

D.E.S.K.

RPG Breakdown by W. Kelly-Buttfield

RPG DEVELOPMENT - D.E.S.K.

Title

D.E.S.K.

Playable Characters

HA-EUN (late 20s)

A desk jockey for a large accounting firm in Seoul, Ha-Eun spends her days like any other worker: rise early, work hard, party harder. It's not a dream job, but it pays the bills and is currently the beginning and the end of her self-identity. Having gone from high school to university, to the working life, not even Ha-Eun knows who she would be without structure and without someone directing her next move.

Unique Playable Features/Interactions - multilingual (wider range of npcs available), ingrained map of Seoul (aware of subway lines, escape routes, etc.), access to wide range of upgradeable skills/weapons due to accumulation of afterwork activities (indoor golf, shooting range, camping, etc.), and can carry perishables due to the small cooler bag from work that carried her lunches.

REGAN (mid 20s)

A tourist from the U.K., Regan is a skateboard enthusiast and hobbyist kickboxer (something she is about to be extremely grateful for). Indulging in her long awaited gap-year, after studying graphic design, on the advice of friends Regan packed a bag and made her way to Seoul to soak up its colourful city life. An independent go-getter, not much rattles her, except perhaps the end of the world.

Unique Playable Features/Interactions - spray painting tags, kickboxing skills (upgradeable), skateboarding (travel + combat), able to craft wide range of makeshift weapons (her father was a handyman/electrician).

Synopsis

D.E.S.K. begins shortly before a cataclysmic earthquake that splits the centre of modern-day Seoul in South Korea, releasing a horde of aggressive goblin-like creatures that quickly spread across the city, causing chaos and killing at will. As the all-apparent apocalypse consumes Seoul, those within the city limits are forced to fend for themselves and fight to survive, including HA-EUN (an office worker) and REGAN (a tourist from London), who are both trying to flee the city.

As hours become days become weeks, Seoul finds itself completely cut-off from the world, the remaining human survivors a mixture of totalitarian military squadrons, opportunists and unlucky souls. Caught between the quarantined city-limits and the crevice running through the city, Regan seeks a way to cross over the divide, following desperate rumours of a safe-zone. All the while, Ha-Eun, already on the other side, seeks out the fate of her family and friends. When the two finally collide, they team up to help each other race against the clock when they discover that the outer suburbs, towns and countryside around Seoul are being evacuated so the city can be bombed. But a whole army of creatures and their Great King stand between them and any chance of staying alive.

Gameplay

D.E.S.K. will feature narrative influences from other popular RPGs that will enhance the player's experience:

Last of Us II (2020) - A story that operates between two main characters. These alternating points of view allow the player to explore a broader variety of areas across the map as well as each character's unique approach to combat and individual personalities that have been shaped by their ambitions and their pasts.

Tomb Raider (2013) & *Rise of the Tomb Raider* (2015) - A structured game and narrative within a contained map that grows as the story unfolds. Similar to the Tomb Raider franchise, D.E.S.K. will also feature strong elements of exploration, encouraging the player to learn about the world and culture they inhabit.

Cyberpunk 2077 (2020) - An intricate cityscape with detailed interiors and a focus on atmospheric lighting, realistic sound design and modern-world influences. Though Cyberpunk is set in the future, D.E.S.K. operates within present-day Seoul, a fast-growing city of parks, high-rise sectors, and the latest in popular culture from food to fashion and music.

Primary Antagonists

DOKKAEKI (from Korean folklore)

Short, goblin-like creatures, the Dokkaebi are ugly little monsters from the very depths of the underworld. With a nasty set of long claws, they hunt like pack-animals (comparable to velociraptors), seeking out humans to kill and eat at the behest of their masters. They were nicknamed by those unfortunate enough to come face-to-face with them and survive to tell the tale, the world press picking up the colloquial term and circulating it.

THE GODOKKAEKI (The Generals)

A variant of the Dokkaebi, the GoDokkaebi are larger, skilled warriors who can wield weapons and to further distinguish themselves and their superiority, have taken to decorating themselves in elaborate regalia crafted from their surroundings.

The Great King's righthand, which earnt them the nickname of 'Generals', they govern the regular Dokkaebi and enforce their master's control over the city of Seoul from the safety of the temples, shrines, shopping centres and skyscrapers they have taken residence in.

THE GREAT KING

The Great King is the biggest, ugliest, meanest and most powerful of all the underworld's hellish Dokkaebi. His throne is located in a large cavern beneath an ancient mountain in Seoul from which he directs his disposable footmen and Generals in his self-made apocalypse. But, like his followers, the Great King is still just a ravenous monster, his intentions for world-domination largely starting and ending with eating and killing all humans.

Minor Antagonists

Like all good apocalyptic scenarios there will be factions and wannabe crime lords who have taken advantage of the fallen government alongside the collapse of a civilised society. These antagonists will largely hinder the main characters' efforts, while also providing the possibility for side quests and trade opportunities.