# Batman: Arkham Asylum

Alley Chaggar

## High Concept

Play as Batman trying to stop the Joker from taking over Arkham Asylum. Center around Batman's combat stealth abilities, detective skills, and gadgets that are used in combat and exploration.

A diagram of different colors

Description automatically generated with medium confidence

## Features

* The cameras point of view is 3rd person with you playing as Batman.
* Mode(s): single player
* The setting is set in Gotham. Some of the sub settings include Arkham mansion, psychiatric hospital, glass house, botanical garden etc.
* As in a fighting game, it’s the personal interactions that count. Dodging, running, counter-striking, jumping, and stealthing are all essential parts of the game.
* Health meters show batman’s level of health. If red and blinking it means critical condition.
* The play spaces have boundaries you can’t surpass. Batman has detective vision that can highlight interactive objects and corpse/civilians. Using Batman’s detective vision is a big part of the play space since you must explore to find collectibles.
* Duration of the game could be 7 hours to 11 hours. If some wants to 100% complete the game, duration could possibly extend up to 25 hours.
* Funny game over scenes. Villains taunting batman with sarcastic remarks such as Joker, Harley Quin, Poison Ivy etc. when they win.
* Unlock more secrets by completing hidden challenges. Develop and customize equipment by earning experience point.

## Player Motivation

Player motivation is to save Arkham Asylum, collect all the collectables and solve all Riddler’s riddles.

## Genre

Action-adventure stealth game

## Target Customer

People that grew up with the Batman franchise.

## Competition

None

## Unique Selling Points

* The collectables such as the tapes, and messages.
* References the batman franchise.
* Creepy eery ambience without being a horror game.
* Riddle challenges due to the Riddler.

## Target Hardware

PlayStation 4, PlayStation 3, Nintendo Switch, Xbox One, Xbox 360, Microsoft Windows, macOS, Classic Mac OS

## Design Goals

**Combine comic book to game:** The settings and characters must be similar and stay to the batman universe, but also need detail and realism to them.

**Fun:** Making the game fun to look at and good storytelling, but also making the mechanics not tedious and smooth.

**Detailed:** Making the settings detailed and allowing the player to explore the environment.

## Characters

## Characters include many of the popular batman characters such as:

Batman – Main protagonist character, character you play as

And of course the bad guys: Joker, Harley Quinn, Bane, Riddler, Killer Croc, Scarecrow, prisoners, Poison Ivy etc.