

GAME TITLE

SILENT KNIGHT

ANDROID
ESRB Teen 13+

CONCEPT OVERVIEW

SILENT KNIGHT is a **3D MOBILE DUNGEON CRAWLER**, portraying the escape of a lone knight trapped in an unfamiliar dungeon. Fighting monsters, navigating obstacles and solving puzzles, **TETSUO** presses onwards an upwards towards what he believes to be the exit. Will he escape? Will he run out of time? Or will he become just another victim of his mysterious prison? It's up to **YOU** to decide.

Playing as Tetsuo, the player must explore consecutive procedurally generated 'dungeons' while attempting to clear each zone within the allocated time. While the monsters, obstacles and puzzles become more challenging between levels, **TETSUO** also increases in power through stat increases and ability progression.

During each level, the player handles ability usage (including special attacks that require charging up, gained by successfully defeating challenges) and jumping. Different monsters, obstacles and puzzles all stand between the player and the end of the level, and the player must bypass a combination of these to progress. At the end of the final level, a boss will try one last time to stop **TETSUO** from escaping the dungeon.

UNIQUE SELLING POINTS

- 5 procedurally generated levels
- Race against the clock or die trying
- Dynamic, hack and slash combat
- Variety of traps and obstacles
- Gain strength and abilities as you play
- Use a combination of skill, wit and brute force to progress
- Compete with your friends via Google Play Leaderboards

SIMILAR COMPETITIVE PRODUCTS

Nonstop Knight
Diablo 3
Dungeon Siege II
Rogue Legacy

GANTT CHART LINK

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MOSCOW ANALYSIS

MUST HAVE	SHOULD HAVE
Google Play Leaderboards integration Block based procedurally 3D world with JRPG aesthetic 5 different enemy types + 1 scripted boss 3 unique offensive abilities 5 different puzzles and obstacles UI showing ability power, time and combat information Auto-pathed passive locomotion On screen controls	Fully animated, textured models Baked Lighting Basic storyline delivery with scripted cutscenes Defensive and utility abilities (double jumps, guarding etc.) Built in unobtrusive advertisements Link to my website Classic RPG soundtrack (royalty free) Full Localisation for Japanese and English
COULD HAVE	WON'T HAVE
Configuration options for sound, graphics etc. SFX made by me Multiple playable characters Unlockable cosmetic items Distinction between paid / free version Jukebox system for music selection	High poly models High resolution textures Voice acting Video cutscenes Persistent progression Analytics

MOCK UP IMAGE



References

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4. Agarwal, A (2015). Digital Inspiration [blog]. *Find the Date When a Web Page was First Published on the Internet*. Available at: <https://goo.gl/oEadzn> [Accessed 13/10/2017].
5. <http://sgr.blog.jp> (2015). *6 Things you should never do when designing mobile UI/UX* (In Japanese) [online] Available at: <https://goo.gl/CTYKHh> [Accessed 19/10/2017].