# Summary

*WarForged* is an RPG game where players take on a role of a blacksmith who returned from a war and now has to get their smithy back in order

The game is set in a fantasy medieval town, where magic is rare and extremely powerful. Players will have to manage their shop, buying materials and consumables, and take on more and more challenging forging orders — from humble nails to magic-imbued weapons. Forging will consist of players choosing the metal to work with, prepping the fire and heating it with the bellows, heating up the metal to the desired temperature, forging the metal into a work on an anvil or a vise, hardening the work, and fulfilling the order. Players will have access to different tools at various stages of the process, each of them having specific advantages over others. While forging, players will have to use different skills in order to achieve the best result — where and how to strike the hot metal. Players will consistently upgrade their smithy and learn new patterns and skills in order to craft better and more valuable works. In later stages, players will have the opportunity to create their own designs.

*WarForged* includes a storyline of a war veteran coming home to build his life anew. And when it seems that he was able to do so at last, he will now face a new choice — whether to make war once again. But this time, the battles are fought not with weapons, but with blacksmithing orders: what to fulfill, when to fulfill them, and who to fulfill them for. Choosing to make a more expensive work for a royal over a simple sword for a starting adventurer may result in making more money at the cost of public disapproval.

## What Makes *WarForged* Unique

*WarForged* is a crafting-first RPG that places blacksmithing at the very heart of the experience — not as a side activity or optional feature, but as the core of gameplay, progression, and narrative. Unlike most mainstream titles, where crafting is often reduced to a simple menu interaction or background mechanic, *WarForged* offers a deep, skill-driven simulation of the blacksmithing process.

This game is designed in direct contrast to modern trends that oversimplify crafting systems. Here, forging is a deliberate, hands-on act where timing, tool choice, and process mastery matter. Players are not merely collecting ingredients and clicking "craft"; they are heating, shaping, and problem-solving their way to finished works — learning the craft as a blacksmith would.

By elevating crafting from a utility to a meaningful, rewarding challenge, *WarForged* redefines what it means to build, create, and master a trade in a fantasy RPG.

# Design pillars

**The Forging Process**
A deep, hands-on focus on the crafting process is where true mastery is forged.

**Life is about Choices**
Every action carries weight — but how you choose to act defines who you become.

**Supply & Demand**
Building a successful venture is its own kind of game.
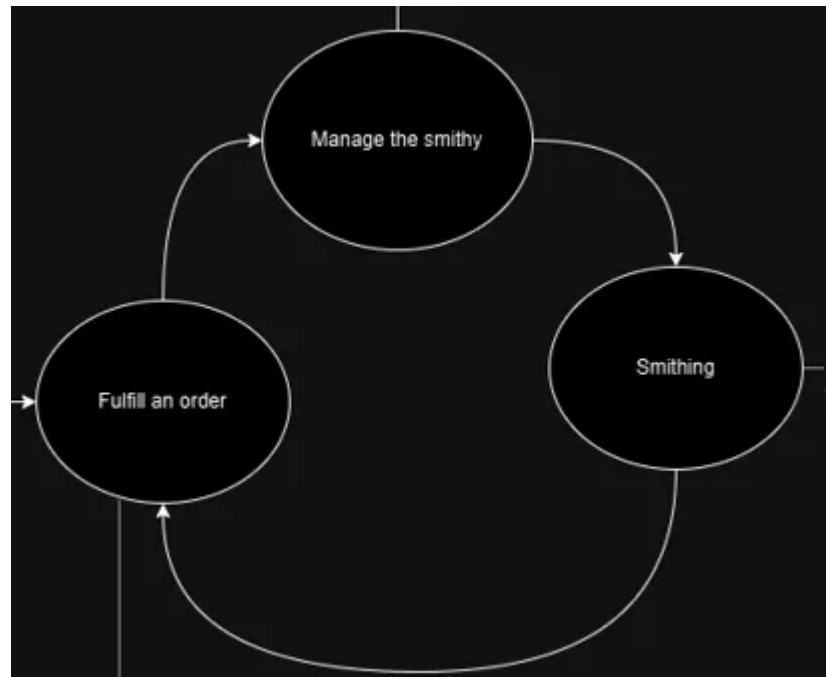
# Core game loop

