Hub for Casino Meetings
- v. Los Bordes Shopping District: Luxurious Shopping
- w. Silver Creek Rooftop Garden: Community Herb Garden for Potions
- x. Crimson Freight Dock: Black-Market Deals, Smuggling
- y. Ghosttown Ruins: Cult Rituals, Ancient Atomic Test Bunker
- z. Lakeside Beach: Small Town Right on the Beach
- aa. Playas: Beach Community (for Waterfront DLC)

7 Progression & Balancing

7.1 Skill Trees & Development

- a. **Gambling (Bluff) (Cheat)**
 - i. Tier 1
 - ii. Tier 2
 - iii. Tier 3
- b. **Streetwise (Persuasion) (Charm)**
 - i. Tier 1
 - ii. Tier 2
 - iii. Tier 3
- c. **Logic (Hacking) (Lockpicking) (Crafting)**
 - i. Tier 1
 - ii. Tier 2
 - iii. Tier 3
- d. **Combat (Stealth) (Speed) (Accuracy)**
 - i. Tier 1
 - ii. Tier 2
 - iii. Tier 3
- e. **Driving (Mechanics)**
 - i. Tier 1
 - ii. Tier 2
 - iii. Tier 3

7.2 Reputation Tiers & Unlocks (Per Faction, Per Player)

- a. **Unknown (~ to 0)**
 - i. NPCs Neutral or Ignore You
 - ii. No Special Access
- b. **Trainee (1-24)**
 - i. Motel Discount, Free Coffee at Diners & Bars
 - ii. Bartender Gossip
- c. **Local Face (25-49)**
 - i. Entry-Level Club Card (1 Family Only), Specific Discounts
 - ii. Invite to Low-Tier Underground Fights & Gambling
- d. **Well-Known (50-74)**
 - i. Mid-Level Club Card (All Families), Most Discounts
 - ii. 7 Free Rooms at Motel of Your Choice
 - iii. Early Warning for Most Police Raids, Invite to Gamblers Circle
- e. **Key Player (75-99)**
 - i. Mid-Level Club Card (All Families) With VIP Parking, Most Discounts, Loans
 - ii. Free Room at Hotel, Once Per Week For Life
 - iii. Exclusive Social Invites, Free Access to Some VIP Areas
- f. **Midnight Challenger (100-124)**
 - i. Executive-Level Club Card (All Families) With VIP Parking, All Discounts
 - ii. Free High-End Suite at Luxury Hotel, Once Per Week For Life
 - iii. Executive-Level Access to Saviors (Allies Help to Escape Police, Warrants, etc.)
 - iv. Entry-Level VIP Access to Most of Los Bordes City

g. Legendary (>125)

- i. VIP Club Card, Including Access to 100% Discounts Throughout the City
- ii. Free High-End Suite at Luxury Hotel of Your Choice, Once Per Day For Life
- iii. No special access.

7.3 Economy & Jobs (Tips Given at Any Job Interacting with People)

a. Pre-Entry Jobs

- i. Dumpster Diving: (\$?) Food, Materials, Valuables
- ii. Freelancer: (\$?) Fix Things, Help People, Paint Things, Write Things, etc.
- iii. Street Performer: (\$?) Sing, Play an Instrument, etc.

b. Entry Jobs

- i. Motel Work: Housekeeper (\$15/hr), Front Desk (\$10/hr), Illegal / Other (\$?)
- ii. Restaurant Work: Diner (\$2 to \$10/hr), Restaurant (\$10 to \$20/hr)
- iii. Driver: Food Delivery (\$?/order)

c. Associate Jobs

- i. Casino Work: Bartender (\$10/hr), Dealer (\$25/hr), Security (\$20/hr), Illegal / Other (\$?)
- ii. Hotel Work: Front Desk (\$15/hr), Housekeeper (\$30/hr), Illegal / Other (\$?)
- iii. Driver: Taxi (\$10 + \$/?/mi), Rideshare (\$/ride), Illegal / Other (\$?)

d. Senior Jobs

- i. City Officials: City Staff (\$50 to \$150/hr)
- ii. Manager: Motel (\$20/hr), Restaurant (\$30/hr), Casino / Hotel (\$50/hr)
- iii. Business: In-Home (\$? - Expenses), Office (\$? - Expenses), Seller (\$? - Expenses)

e. Executive Jobs

- i. Owner: Real Estate, Building, District, Business Owner, etc.)

f. Expenses / Cost of Living

- i. Owner: Real Estate, Building, District, etc.

