

LAURA WALSH - DESIGN DOCUMENT SAMPLE

Following is a proposal/design document for an island in the MUD Achaea: Dreams of Divine Lands. The process for adding content to the live game begins with an approved pitch, followed by an area proposal containing the elements seen here.

Zanzibaar: Area Proposal & Design Document

Area Summary

Exotic, wealthy, and luxurious, the island kingdom of Zanzibaar is a mecca for travelers and traders alike. Known for the highly prized spices that grow abundantly in the surrounding jungle, most of its inhabitants have embraced a mercantile lifestyle and welcome visitors to the bustling port city. Some islanders do retain more traditional ways, however, and can be observed in this setting on the outlying islands. A small band of smugglers is also rumored to make their home in the area, though the dense jungle makes their lair difficult to find.

History and Extended Description

Zanzibaar is an island of broad appeal and great variety. Mounts, a commodity shop, foods, and various other unique items can be found here, as well as excitement and intrigue among the many denizens of the isle. The culture of the island kingdom is heavily mercantile and based on interaction with other islands. Long ago they traded on the main continent but for the most part it was outsiders who traveled to Zanzibaar, not the other way around. With the fall of the Empire trade slowed and eventually stopped completely, though Zanzibaar continues to trade with other nearby islands.

The major source of conflict for the islanders on Zanzibaar is the presence of a group of smugglers whose base of operations lies hidden on a small offshore islet. Their presence increases crime in the city, and they are rumored to engage in the slave trade and piracy, though they do not interfere directly in the trading business of the islanders themselves. A tenuous truce then exists: the smugglers' leader does not want to jeopardize the security of his hideout from the all-out war he would face if he tapped into the islanders' lucrative trade, while the king does not want to endanger his people nor their source of income by pressing on the smugglers to leave.

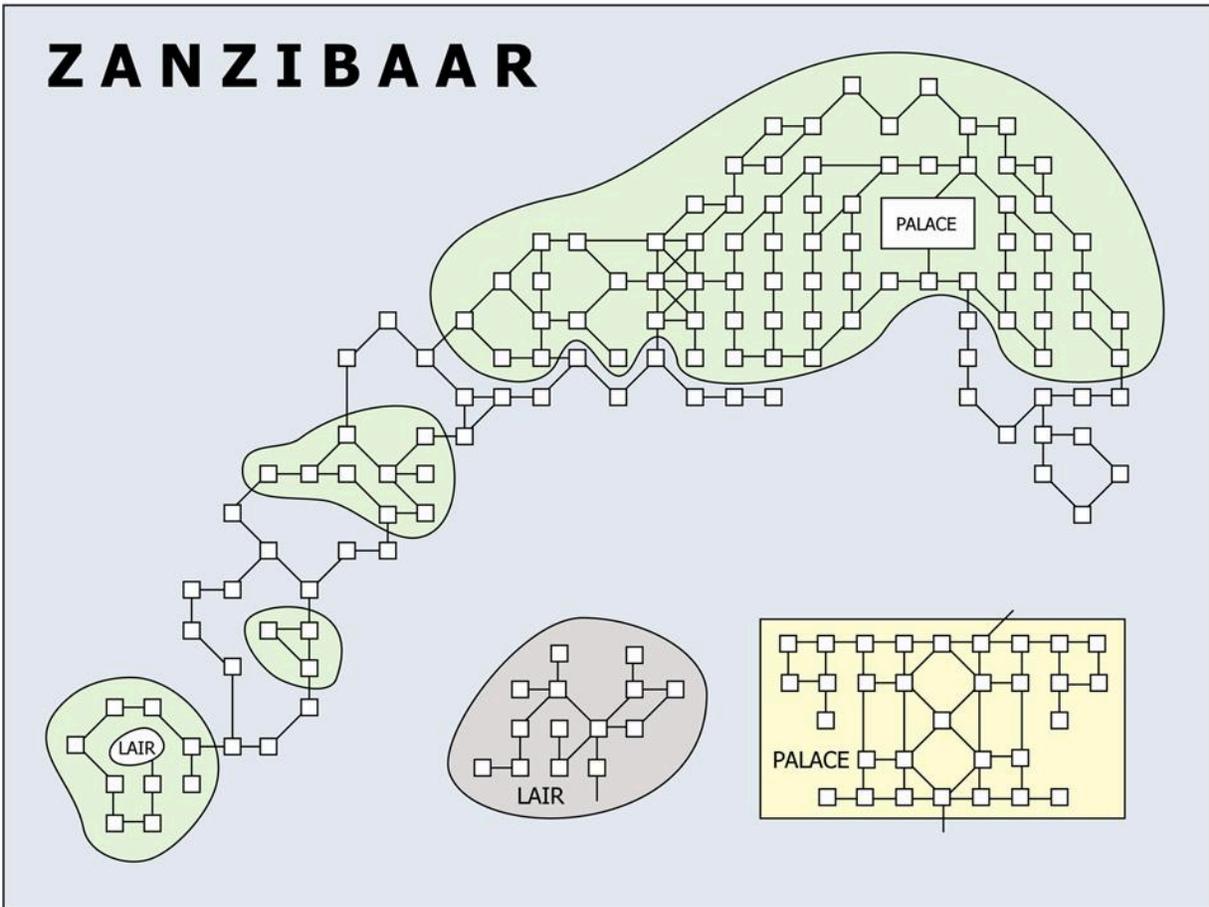
Geographically, Zanzibaar is the main island of a long archipelago. It has a warm, tropical climate, and was originally covered in a large jungle. The main island is now almost entirely urban, occupied by the inhabitants of the island, though nearby islets remain heavily forested. Features of the city include a harbor, bazaar, palace, combination ship/restaurant, and an NPC port where repairs are available for player ships. NPCs are sentient and human. Natural features of the archipelago include four smaller islands and shallow ocean to get between them, plus a spice plantation and a

cave where the smugglers hide out. NPCs will include one small, primitive tribe of humans, and a variety of animals: monkeys, birds, tigers, giant tortoises, fish.