## Manage the Smithy

The player takes care of their smithy, ordering more coals and metal, looking and deciding which orders to make

## Smithing

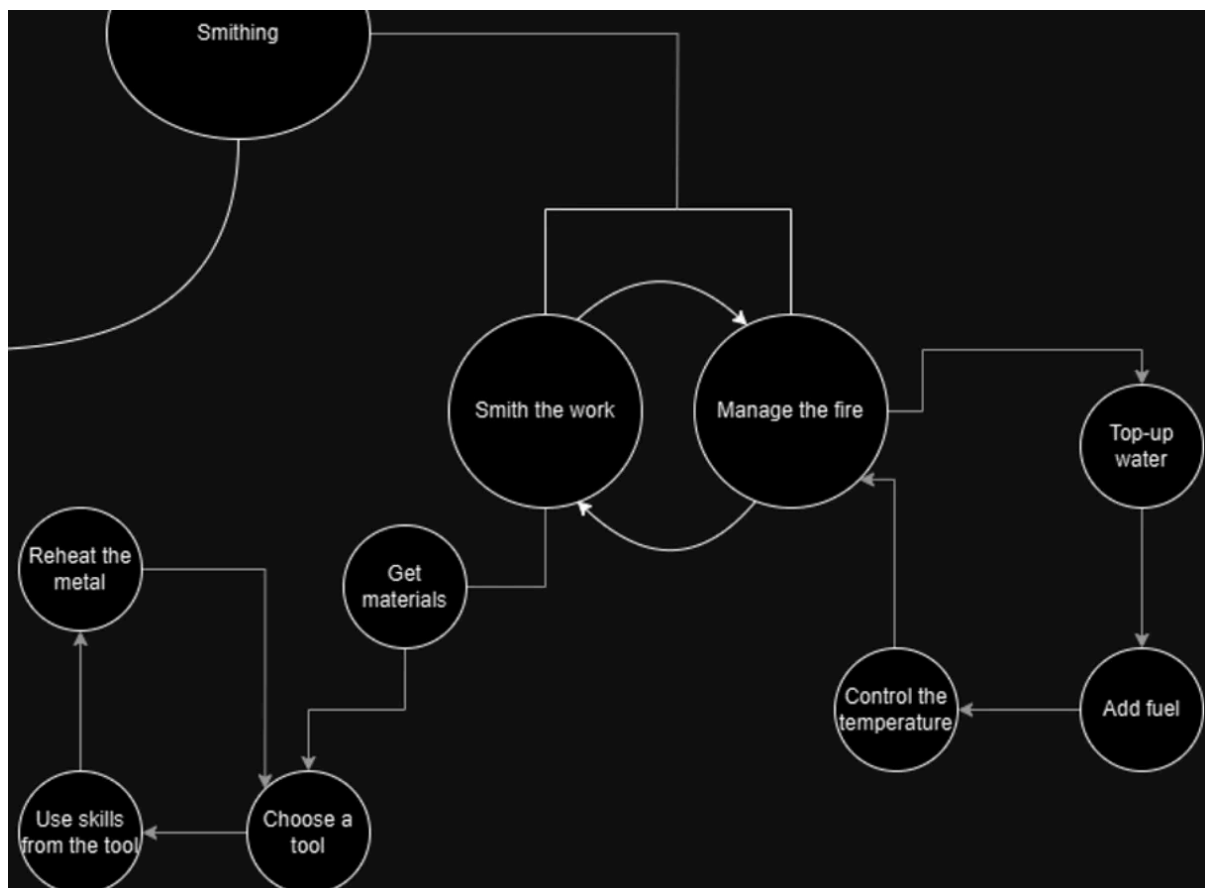The player gets to crafting the orders.