7.4 Locations & Cost of Living

a. Rest Locations

- i. Shared Area (\$0 to \$5 per night) (Lowest to Basic Quality Bed)
- ii. Motel Room (\$40 to \$80 per night) (Basic to Nice Quality Bed) (Store Items) (Eat) (Use Facilities)
- iii. Hotel Room (\$80 to \$~ per night) (Nice to Best Quality Bed) (Store Items) (Eat) (Use Facilities)
- iv. Apartment (\$500 to \$~ per month) (Store Items) (Cook & Eat) (Use Facilities)
- v. Home (\$?) (Do Whatever You Want)

b. Food Locations

- i. Vending Stall (Street Food) (\$2 to \$10) (Restores a Bit of Hunger)
- ii. Diner (\$10 to \$100) (Restores Quite a Bit of Hunger)
- iii. Restaurant (\$10 to \$~) (Restores Most or All Hunger)
- iv. Buffet (\$50/person) (Restores All Hunger & Buffs)
- v. Cook For Yourself (\$0 to \$~) (Restores Some or All Hunger)

c. Unique Locations

- i. Gas Station (\$0 to \$~) (Restores Gas in Car)
- ii. Convenience Store (\$0 to \$~) (Restores Some Hunger & Debuffs) (Use Facilities)
- iii. Fast Food (\$5 to \$50) (Restores Some Hunger & Debuffs)
- iv. Armory (Gun Store) (\$50 to \$~) (Need License... Most The Time)
- v. Hospital (Clinic) (\$0 to \$~) (Restores Some or All Health)

7.5 Key Events

- a. **Neon Nights Festival**
 - i. Monthly (1st Saturday)
 - ii. Street Festival on The Strip Featuring Minigames, Vendor Stalls & Live Music
- b. **GambleFest**
 - i. Biannually (6 Months)
 - ii. Multi-Stage Gambling Tournament Across Major Casinos; Side-Bets for Spectators
- c. **Desert Dawn Marathon**
 - i. Annually
 - ii. 26-Mile Run Through Wastelands; Endurance Minigame
- d. **Dust Devils Dirt Track Race**
 - i. Monthly (Full Moon)
 - ii. Dirt Race in Wastelands for Rep & Money
- e. **Apex Riddles Appear on Casino Facades**
 - i. About 1 Week Before Apex
 - ii. Player's Hunt for Clues to the Proving Grounds Entrance
- f. **Midnight Apex**
 - i. Annual (Midnight Full Moon)
 - ii. Secret Tournament; Each Year Changes Location / Format
- g. **Wastelands Sandstorm**
 - i. Randomly Triggered
 - ii. Visibility Drops; Forced Safehouse or Risk Damage
- h. **Gang Wars**
 - i. Randomly Triggered
 - ii. Weapon Prices Spike, Bordes Police Refocus Patrols & New Side Quests
- i. **Midnight Apex**
 - i. Annual (Midnight Full Moon)
 - ii. Secret Tournament; Each Year Changes Location / Format

8 User Interface & Controls

8.1 Control Scheme

- a. **Movement: W A S D**
 - i. Alternate: Arrow Keys
 - ii. Alternate: Controller (Gamepad)
- b. **Sprint: LShift**
 - i. Consumes Fatigue
- c. **Crouch: LCTRL**
 - i. Stealthy Movement
- d. **Jump: Spacebar**
 - i. Consumes Fatigue
- e. **Interact: E**
 - i. Context Sensitive
 - ii. Can Be Used to Talk, Pick Up Item, Get in Car, etc.
- f. **Attack (Melee): Q or Left Mouse**
 - i. Needs to Complete Before Using Again

