**Game Name/Type**

Japanese anime style story based RPG game

**Target Player**

**Teenagers** and **Young adults**

**Game Objective (Concept)**

Game Story:

1. Learning how to deal with loss and how to cherish the people around you

2. To encourage teenagers and young adults not to give up when they encounter difficulties.

Game Mechanics:

* Timing focused action combat system.
* Narrative driven Role Playing game.
* Crafting elements.

**Game Market**

Game Language: **English** + **Chinese** + **Indonesian** to extend the potential range of players.

To attract players from other countries with the games language options.

**Game Story/Overview**

Young Jervis learns how to deal with the loss of his mentor.

**Game World (Map Overview, Art etc)**

**Game Play (Control, Playability)**

**Player Weapon:**

1. **Sword (Main weapon)**: **left-click mouse** to attack enemy or **right-click mouse** to block attack from enemy

This will work on FPS based

**Sword Block**: Player can block hit from enemy, enemy can also block player’s attack.

**Perfect block** won’t decrease the **stamina bar**, but the **normal block** will.

Depend on **Heavy Attack**/**Light Attack,** it will knock back player/enemy

2 **Rifle Gun**, **Pistol** (Optional)

trajectory can be seen for the player to react.

**Control:**

1 **W,A,S,D** for movement, **Shift** for Crouch, **Tab** for Sprint, **Q** and **E** for peep, **B** for Bag, Roll/Dodge/Jump Button.

**Player Status**

1 **Hit Point Bar** will display the player’s health. Lower or Equal to 0 will lose the game.

2 **Stamina bar** will be required to limit player running all the time

Case 1: if the player is **running**, the **stamina bar** will decrease.

Case 2: Rolling/Dodging/Jumping decreases the **stamina bar**

Case 3: if **stamina bar** is lower or equal to **0**, player will keep panting for a while (1 for basis, if possible, make multiple animation)

Case 4: if the player was attacked by someone and the **stamina bar** is lower or equal to **0** at that moment, the player’s body will lose balance. Same as the enemy.

**Player’s Property**

* HP
* Stamina Bar
* ATK
* DEF
* Move Speed
* Skill + cooldown + Skill Sound
* Weapon
* Equipment
* Bag/Inventory

**Craft Item** (Collectable items on the map will be needed)

The Player is able to craft items by collecting items in the game world.

Some crafting Item examples:

1. Wooden stick + oil = Torch

2. Iron + gunpowder = bullet (pistol/rifle gun’s ammo)

3. Grass + flower = restore HP Item

Some buff items can be crafting in the game

For example:

double defence up

double attack up

increase speed

**Player Skill**

The Player is able to use skills to cause heavy damage to enemies/ heal themselves etc with game FX, for example, flame on the sword. Show game effect when somebody is healing up.

The player is limited to equipping 2 or 3 skills. However, the player is able to switch skills by themselves on the skill board.

**Enemy AI**

Enemy will change its strategy based on player reaction

The way enemies approach the player will change over the course of a combat encounter. For Example, 1 enemy will attack at the beginning, if this enemy is down, 2 enemies will attack next, and so on. Or it can be the reverse, where enemies get more scared and careful and so they only attack you one at a time.

If the commander of the enemy is down, the rest of the enemies will run away.

Based on the player distance to enemy, the enemy will change its attack (from sword fight to gun). Enemy will say something to alert the player before they attack (think of ghost of tsushima archers).

**Game Level**

***Story Script***

**Chapter 1, escape game, run away from goblin**

**What time**: 8:00 pm

**Location**: jungle (on road, dark)

**Player Estimated time**: 5-7 minutes

**Description**:

A small scale of caravan is on the way back to the border of their country. However, they encounter an unknown number of goblins at midnight in the forest. Goblins equipped with torches and the sword. They killed everyone they saw. Our main character Jervis who was a 10-years-old young boy. He was trying to escape from goblins' chasing.

**Note**:

This chapter need to contain some basic game tutorials for game players, for example, character movement control, sprint, crouch, peep etc

**Character**: player (Jervis), soldier, civilian, goblin, wolf

**BGM**:

**Chapter 2**, **Training main character skills in forest**

**What time**: morning, 8:00 am

**Location**: Jungle, Hunter’s house

**Player Estimated time**: 5 minutes (including discover maps and story)

**Description**:

Since Jervis escaped from goblins successfully, he was fallen from the precipice and lost part of his memories. He woke up in a hunter’s house. Since Jervis can’t remember anything about his past, they start living together and the hunter is teaching Jervis survival skills.

**Note**: this chapter contains game tutorials about combat skills, and an example of fighting with monsters.

**Character**: player (Jervis), hunter (Tommy), wolf, few goblins

**BGM**:

**Chapter 3 Actual combat with goblin and beast**

**What time**: Three Years Later, afternoon, 2:00 pm

**Location**: deep in the Jungle

**Player Estimated time**: 10 minutes (including reading story)

**Description**:

Jervis and Tommy live peacefully for a few years. One day, they encounter a small group of goblins. They don't know the danger is coming.

**Note**:

**Character**: player (Jervis), hunter (Tommy), goblins, goblin leader(boss)

**BGM**:

**Chapter 4, Tommy's sacrifice**

**What time**: Three Years Later, dusk, 5:00 pm

**Location**: From Deep in the Jungle(start) to Hunter’s House(end)

**Player Estimated time**: 10 minutes (including reading story)

**Description**:

As the battle progresses, Jervis remembers everything he lost in the past. However, they were in a trap and caught in a hard fight.

**Note**:

**Character**: player (Jervis), hunter (Tommy), goblins, goblin leader(boss), wolf, wolf leader

**BGM**:

**Game cutscene**

**Character (Model, Animation, Background Description, Voice Actor etc)**

**Jervis (Main Character)**

**Tommy (Hunter)**

**Enemy/Boss**

Goblin

Beast

goblin commander

leader of beast

Some special enemies will have debuff skill, this will decrease players stats if player gets hit from enemy.

**Item (image of Model, Effect)**

**UI**

Game UI

1. When a character gets a critical hit, pop up a character image shows the character is painful.

**Sound**

UI Sound

Music

Sound Effect-> sword hit, gunshot, player scream, monster sound

Dialogue

**Specific Specialties, points of interest & research**

* Advanced enemy AI,
* Adaptive soundtrack, Realistic Ambient Sounds
* Eastern anime influenced art style,
* Destructible objects,
* Authentic hand drawn style animation

**User Personas**

**Universal Design Principle**

**Screenshots of Paper Prototype**