## Fulfill an order

The player chooses which order to fulfill and delivers the work.
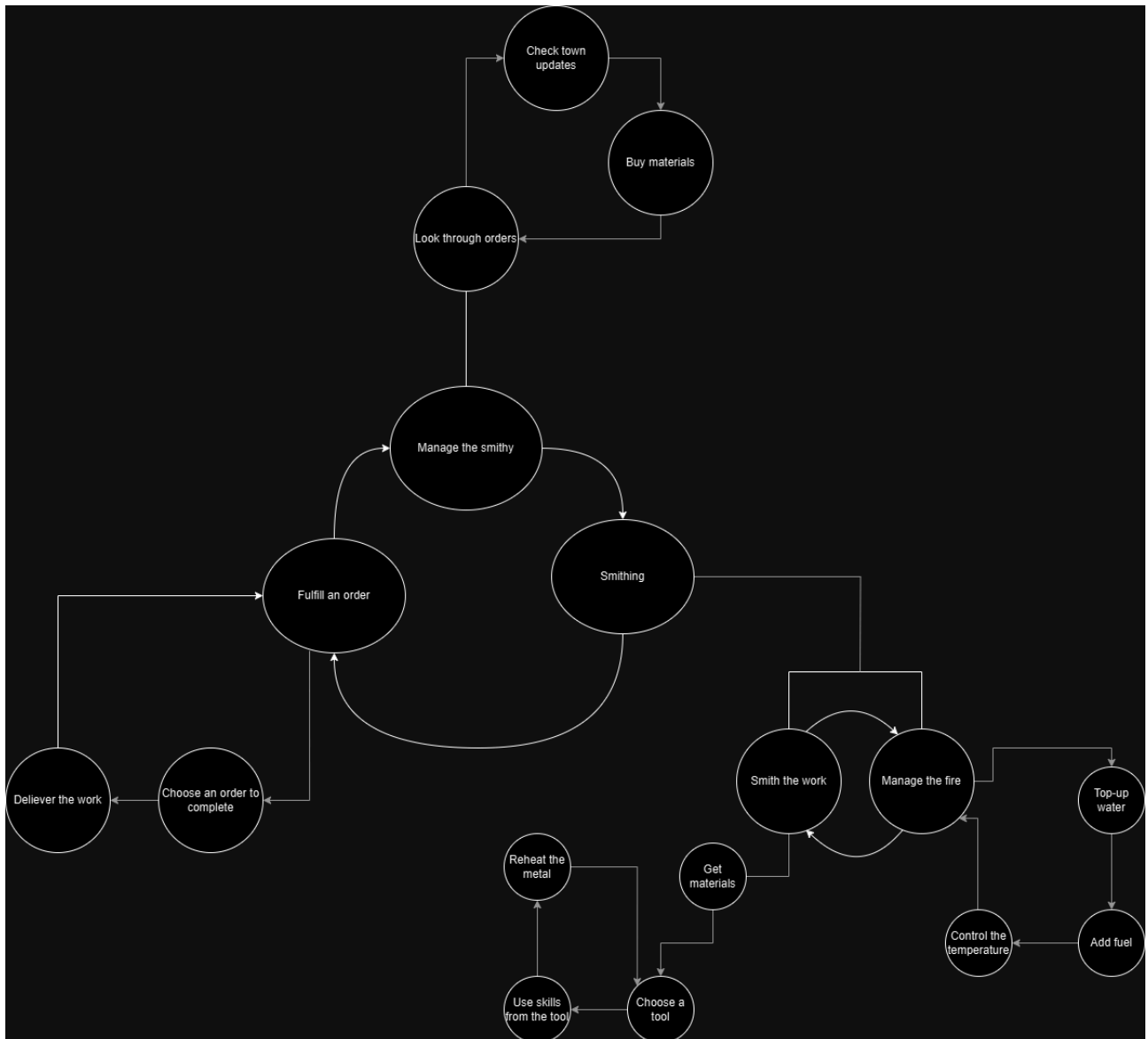