- g. Block & Aim: TAB or Right Mouse
 - h. Inventory Toggle: I or Middle Mouse
 - i. Mini-Map Toggle: M
 - j. Quick Menu: Toggle ESC
 - k. Vehicle Controls:
 - i. Accelerate: Up Movement Key
 - ii. Brake: Down Movement Key
 - iii. Steering: Left & Right Movement Keys
 - iv. Handbrake: Jump Key
 - v. Exit Vehicle: Interaction Key
 - l. Minigames & Other:
 - i. Movement: Mouse
 - ii. Alternative Movement: Movement Keys
 - iii. Exit Minigame: ESC
- ## 8.2 UI Layout
- a. Always On Screen
 - i. Left & Right Hand Items
 - b. Scenes
 - i. Main Menu (Start Scene)
 - ii. In-Game (Game Scene)
 - c. Toggleable Screens
 - i. Cellphone (time, bank, etc.)
 - ii. Needs & Wants
 - iii. Mini-Map
 - iv. Quest Tracker
 - v. Quick Menu
 - d. Situational Screens
 - i. Action Prompt (E to Talk, etc.)
 - ii. Minigames (Timers, Minigame Screen, etc.)
- ## 8.3 Menus & Screens
- a. Quick Menu
 - i. New Game, Load Game, Settings, Exit
 - b. Settings Menu
 - i. Graphics:
 - ii. Audio:
 - iii. Gameplay:
 - iv. Controls:
 - v. Accessibility:
 - c. Character Selection Screen
 - i. Choose Character
 - ii. Customize Character Looks
 - iii. Customize Character Clothing
 - iv. Rotate Character
 - v. Select Voice & Personality
 - vi. Optionally Name Character

- d. **Inventory Screen**
 - i. Tabs: All Items, Weapons, Tools, Quest Items, Consumables
 - ii. Inventory Grid: 5x5
 - iii. Item Description & Info: Name, Weight, Description, Stack, Equip / Use
- e. **Character & Skill Screen**
 - i. Stat Overview: Health, Stamina, Strength, Agility, Intelligence, Charisma, etc.
 - ii. Skill Trees; Gambling, Streetwise, Logic, Combat, Driving, etc.
 - iii. Perk Slots
- f. **Quest Log**
 - i. Active Quest(s): List with Short Description, Objectives, Rewards
 - ii. Completed Quests: Archive & Date of Quests Completed, Outcome
- g. **Faction Panel**
 - i. Tabs: Showing Each Faction's Name, Rep, Milestones & Perks

9 Artistic Vision & Reference

9.1 Art Style

- a. **Overall Aesthetic: Neon Noir Meets Southwestern Desert**
 - i. Featuring Saturated Neon Signage against Muted Desert Sands, Cracked Pavements and Lots of Money
 - ii. Don't Look Too Close; Things Get Messy If You Peel Back the City Facade
- b. **Color Palettes**
 - i. Night: Blues, Hot Pinks, Acid Greens, Violets
 - ii. Day: Sun-Bleached Tans, Dusty Grays, Muted Browns & Pastel Building Accents
 - iii. Neon Cursive for Major Logos

9.2 Character & NPC Design

- a. **Player Character**
 - i. Practical Clothing with Flair
 - ii. Starts Off in Dirty, Ratty Clothes
- b. **Bartenders & Servers**
 - i. Crisp Uniforms, Aprons with a Futuristic Neon Trim
- c. **Gang Members**
 - i. Should Match Their Respective Area / District Styles
- d. **Police Officers**
 - i. Crisp Uniforms & Futuristic Neon Trim
- e. **El Espectro**
 - i. Always Masked with a Sleek, Mirrored Neon Mask
 - ii. Clothed With Swirling Neon Patterns

