

# End of Story

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**Target Audience:** Age 15+  
**Gamer Type:** Casual  
**Target Platforms:** All  
**Genre:** Education/ Action/  
Adventure/ Sci-Fi  
**Number of Players:** 1  
**Projected Release Date:**  
May 4, 2019

## High Concept Statement

In End of Story the player gets to play as a character they build, and the setting is in the near future where robots take over the world to try and protect humans from themselves. So, the hero or protagonist will face moral dilemmas that robots do not encounter and will learn about many scientific topics. He will get to choose after learning about human's history whether they should take back control or not after fighting many robots and sneaking his way through the damaged futuristic city in which he uses his knowledge, wits, and sometimes DIY weapons. Many of the encounters will be educational to the player about history or physics or any other scientific topic. The player will be able to crouch, walk, run, jump, climb, prone, craft weapons and use them, fight robots or sneak by them. All in order to give the player the feeling that humans are not doing very well now to our planet and If they do not reconsider soon enough they will all perish with the planet. The game is unique because of the story's depth and cinematic gameplay. Its most important element is the feelings that the player gets.

## Feature Set

- Stealth and aggressive ways of encountering game's challenges
- Emotional encounters and moral dilemmas that the player faces
- Scientific content that the player learns about through game mechanics or show-and-tell

## Team Roles

Music producer: Makes compelling music for each situation in the game

Game-play Programmer: developing working game play mechanics and features

Graphic Designer: responsible for the artistic side of the game

Story/Script Writer: writes story and dialogues that gets player attention to important matters the world faces currently

## The Competition

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The competition would be other AAA games that teaches players about any scientific matters but the top one would be Assassin's Creed. And End of Story game is different in story-telling, gameplay, topics, and plot.

## Innovation/Creativity

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Creativity will be mostly in story-telling and integration of educational topics in gameplay while maintaining the game structure and the "fun" parts.

## Scope Management

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- the gameplay mechanics, story, character design **"green light"**
- game's aesthetics and music **"yellow light"**
- videos and cinematics in the game **"yellow light"**