## Smithing secondary loops

The smithing process begins with tending the fire, which plays a key role throughout the entire workflow. Once the fire is properly maintained, the player gathers materials —

such as metal bars, rods, and additional reagents — and brings them to the anvil to begin forging, using the appropriate tools and the skills associated with the tools.Throughout the forging process, metals must be repeatedly heated in the fire. Players will cycle between heating the metal, forging, tending the fire, and reheating as needed.

## Complete Game Loop

# Player motivation and progression

## Motivations

### Primary Motivation
- Learn, explore, and ultimately master the craft of blacksmithing

### Secondary Motivations
- Manage and grow a successful blacksmithing workshop through smart decisions
- Develop a meaningful connection with the world and its characters through your work

## Progression
Start with simple crafting tasks → Build reputation within the village → Unlock advanced tools, materials, and techniques → Make impactful narrative decisions through your work → Achieve true mastery of the blacksmith's craft

# Gameplay POV

It's 5 a.m., time to start work. The blacksmith (player) approaches their workbench and checks the ledger for outstanding orders. Today's tasks include crafting 20 iron nails for a carpenter and an iron lock for a local innkeeper.

Consulting the recipe book, the player sees that 20 nails require one iron rod, while the lock requires a full iron bar. Checking the stockpile, they find they have only one iron rod and two iron bars left. To prepare for tomorrow's workload, they order five additional iron bars from the supply catalog for 100 silver, scheduled to arrive the next day. Now, it's time to begin forging.

The blacksmith adds 5 kg of charcoal to the hearth from their 20 kg reserve. This amount will keep the fire burning for roughly half the day. They pump the bellows steadily to heat the forge without burning out the fuel prematurely.

Instead of using a full bar for the nails, the player selects the iron rod — a more efficient and accessible material for crafting small items like nails. After placing the rod in the fire with tongs, they wait until it reaches an orange-yellow glow, indicating the proper forging temperature.

To create a nail, the blacksmith hammers on the end of the rod, drawing it into a point. Then, they shoulder it to define the nail's length, and finish the shape with one final strike on the nail's head, after which it is tossed to the floor for cooling down. To streamline repetitive tasks, crafting a single nail counts as producing five in-game. This allows the player to efficiently complete bulk orders while still engaging in the core forging mechanics.

With a few more crafts, the full order is completed, and the blacksmith can move on to the lock.

# Game Systems and Mechanics

In *WarForged* players play as a blacksmith from the first person perspective. The player interact with the world directly through their avatar except for management, order and recipe systems, which happens through menus.

# Core Systems

## Forging System

Forging is the central gameplay mechanic in *WarForged* and the primary activity of the player. This system simulates the real-world process of blacksmithing through a combination of tool selection, skill execution, material management, and moment-to-moment decision-making.

### Overview

- Forging takes place at the anvil.
- The player enters a specialized **forging stance**, gaining access to context-sensitive tools and skills.
- Crafting involves shaping heated metals into functional items, managing resources, and completing customer orders.

### Tool and Skill Selection

- Players choose from a variety of tools: **hammers, chisels, punches, hardies**, etc.
- Each tool unlocks a different set of active skills. For example:
    - **Cross-peen hammer** → unlocks *"Flatten the Metal"*
    - **Hot chisel** → used for cutting heated metal segments
- Some utility skills are always available, such as:
    - *Turn the Work*
    - *Change Tongs*
    - *Move the Work into the Hearth*

# Rhythmic Striking Mechanic (Impact Meter)

To enhance player engagement and simulate the physical skill of blacksmithing, *WarForged* includes a **strike efficiency meter** that governs how effective each hammer blow is during the forging process.