9.3 Environmental Details & Props

- a. **Street Props**
 - i. Neon Signs (Tiki Bars, Motels, Pawn Shops, Bars, Casinos, etc.)
 - ii. Food Carts with Glowing Canopies
 - iii. Graffiti in Alleys Hinting at Gangs & Factions
 - iv. Trailer Park Shacks & Other Rural Props
- b. **Casino Interiors**
 - i. Plush Carpets with Swirling Patterns
 - ii. Crystal Chandeliers with Neon Glints
 - iii. Security Cameras

10 Appendices

10.1 Nothing to See Here :)

11 Development Timeline

11.1 Coming Soon :)

- a. DAY 1
 - i. Started The Project
- b. DAY 2
 - i. Continued Starting the Project

The LaVita Project

Life Simulation Role Playing Game
Game Design Document
Confidential
Version 1.0
January 1st, 2026

- 4 5 Input Mapping & Settings
- 6 Saving and Loading

1.2 Experience

You step into Los Bordes under neon glow with a worn bag and quickly find a mysterious invitation to Midnight Apex. Back home, you fixed broken things and made small bets; here, however, time seems to be your greatest gamble.

Sweep motel halls, pour coffee, or perform a card trick to learn hidden paths. Observational player's find bartenders whisper secret poker games, taxi drivers carry forbidden parcels, casino workers show where true money flows. Or slip into shadowed alleys, run quiet cons, or move banned goods for faster gains at greater risk.

Midnight Apex starts at midnight: the winner takes life-changing cash and powerful allies; lose, and you vanish. El Espectro watches from the shadows. You may need a hacker's skill, a gambler's calm nerves, or a loyal friend to survive.

2 Core Development Roadmap

2.1 Foundations & Prototyping

- i. Engine & Project Setup
 - Engine: Created from Scratch Using gDevelop
 - Project Structure: Scenes, Assets
 - Version Control: gDevelop, Website
- i. Character Controller & Camera

1 Engine & Project Setup

- i. Engine Created from Scratch Using gDevelop
- ii. Project Structure Consists of Scenes and Assets
- iii. Version Control is Handled by gDevelop and Website

2 Character Controller & Camera

- i. Third Person and First Person Switchable
- ii. WASD or Arrow Keys Movement, Jump, Crouch, Punch, Kick, Dance, etc.

3 Prototype Environment Blockout

- i. Players, Ground, Roads, Buildings, Cars, etc.
- ii. Placeholder Models, Materials and Placements

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1 Game Overview

1.1 Experience

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Midnight Apex starts at midnight: the winner takes life-changing cash and powerful allies; lose, and you vanish. El Espectro watches from the shadows. You may need a hacker's skill, a gambler's calm nerves, or a loyal friend to survive.

Player's control their selected character as they navigate the world of Los Bordes, interacting with many parts of the world, all while managing their needs, health, shelter, job and social statuses. Decide how you'll take on the city and decide if your goal is to take over the city, live a quiet life in the suburbs, or something in between.

1.2 Important Information

Target Platform:	PC (Mouse and Keyboard)
Genre:	Casual
Target Demographic:	General Audiences; Young Adults
Expected Rating:	T for Teens
Game Camera:	Third-Person and First-Person
Navigation:	WASD or Arrow Keys and Jump, Punch, Dance, Drive, etc.
Community:	Player's With a Passion for Storytelling, World Building and Exploration
Gameplay:	Exploration and Interaction with the World, Minigames, Real-Time Combat, Vehicle Usage, Player Needs and Health, Real Estate and Asset Management, Jobs and Money Management, Skills, Notoriety
Expected Spec Requirement:	Windows Vista/7/8/10/11 (Windows 10/11 Recommended) Dedicated Graphics Card (Nvidia or AMD Recommended) Dedicated Graphics Card Video RAM 4GB RAM Installed (8GB/16GB Recommended) 10GB Disk Space Available (25GB Recommended) DirectX 9 or later Internet Connection for Online Connectivity

1.3 Key Gameplay Features



Managing Your Character

Choose a character and begin your journey