Cobblestone

An adventure into the unknown

Introduction

Cobblestone is a VR dungeon crawling adventure game to be made within the Unreal Game Engine.

Set within a fantasy realm inspired by games such as *The Elder Scrolls V: Skyrim* and *Blade and Sorcery.* It will send players on a quest of action and discovery as they venture deep into procedurally generated dungeons and caves fighting off monsters and bandits, gathering as much loot as they can along the way. As well as uncovering the lore and mysteries behind the magical Cobblestone Dungeon.

Blade and Sorcery
Developed by WarpFrog
2018

Story

Centuries ago a party of traveling adventures made their way through an enchanted forest when they stumbled across a doorway carved into the side of a mountain. When the party entered the mountain the cavern started to magically expand and change, with each room they entered being different from the last. This was the discovery of the ever changing Cobblestone Dungeon.

After years of exploration the Cobblestone Dungeon has become a premier destination for both veteran and new adventurers to hone their skills. This is where the player comes in. The player will take the role of a new adventurer setting out on a quest deep into the dungeon in the hopes to uncover the secrets that lie deep beneath the mountain.

The Elder Scrolls V: Skyrim
Developed by Bethesda
2011

The Player

The player will be in control of a nameless character simply referred to by the NPCs as "The Adventurer." Players will be able to customize how their character looks but will remain a silent protagonist with selectable dialogue options replacing voiced lines. This to better immerse the player in the world and have it feel like they are the main character and being able to speak for themselves. The player will be able to upgrade their gear and learn new spells as they progress through the game traveling deeper and deeper into the dungeon and meet helpful NPCs along the way.

Race ◁ Body ▷ Head Face

Sex

Presets

Skin Tone

Weight

The Elder Scrolls V: Skyrim
Developed by Bethesda
2011

R Done

NAME Prisoner   RACE Nord

NPCs

The Loremaster: The Loremaster is an ancient wizard who was a member of the party that discovered Cobblestone Dungeon. He is the NPC responsible for sending the player on quests and will provide the player with new information regarding the story and lore of the game as well as teaching the player new spells and skills to help them on their journey.

The Merchant: The Merchant is a magical creature of unknown origin. With large glowing eyes, spider like fangs, and draped in a ragged cloak. She spends her days behind the counter of her shop that mysteriously appears throughout Cobblestone Dungeon. She will buy just about anything the player brings to her in exchange for the finest gear a growing adventurer could need.

Demeo
Developed by Resolution Games
2021

Gameplay

Cobblestone is heavily focused on bringing the player an immersive fantasy combat experience. Players will able to fully pick up and interactive with many different physics props and weapons within the game world. Players will be able to attack by swinging swords, notching and firing arrows from a bow, or casting spells all through real world movements. Players will also be able to physically parry and block incoming attacks from enemies as well as being able to grab onto them with their hands.

This style of gameplay and combat is intended to really make the player feel like a fantasy adventurer and immerse them in the game world in a way that truly takes advantage of VR

Until You Fall
Developed by Schell Games
2020

Audience

The target audience for *Cobblestone* is the PC/ VR enthusiast crowd with distribution through Steam. With this game's procedural generation concept it will require more processing power than you would be able to get on standalone VR hardware such as the Oculus Quest 2. With this in mind it will make a better experience for the player if the game is run on dedicated PC hardware and running on higher end VR hardware such as the Valve Index, HTC Vive, or Oculus Rift S.

The PC VR market has had good success with similar VR fantasy titles such as *Skyrim VR* and *Blade and Sorcery*. Therefore, I believe that there is an audience for these kinds of games on PC and with the earlier examples being a few years old, *Blade and Sorcery* having been released all the way back in 2018, there could be interest in seeing something new from the genre.

"the new bar for VR headsets"

PCWorld

Valve Index VR Kit
Created by Valve Software
2020

Cobblestone

Created by: Aidan Sweet

2022