

# DDJD Team B - Game Concept

## Premise (high concept)

The game is set in a small open world where a few villages coexist. Each one is powered by a special gem representing an element that reflects on their environment, skills, and resources. Without this gem, the villages lose their source of energy for wildlife and resources, resulting in inevitable doom.

Our main character (MC) starts off as a regular resident of the water village. On a tragic rainy day, his village is attacked by an evil organization that is trying to control all the elements. The MC's mother is a powerful wizard and manages to stop the raid, but, unfortunately, she dies in the process. The MC must now avenge her death, protect the village and stop the organization from its evil deeds.

## Player Motivation

The player aims to avenge the death of his mother by taking down the responsible organization. This is achieved by infiltrating other villages conquered by them and killing the captain stationed there. The player is able to free the village and gain their trust, allowing him to gain new skills by touching their gem, buying from vendors, and learning from the locals. Alternatively, the player can choose the dark path and steal the gem for himself, empowering his current skills with that element.

## Unique Selling Proposition

- Enjoyable and fluid game combat mechanics.
- Exploration of a unique fantasy World with choices given to the player.
- Mixing magical elements for unique spells and combos
- Physical interactable world

## Target market

- For all ages +16, who enjoy role-playing, action, and fantasy games

## Target rating

- PEGI 16

## Game Genre

- Action-adventure
- Fantasy
- Role Playing Game

## Target platform and HW requirements

- Windows
- Linux
- Mac

## License

None required.

## Competitive analysis + print e o que distingue nas semelhanças

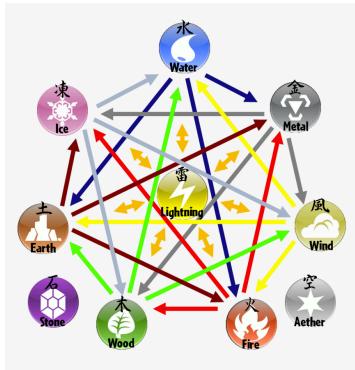
- **The Elder Scrolls V: Skyrim:** we will use a similar system of casting spells, although ours will be based on the elements that give the theme to the whole game. Like in Skyrim, the player will have two active spells at all time to use. The player will also be able to navigate a 3D open-world environment with different administrative areas, in our case villages, although these villages will be related to a specific element and their characteristics will be directly tied to it.



- **Infamous Series:** We're inspired by the spell mechanics of the game, such as casting particles and abilities from the player's hands. The movement is also great but it'll be simpler in our game.



- **Pokemon:** Elements and skills that are relative to a certain element and give the user curiosity to experience the different parts of the world. Instead of summoning creatures to fight for us, we'll use the element system to create spells.



- **Genshin Impact:** Similar game genre and open world. Our game differs by having each village related to an element and in the combat mechanics, including the spells system..



## Goals

What are the expectations for this game as an experience?

We want to bring an exciting and challenging combat system, allowing players to mix different elements freely to create new attacks.

Furthermore, this game introduces an immersive story, that allows players to make important decisions that influence the flow of the game.

We intend to provide a fun open world to explore, that motivates the players to stroll around and possibly find some easter eggs, providing some mystery and enthusiasm to the player.

The game should have fluid movements, including difficult mechanics to master such as last-second dodge, offering the user a sense of mastery and contributing to a learning experience that is both satisfying and motivating, keeping the player engaged and invested in the game.

How will the game achieve these goals?

1. Game Design: The game should be designed with the player experience in mind, including the gameplay mechanics, level design, story, and overall aesthetics. The game should have a clear vision and a coherent design that ties everything together.
2. User Testing: User testing is an essential part of game development. Playtesting with a variety of players can help identify areas of the game that may need improvement or adjustments to better achieve the goals mentioned earlier.

3. Iteration: The development team should be willing to iterate on the game design and adjust it based on user feedback. This may involve tweaking gameplay mechanics, adjusting difficulty levels, or making changes to the story.
4. Quality Assurance: A good game should be free from bugs and technical issues that could detract from the player experience. Quality assurance should be an ongoing process throughout development.
5. Innovation: A good game should offer something unique and innovative, whether it's a new gameplay mechanic or an original story. Standing out from other games can help draw players in and keep them engaged.