Technical Description

Area is inaccessible from the mainland, may only be reached via ship. Approximately 180 rooms, based on the actual island of Zanzibar, whose urban architecture bears a mixture of Arabian, African and Indian influences. Flora and fauna will be based on the island as well, with a few invented creatures added for variety. NPCs will mostly be level 90+ for upper level bashing. Quests will involve assisting either the smugglers or the islanders in various tasks, often requiring individuals to take sides.

Area Map



Quests

FedEx:

- Pet Monkey: The prince's pet monkey has run off and is somewhere in the city. Find the monkey's collar, give the collar to the monkey, and bring him to the prince
- Home Delivery: Take a package from Rafon to either his mother or father.
- Soothe a Toothache: The harbormaster has a toothache. Get a jar of clove extract from the apothecary and deliver it to him.
- Collecting Seaweed: Find seaweed in the ocean. Drop it on a rock to let it dry, then take it to the apothecary.

Hunter:

- Kill the Witchdoctor: The witchdoctor competes with the king for authority over the islanders. Bring his corpse to the king for a monetary reward.
- Kill the Shape-shifter: This elusive creature is blamed for the disappearance of islanders since they are unaware of the slave operations. Bring the corpse to the king for a monetary reward.
- Kill the Snakes: Cobras in the spice fields worry the farmer's wife. Bring their corpses to her for a monetary reward.
- Seafood: The restaurant cook pays well for scombra and sea nettle found in the ocean.
- Poaching: Kill tigers and tortoises in the area and bring them to Lordan Colse, leader of the smugglers.

Escort:

- Aiding an Escape: The princess is to be wed against her wishes. Lead her out of the palace, avoiding palace guards.
- Catch a Thief: A pickpocket has become a nuisance in town. Lead one of the king's guards to the thief, who is roaming the city, and point him out.
- Lure a Slave: Give candy or fruit to island children and lead them back to the smugglers' cave. Lead them to the slave pit and lock them up.

Chain:

- Free a Slave: Kill Lordan Colse and retrieve his key. Use the key to unlock the shackles in the slave pit.
- A Secret Affair: The queen believes the king is having an affair with the court conjuror. Speak to the king, who has a love note to deliver to the conjuror. Deliver the note to the queen, speak to the guard outside the conjuror's room, and spy on the couple meeting in the garden to confirm the queen's suspicions. Alternatively, deliver the note directly to the conjuror.

Asset List

Palace NPCs:

- Djulsan, the king
- Alsimhinda, the queen
- Qitala, the princess
- Sindharkan, the prince
- Tiamenjiara, the court conjuror
- Akhadd, a visiting noble
- Makran, an island trader
- Fimsirun, a foreign prince
- royal guards & servants

City NPCs:

- Oldion, a merchant
- Ardiana, the fruit vendor
- Bansilia, a henna tattooist
- Rafon, the halua vendor
- Yabbahar, the apothecary
- Paedri, a restaurant server
- Vadoor, a restaurant server
- Silana, the restaurant hostess
- Rokhoso, the restaurant cook
- Aitroyo, the harbor master
- dock workers & sailors

Island NPCs:

- Toqot, a spice farmer
- Abelsa, Toqot's wife
- Yuskah, the witchdoctor
- Semmor, the dhow builder
- island men/women/children
- Lordan Colse, leader of the smugglers
- smugglers

Creatures:

- birds (kestrels, turaco)
- red cobras
- a shape-shifter
- red colobus monkeys
- mongoose
- Baarian tigers
- ghost crabs
- giant tortoises

- fish (sea nettles, scombra, porpoise)

Interactive/Quest Objects:

- brambles
- trapdoor
- collar for a pet monkey
- fruits (passionfruit, coconut, mango)
- palace gates
- seaweed
- wrapped package
- jar of clove extract
- necklace
- shackles and key

Purchasable Objects (Mounts):

- a giant tortoise
- an exotic red stallion
- a Baarian tiger

Purchasable Objects (Food/Drinks):

- a fruit-filled champagne flute
- an oversized glass goblet (fruit wine)
- a bottle of rum
- a frosted pint glass (beer)
- a showy red hibiscus (liqueur)
- a clay cup (herbal tea)
- halua wrapped in palm fronds

Purchasable Objects (Reagents):

- a pinch of diamond dust
- powdered golden ink
- powdered indigo ink
- crushed hibiscus
- dried lichen
- crushed berries
- powdered henna

Purchasable Objects (Miscellaneous):

- a scroll of handmade paper
- a manuscript of woven material
- a roughly carved wooden bowl
- a finely whittled wooden flute

- a rough wooden pipe
- a journal covered with palm fronds
- a lightweight pot of palm wood