Syntax

Concept document

V.1

Dawson Mix

Game Development Studio

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Introduction

Syntax takes place in a small suburban town where all the adults one day mysteriously disappear and many dark shadow creatures start attacking the town. The children must stand together to put up a fight and eventually defeat the enemy together. The game is a coming of age story that briefly resembles the story of Jesus.

Design Statement

The main purpose of this game is to create a JRPG gameboy adventure game. There are elements of other art forms such as books and music that I’ve always enjoyed such as coming of age stories and subtle Christianity. These are elements I want to try and implement into a game.

Audience

The target audience would be young adults that enjoy JRPG adventure games.

GamePlay

I would like to make the gameplay similar to many JRPG games with a party system and leveling of characters. As you progress through the stages you can find more and more companions to help you defeat stronger and stronger enemies.

Core Mechanics

In syntax the core mechanics involve attacking, leveling up, and gaining more companions for more damage and powers as you level up. There is a random chance that characters can get a critical hit for more damage. The more characters you have in your party the more over all damage you can do.

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Look and Feel

The artstyle of Syntax is similar to that of the first Pokemon games. Inspiration is taken from Pokemon, Earthbound, and Undertale.