- Each hammer strike consumes a **strike gauge**.
- When the gauge is full, the strike is **100% effective**.
- If the gauge is partially filled, the strike is only **50% effective**.
- The gauge **regenerates automatically over time** (approximately every 0.5 seconds).

This system creates a **rhythmic cadence** to forging. To maintain peak efficiency, players are encouraged to strike at a consistent rate of **2 strikes per second**. Striking precisely when the gauge is fully recharged can result in a **"critical success"**, slightly boosting effectiveness beyond the standard strike.

This mechanic discourages players from spamming inputs and instead promotes **timing, rhythm, and deliberate pacing** — reinforcing the game's focus on craftsmanship over brute force.

Strike efficiency can influence:

- The **amount of material deformation** per hit
- The **rate at which material temperature decreases** (less effective strikes may cool the metal faster, requiring more reheating)

# Forging Flow

- The forging loop involves alternating between:
    - **Heating metal in the hearth**
    - **Shaping the metal at the anvil**
    - **Tempering, hardening, and finishing the work**
- **Repetition Efficiency**: For bulk orders (e.g. 20 nails), crafting one unit may count for multiple (e.g. 1 nail = 5), streamlining repetitive tasks.

# Mistake Recovery

- Some tools include a *"Reverse the Work"* skill, allowing the player to undo recent steps and recover from mistakes.
- This mechanic encourages experimentation without punishing the player harshly.

# Order Completion

- Finished items are brought to the front of the smithy to complete customer orders.
- Completing orders rewards the player with **silver**, which can be spent on materials, upgrades, and shop expansion.

# Fire Management System

The **hearth** is a critical component of the smithing process. Metals must be heated to specific temperatures before they can be forged.

## Overview

- The player must manage three primary variables:
    - **Fuel levels** (charcoal, etc.)
    - **Temperature control** (via bellows)
    - **Water availability** (in the quench trough)

## Gameplay Functions

- Players interact with the hearth by:
    - Adding **fuel** (e.g. charcoal)
    - Operating **bellows** to maintain heat
    - Monitoring **water levels** for quenching
- The fire runs **continuously** during forging sessions and requires **periodic attention** to stay efficient and avoid overheating or dying out.

## Resource Management

- Fuel burns over time and must be resupplied.
- Poor fire management may result in:
    - Slower heating times
    - Inefficient forging
    - Material damage or crafting delays

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# Recipe System

*WarForged* uses an **Undefined Recipes** system, emphasizing player creativity and skill development over rote memorization.

## Key Features

- Players are given **general guidelines** for basic items.
- More complex orders come with **diagrams or visual references** rather than detailed instructions.
- Players must interpret these diagrams and choose the appropriate tools, materials, and techniques to fulfill the request.

## Crafting Autonomy

- There is no single "right way" to craft a complex item — multiple tools and approaches may lead to a successful result.
- This system encourages experimentation and rewards players who develop a deep understanding of the game's mechanics.

# Supporting Systems

## Management System

To access the management system, the player must interact with the work table inside the smithy. On the table are several ledgers, one of which is the **Smithy Management Ledger**. Through a series of menus, players can manage various aspects of their workshop. This includes purchasing resources such as iron, steel, fuel for the hearth, water, oils, and other materials.

This is also where players can **upgrade tools**, **expand their shop**, and **unlock new recipes** to improve their crafting capabilities and efficiency.

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## Order System

The ordering system is accessed in a similar way, via a ledger located at the **shop counter near the front entrance**. Here, the player can browse **potential orders**, review **accepted**, **completed**, or **failed tasks**, and track their overall progress.

The system also provides insight into how fulfilling (or neglecting) specific orders affects the **town's development** and the **broader narrative**. These decisions play a key role in shaping the player's reputation and influence within the game world.