

Cool Name RPG Objectives

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This document should guide our design decisions throughout the creation of Cool Name RPG. It is supplemented by the detailed set of requirements outlined in the Tome of Requirements. The vision set out in this document will be difficult to pull off: we know this and embrace the challenge.

Cool Name RPG: The Game

Here are our goals for the style of play and core activity in Cool Name RPG:

Down-to-earth heroes with a handful of exceptional abilities travel to wondrous places for action-packed adventures where they risk life and limb negotiating obstacles, overcoming challenges, and vanquishing deadly foes to accomplish extraordinary goals.

Down-to-earth heroes: Players to take on the roles of characters on the scale of Aragorn, Ellen Ripley, Indiana Jones, James Bond, Black Widow, Conan, the gang from Buffy the Vampire Slayer, or the crew of the Firefly.

A handful of exceptional abilities: Exceptional abilities might include fantastic luck, amazing martial arts skills, incredible endurance, the ability to kit-bash gear out of a pile of junk, or even talent with magic.

Travel to wondrous places: Wondrous places include ancient temples, secret bases, floating castles, or even other worlds or dimensions. The characters leave the normal world behind to explore strange and exciting locations.

Action-packed adventures: The pace of a Cool Name RPG game is along the lines of a James Bond or Indiana Jones adventure. Even the “downtime” scenes are designed to setup and drive the story on to the next exciting encounter.

Risk life and limb: Although the characters occasionally perform amazing feats and have unique special abilities, they are unquestionably mortal, suffer injuries, and have clear limits to their power. Their mortal fragility will occasionally become one of the challenges they must overcome to succeed in their quests.

Obstacles, challenges, and foes: Characters are doing more than just fighting bad guys. They solve puzzles, navigate mazes, and face a host of problems they must overcome to succeed in their goals.

To accomplish extraordinary goals: The primary goal of an adventure is something extraordinary, such as locating a lost city, recovering a legendary artifact, or breaking someone out of a prison no one has ever escaped from. Individual encounters in pursuit of this goal might be down to earth but the primary goal is extraordinary.

Cool Name RPG: The Toolbox

Equally important to the gameplay of Cool Name RPG is its role as a game design toolbox.

The Cool Name RPG game system makes it simple for homebrewers, modders, and game designers to build new Cool Name RPG content and rules using a logical “design language” and a framework for plug-n-play rule modules.

The Cool Name RPG game system makes it simple: It’s fine if it takes time and effort to make new content, but the methods should be easy to understand.

For homebrewers, modders, and game designers: We’re not limiting how people use what they build, and the tools should be accessible to people at all levels of interest.

To build new Cool Name RPG rules and content: We want people to have the opportunity to expand on or swap in their own versions of the rules in addition to creating content like monsters, spells, etc. .

Using a logical “design language”: The rules, and more specifically the underlying rules framework, should serve the same role as a software programming language, serving as the foundation for what we initially release and holding together in a logical fashion.

A framework for plug-n-play rule modules: A key element of the game’s design is the segmentation of rules in such a way that we can remove and replace “components” to customize gameplay.

Market Peers

We do not see Cool Name RPG as being in competition with other games according to the traditional definition of the word. We are not looking to “win” market share, players, or profits. Rather we seek to add to the number of fun gaming opportunities available to players.

The best way we can do this is by contributing something new to the mix. Offering a rebranded version of an already extant system or game is redundant and doesn’t increase the opportunities for fun available to the community.

To achieve this, we must understand who our market peers are. We define a Market Peer as a game seeing a significant amount of active play that offers similar tools for either gameplay and/or game design. Our offering should be different enough from these Market Peers that we’re adding a new gaming opportunity or experience for the players and designers.

SOME of the games we’ve identified as Market Peers include:

D&D 5E	D&D (Next Edition)	Pathfinder	Black Flag
Mörk Borg	Powered by the Apocalypse	Savage Worlds	BRP
Fate	Forged in the Dark	Year Zero	2d20