

The truth of the Ancient Forest's Game Design Document

Added

- Added the concept of villages attacking others in version 1
- Added the concept of villages trading in version 1
- Added the concept of villages being affected by a weather system in version 1
- Added the concept of Food, Shelter, Food Supplies, and Shelter Supplies in version 1.
- Added the concept of character roles in version 1.
- Added the Chef role in version 1.
- Added the Constructor role in version 1
- Added the Naturalist Hunter Gather role in version 1
- Added the LumberJack Role in version 1
- Added the Researcher role in version 1
- Added the Title Village as the title in version 1
- Added the category of Makers in version 2
- Added the category of Suppliers in version 2
- Added the category of Specialist in version 2
- Added Mayan and Hindu culture to the game in version 2
- Revised the durability system in version 3
- Created playable board in version 3
- Based game board from "Betrayal at House on the Hill" in version 3
- Created an ever-changing game board system in version 3
- Added 1 dice-rolling mechanics in version 3
- Added the Ancient temples in version 3
- Added Ancient Temple Paths in version 3
- Added character circle pieces in version 3
- Added SpongeBob character pieces in version 4
- Revised character pieces in version 4
- Added combined spells in version 4
- Converted paper prototype into a wooden prototype using laser cutting in version 4
- Revised the unlockable forest in version 4
- Revised the durability meter in version 4
- Revised dice role mechanics in version 4
- Added Multi-di mechanics in version 4
- Added Lighting Di mechanics in version 4
- Added Star spaces in version 4
- Revised the number of magic spells in the game at all times for balance in version 4
- Struggled to make everything in the maker space for 4 days straight... in version 4

Subtracted

- Removed the concept of a game master in version 2
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- The Concept of Village vs Village was taken out of the game in version 2.
- The weather system was taken out of the game in version 2.
- **Weather System**
 - The weather is different for each village and village leaders at the end of each day must pick a random weather card to determine the weather for their village the next day.
 - There should be:
 - ☐ 2 Sunny Day cards
 - a. **No effect on the village**
 - ☐ 2 rainy day cards
 - b. -1 food
 - c. Cannot deploy **Naturalist Hunter Gather**
 - d. If deployed (cannot move until next weather cycle)
 - ☐ 1 Hurricane card
 - e. -2 food
 - f. Cannot deploy **Naturalist Hunter Gather**
 - g. Losses any magic discovered by the **Castor** (returns any magic items to the deck)
 - h. If deployed (cannot move until next weather cycle)
 - ☐ 2 snowy day cards
 - i. -1 shelter
 - j. Cannot deploy **Lumber Jack**
 - k. If deployed (cannot move until next weather cycle)
 - ☐ 1 snowstorm cards
 - l. -2 shelter
 - m. Cannot deploy **Lumber Jack**
 - n. If deployed (cannot move until next weather cycle)
 - ☐ 1 dry heat card
 - o. **No character role can be deployed**
 - p. If deployed (cannot move until next weather cycle)
- The Concept of suppliers bringing food back to the village was removed in version 3.
- The Chef and Constructor were removed from the game in version 3.
- Removed Mayan and Hindu culture from the game in version 3
- The researcher role was changed to Castor role in version 3.
- Removed paper prototype in version 4
- Changed Mayan and Hindu culture into abstract art made by Divine Siam in version 4
- Changed Naturalist hunter gatherer to Naturalist in version 4
- Changed the names of the magic spells from spiritual items to magic items and magic spells based on Harry Potter.

- Changed the function of **Alohomora** from not being able to be traded to being able to be traded. In version 4.
- Changed the function of **Alohomora** from returning and shuffling the deck to staying out in version 4