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# THE DARK MASK



GAME CONCEPT

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## 1. Logline

Became the cosplayer of your dreams, fight against other players to gather the pieces of a mysterious mask and defeat the insane "mayor" to gain back your freedom!

## 2. Introduction

The Dark Mask tells the story of a group of people of different ages, dressed with different costumes, which visited a comic book fair during a sunny day. They had no idea that the fair had appeared the day before from nowhere and that the people who have organized are also unknown and no one actually knows much about it.

With a clueless mind they passed the gates of the entrance which closed right behind them.

What they saw was unexpected: a mysterious vibe in the air and a whispering voice echoing everywhere. After a cold welcome, rules of survival followed in the words of the mysterious speaker. Their bodies transformed into the imaginary characters they were dressed as acquiring special powers and abilities. The mayor of the fair told them what to do in order to survive and be free again facing different challenges regarding a mysterious mask.

## 3. Description

The Dark Mask is intended to be a multiplayer online entertainment different from the standard of nowadays market. The chosen set is a comic-book fair in which guests, dressed as cosplayers, will be transformed into their real counterparts of their costumes. The experience is meant to be very challenging and not relaxing at all, since there will be plenty of menaces which will make the game like a nightmare. Players will be stuck in this fair and even though they will have the powers of their characters, they will have to fight for their freedom against others and against a mysterious mayor.

The Dark Mask tells the story of a group of people that got transformed by a mysterious mayor with fake promises and tricks, while they were at a comic book convention. Right after this transformation, the mayor's game begins in which 6 cosplayers (controlled by 6 video gamers) will be divided in 2 groups of 3 and will have to rescue 3 pieces of a mysterious object (a dark mask) which will give them the chance to get back their freedom.

With the rules set by the mayor there will only one team that will be able to get out of its insane game and go back to reality, when the other will lose its soul to the mayor's property.

The players will only have 10 minutes to gather all 3 fragments of the mask to get to safety and this means that the 2 teams will have to fight for it. The winners will have chance to get to a secret room of the arena but instead of getting their promised freedom they will be facing the mayor.

The enemy will also have the help of the members of the losing team which will have to try to not let the winning team beat the mayor.

The Dark Mask will be an "Online action game: shooter like in a 3D arena" and will give the chance to embark in a virtual experience based on 2 teams against each other in the first 10 minutes round trying to gather 3 pieces of the mask and a final boss battle in the end where the losing team will help the enemy.

During the first round, in which it will be necessary to seek around and try to find the pieces of the mask, a series of AI enemies will try to get in the way of players.

If one of the player will get killed by either an enemy team's member or an AI, it will be respawned after a short amount of time.



Once pieces of the mask will be carried to a base they will have to be protected from other players trying to steal them. If someone is defeated while it is carrying a fragment of the mask it will drop it and the piece will then be available for pick up by someone else.

At the end of round one, the winning team will be able to face the mayor in the final round and only after this step the game will be actually over.

If during the first round the 10 minutes will be over but not all the pieces will be brought home by one of the team, there will be then a short deathmatch between the teams and the surviving one will be consider the winner of this section of the match.

There will be 3 characters to choose from (in 2 different colors which will distinguish the 2 teams). Each one of them will have specific attacks and animations.

The mechanics of the games as in attacks and defenses were specifically thought for this game, since the main goal is picking up the mask's components the fighting is only a way to get there. Therefore, the combat system was conceived for each character to give them even more originality. Each one of them will be able to attack from far away as well as from close up. There will also be special attacks.

We also thought of using both third person view as well as first person view, which the player will be able to choose base on its personally taste.

Another interesting feature we will implement is the change of atmosphere throughout the gameplay. In the beginning there will be a calm and relaxing atmosphere which will slowly decade into a dark and nightmarish one in order to add drama to the game.

