

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.

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