

# Records of Giants

The official wiki of Records of Giants (RoG). This game is a survival sandbox game with a theme of high-fantasy and an interactive world. The game takes place in 1233 PI, and follows the adventure of the player as they discover more about the world and its secrets.

## **\*\* Disclaimer \*\***

This game is not going to be in development for a long time, this wiki exists to establish the lore of the world and keep track of the short stories that exists from this.

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# Game Mechanic

Some of the core game mechanics that Records of Giants is built on.

# Mana

The idea behind the mana system in this game is similar to how stamina works in real life. If you were athletic, you could hold a water bottle in your hand all day without an issue. However, if you decided to carry 5 gallons of water, then maybe you could only hold it for an hour before getting tired. That is because holding all that weight uses up more of your athletic capacity, and so depletes your stamina faster. But, if you did this every day for a year, then maybe you could get to the point of also being able to hold 5 gallons of water for a whole day without issue, only starting to run into problems when it becomes 10 gallons instead.

The idea here is doing tasks that don't use a lot of capacity doesn't deplete your energy as much, even in rapid succession or prolonged periods of time. But, doing something that is close to your limit will bring your energy down much quicker. And, if the capacity increases so that the previous task that was near the limit now becomes easy, then it won't deplete as much energy since the task is no longer difficult.

The analogies and tutorials for how mana works will be improved upon as I start testing with people and figuring out the best way to phrase this, so please be patient with me if this doesn't make sense yet.

Also using mana to cast spells is not going to be required to enjoy the game. This is more akin to redstone in Minecraft to how it interacts with the world.

## Formulas

The mana system is very unique, but the document is located on a separate computer so the formulas will not be added here just yet.

# Soul

Every creature has a soul, including the player. As the player plays, they begin to align with one of the three soul factions (Fae, Under, and Ender), and their interactions with the creatures in the world also begins to reflect that.

## Soul Faction

There are three soul factions' that souls can align with, those being the aforementioned Fae, Under, and Ender. The Fae souls take the colour of green, and represent being imaginative, free-spirited, and joy seekers. The Under have red souls, having a thirst for power, domination, and conquest. The Ender are blue, and represent stories, memories, and the legends that pass from generation to generation.

# Fae Creatures

The fantastical fae creatures that can be found in the world of Aktavyn.

# Trivia

Some miscellaneous fun facts about The Records of Giants:

- In the first years of conception, Akashic was the placeholder name for the world before deciding upon Aktavyn
- While the year is 1233 PI when the player begins, there is over tens of thousands of years of history that leads up to the creation of the world of Aktavyn
- The idea of the Church of the Purple Sheep came from a Minecraft SMP server with friends
- The idea behind the magic systems of RoG are inspired by many sources
  - Metamagic was inspired by mangas that would have a magic system "stack" spells on each other to create desired effects
  - Mana was inspired mostly by how I think mana should work, akin to stamina and athleticism
  - The idea of creating an elaborate system for creation was inspired by redstone from Minecraft, in that it isn't required to have fun, but for the people who love seeing contraptions come alive in their world, they have all the tools they need.
  - The final rendition of Fae Magic is inspired by the Ancient Magus Bride
- The vision behind this game is to give a world with fantastical creatures that the player can interact and bond with. Every decision in the game's creation is made with this in mind.
- The conceptualization of Records of Giants is old, starting all the way back in 2021, and many of the core ideas have not changed since then.