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# WORLD OF REATH

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## GENRE

World of Reath is an adventure survival game.

## SYSTEM REQUIREMENTS

World of Reath is being developed for Windows, Mac and Linux operating systems and will require a mouse and keyboard for interaction. The game will run at a resolution of 1280x720. Hard drive space requirements will be dependent on the included art, music and sound effect assets. As it is 2d, the video card/CPU requirements will be minimal.

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## GAME MECHANICS

World of Reath is a 2-dimensional game consisting of several minutes to several hours of game play dependent on user skill level. The user will be free to move anywhere in the available environments, except areas that would normally be blocked (walls, hills, etc.). The user will be "safe" to explore during the day, and face the threat of enemies at night. The goal of the user is to explore and collect resources during the day to survive the threat of enemies at night. Such resources include food and better weapons. Combat and resource collection will be done in real time. The game will feature two modes of play: "normal" mode, which offers the ability to return to the town as a point of saving progress and "hard" mode which denies this ability to the player. Time survived will be tracked via a leader board in hard mode. In normal mode, when a player reached 0 health, they will return to their newest save point. In hard mode, when a player reaches 0 health, their game is concluded and they will start a completely new game. Enemies will get progressively harder as the game advances.

## GAME STORY

In normal mode, the main character, Robin, is collecting resources to survive and help the town. Bringing resources back to the town changes the look of the town, making it grander, but sacrifices the personal availability of these resources. In hard mode, there is no story, only survival.

## GAME CONTROLS & USER INTERFACE

Player character movement can be performed with the keyboard, but a mouse will be required to interaction with game objects and the inventory. The user assignable movement inputs are used for movement and the "Fire1" key is used to initiate combat. A HUD is used to track player health, and enemy health is displayed over their heads when they are damaged. There will be an inventory to manage collected resources and weapons.

## MONETIZATION

World of Reath will consist of a one-time payment with no recurring fees. If successful, future expansions could be made available with appropriate pricing.

## REPLAYABILITY

In normal mode, exploration and building up the town will provide much replayability. In hard mode, competition and leader boards for time survived and number/types of resources collected will drive users to replay the game, striving for personal best and global acclaim.

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## SEQUEL

No sequel is planned, but if the game is successful and demand is high enough, expansions can be provided in the form of new environments, weapons and enemy types.

## INSPIRATIONS & EXAMPLES

Inspirations for visual style and game play elements of World Of Reath include Minecraft, Terraria, Muramasa, Bastion, and the various Pokemon games.

## ASSET LIST

**Music:** Title screen music, ambient environmental music, game over music.

**Sound effects:** Weapon hit, damage taken (player and enemy), walking, item discovery, main menu mouse over sound.

**Art:** Start screen, loss screen, walking/movement animations for player and enemies, weapon swing animations, background environments, item icons, HUD elements, game objects, inventory background.

Here are some in-progress art assets:

The main character Robin:



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Attack animation:



Tent styles:



A water trough:



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A torch:



A sign:



A flower:



Item drops:

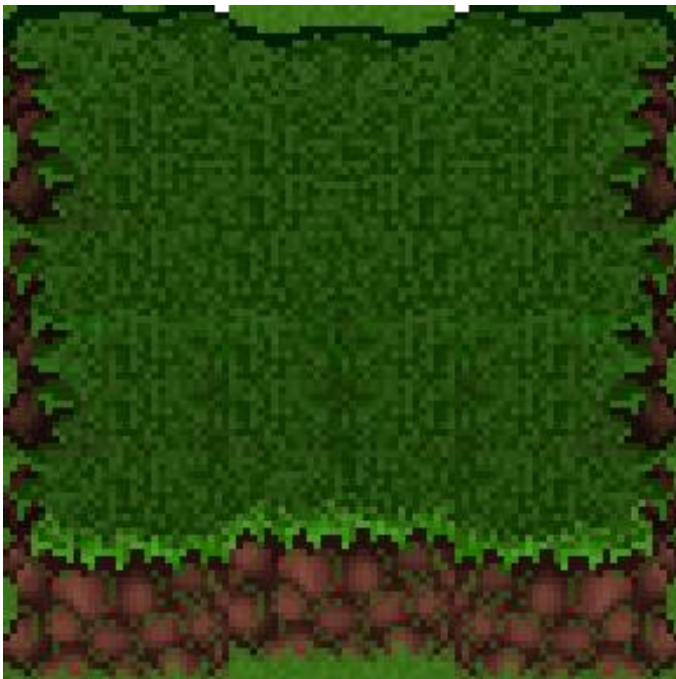


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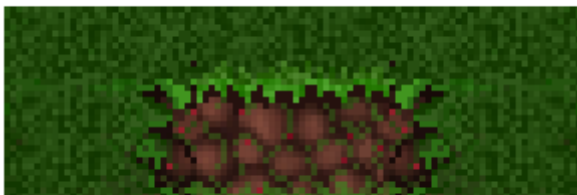
Rocks:



A large hillside



A smaller hill:



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A grass tile:



A leaf covered tile:



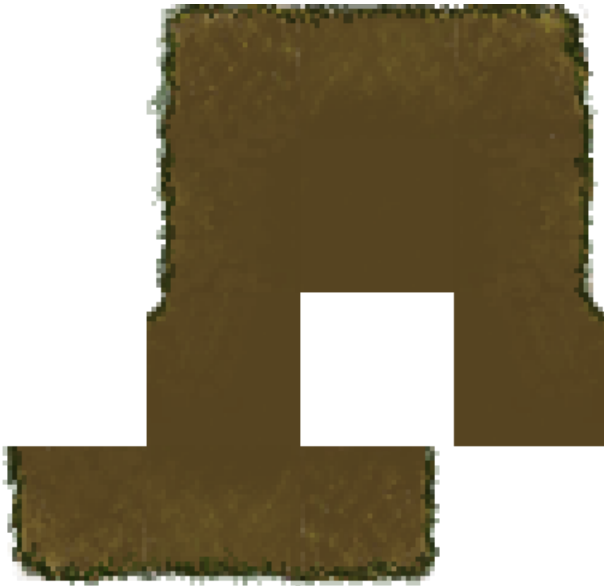
Foliage covered roads:



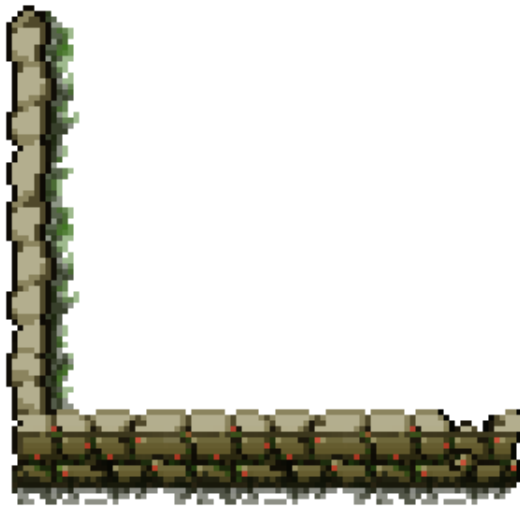
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A dirt plot:



A brick wall:



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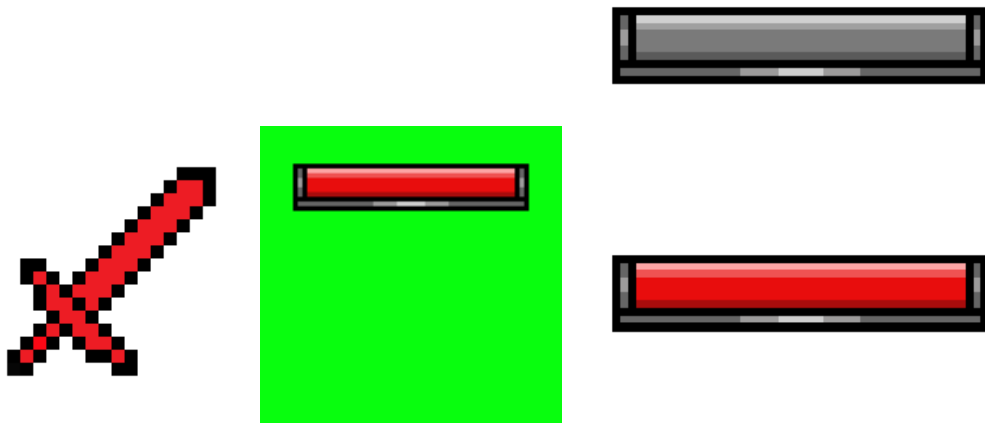
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One proposed layout for the home town:



HUD icons:



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Here is a proposed start menu layout:

# WORLD OF REATH

Start  
How to Play

(work in progress)

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NPCs:



Various proposed enemies:



Menu art for Robin:



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Game over screen:



Various splash screens:



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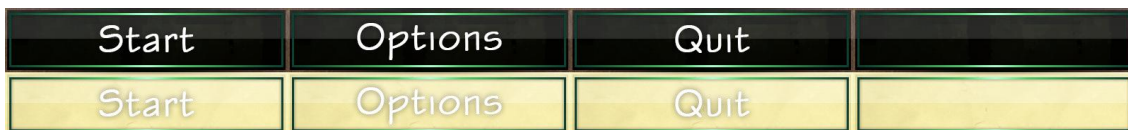


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And lastly, menu buttons:



Each block is 400px by 90px

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