## 4.Key features

The Dark Mask is based primarily on each player's skills:

- Recover and transport in the home base ("dressing") the mask pieces;
- Killing members of the opposing team;
- Hindering the members of the rival team who recovered a piece of mask;
- Defeating the mayor in the battle-end boss;

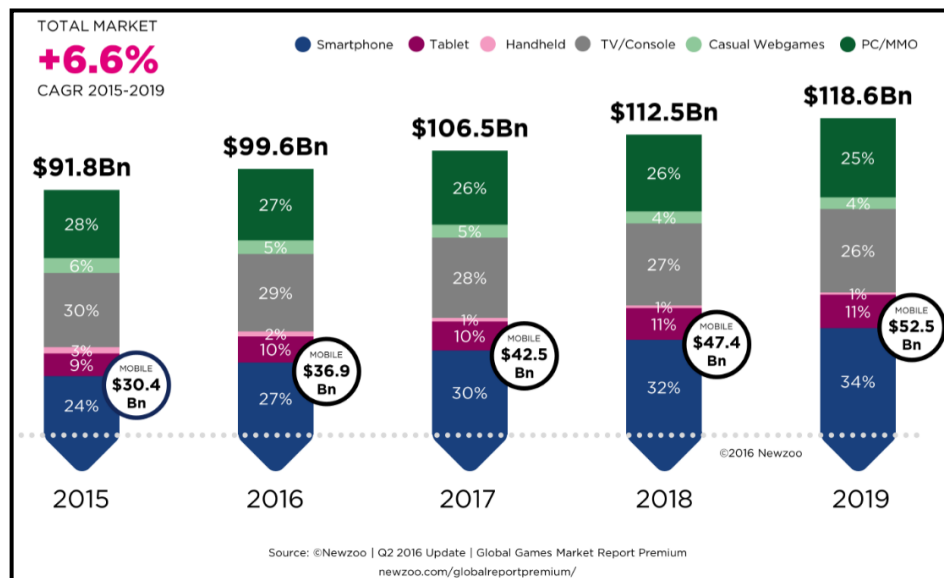
## 5.Platform(s)

The following are the sources we used to define our platform:

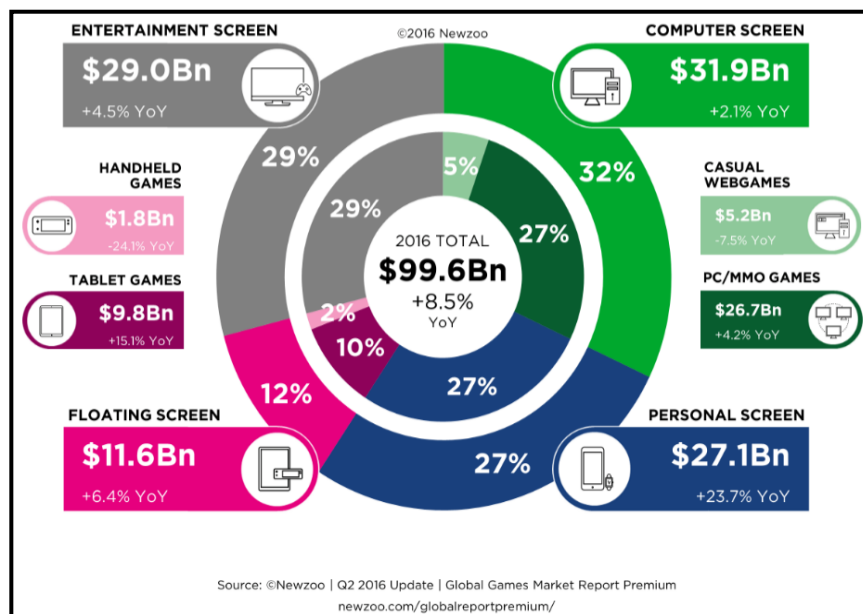
<https://www.superdataresearch.com/blog/global-games-market-2015/>

<https://newzoo.com/insights/articles/global-games-market-reaches-99-6-billion-2016-mobile-generating-37/>

As mentioned in the previous paragraph, deeper surveys have underlined how choosing our target platform as in PCs is the right decision. Analysing how the videogame market as changed and will change between 2015 and 2019 make us notice that the use of PCs and consoles has been stable and will keep being like that for a long time.



This information gives us no doubt on our decision and shows that we could possibly also extend our target to home consoles or portable ones. This possibility, in addition of being a good market move, is also easily deployable as our game can also be played with a gamepad. We could also think of a mobile version playable through touch systems but in this case the mechanics of the game wouldn't be able to match that kind of environment.



The above image shows the worldwide profits of videogame selling in 2016.