

# Bond Initial Design

IAT 499

## Overview

Bond is the primary character progression metric in The Furrow. This includes narrative progression. In regards to combat it functions similarly to group experience, while narratively it functions as a measure of the connection between the two main characters.

## Bond Level

Bond level represents the major milestones in the relationship between the two main characters in The Furrow. It can be levelled-up by choosing talk at the campsite once the bond point bar has been maxed out. This will initiate a corresponding narrative dialogue between the two characters. After the scene completes, the player will be given a choice between 5 skills to add to their combat repertoire: two for each companion and a third bond skill which is very powerful but requires both characters and is limited to a single slot.

Each character has three slots for skills and the party has a single bond slot.

Bond Level	Benefit
1	1 Skill (Character), +10% HP
2	1 Skill (Character), +10% HP
3	1 Skill (Bond or Character), +10% HP, +1 AP
4	1 Skill (Bond or Character), +10% HP
5	1 Skill (Bond or Character), +10% HP, +1 AP

## Bond Points

Bond points function similarly to experience points in most RPG games. After each combat encounter the player will gain a small amount of bond points to show the growth of the relationship that the experience has brought. The player can also

choose to talk at a campsite when they are not at max bond points in order to gain a large amount of bond points at once.

Once a player's bond points for a single Bond Level reach their max, the player may rest at a campsite in order to increase their bond level by 1. While at max bond points the player cannot gain further bond points until they level up their bond level by talking at a campsite.