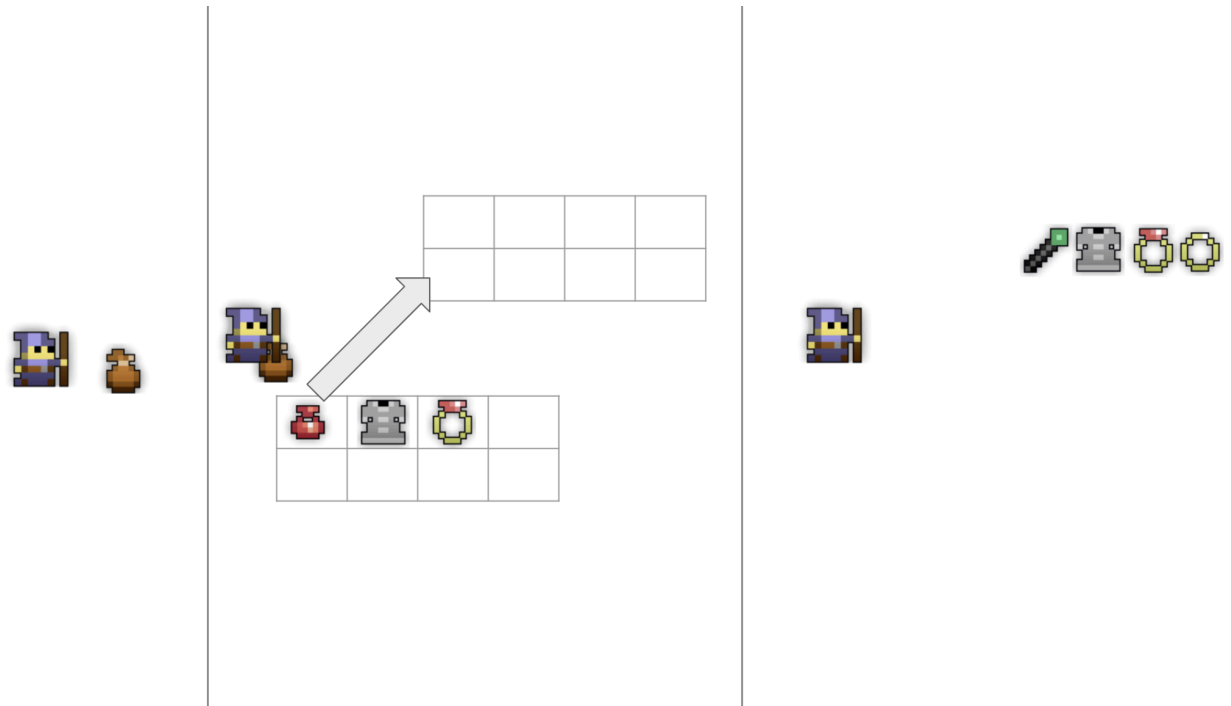


**Concept:** Realm of the Mad God is an MMORPG bullet hell rougelike that has been around for many years, and I'd like to create an experience that harkens back to the more humble origins of the game back when it was just a simple Game Jam project. As with many bullet hell style games it's all about learning patterns and honing your dodging skills, with some mechanics to assist the high difficulty like constant health restoration over time. This will likely be a much simpler iteration but will showcase the core gameplay of strafing around opponents to land your own attacks and ultimately triumph.



This is taken using current Realm assets, my version will likely not have such things as blended tiles or outlines for the sprites but it will preferably have the equipment, hp, level tracker, stats, and inventory. Players will move with WASD and shoot/pickup items with a left mouse click. The minimap may be a bit bold, but I added it in as at least a possibility.



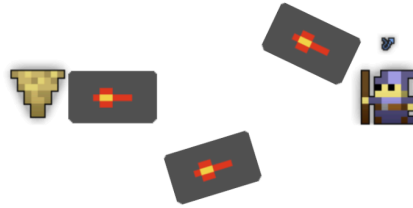
Players take equipment from dropped bags to their inventory.



Upon death there will be a relatively simple screen with the option to restart.

**Mechanic:** The specific mechanic I intend to showcase will be unique star-shaped shots that can inflict forms of status effects on the player that make defeating enemies more difficult.

**Status example #1 (unstable):**



Since all combat involves some form of shooting projectiles, in this example I show the idea of an effect that causes the character to shoot less accurately, like a tornado spinning your aim off the target. There will be a unique indicator above the player for each effect so they will know if they have one and what it is. Since regular shots are more straight in appearance, these star shaped shots will be quite visually distinct from the regular ones, and will likely have some different speed/pattern to further make them stand out and allow for more interesting patterns. If a player is unable to avoid damage, they may want to choose a regular shot to be safe from dealing with a potentially unwanted status effect.

### Status Example #2 (slow):



Another example could be a fight that fires a slowing projectile, and it would then follow close behind firing slow but dense shots to test more precision dodges. Once again the shot is star shaped as opposed to straight and the indicator is distinct from the previous. Sometimes these shots may be slower than others, or if the effect is less dangerous or is part of a specific phase like the above example, it may be faster and quite difficult to avoid, in order to create more interesting battles that require working around the effect during the fight in order to continue fighting and prevail. Some effects may be simply aesthetic in order to be distracting or otherwise relatively amusing if not particularly dangerous. There could even be some effects to throw the player off guard in other ways like a single particularly fast attack that causes them to be unable to move temporarily. The enemy won't kill them in this time as that would be obnoxious and unfair, but it would make the player temporarily startled and create an illusion of the fight being more intense due to the anxiety for such sudden and crippling attacks. Since the goal is to create a challenge patterns such as this can keep battles more engaging despite the relatively small scope. In order to properly showcase the mechanic, every enemy will have at least one of these star-shaped status shots, with stronger enemies having more with more diverse effects. Once again as players are meant to be thinking on their feet to combat opponents, it will be a sort of trial by fire determining what each effect does and what specific attack causes them, although with careful play in most cases one might be able to avoid effects entirely. As with the Knight example though not all might be possible to avoid and are simply a part of the fight that must be worked around through the player's skill. With this mechanic players will have to be more mindful of attack patterns and be less likely to get through combat too easily or otherwise be less mindful since they can still take some hits and survive, but a bad effect at the wrong time could

make that a very difficult task, as there could even be an effect that disables the auto regen players normally have to take away that usual safety net and force them to particularly focus.

**Audience:** The audience for this game would be players who enjoy the idea of high risk vs reward. Mainly for those who want to test their skills with risky encounters, as death means losing everything. It is also very combat focused, so an interest in fighting against enemies with simple controls yet dangerous encounters is a must. Some people also do wish for the older style of Realm, so it could give those people something to reminisce about.

**Visual Design:** The style will be meaning to emulate the old-school Realm style, and the original assets used are part of an asset pack online, so I intend to use the same 8-bit fantasy assets.



This is the pack that will be used. It includes multiple different themes but I intend to focus on the fantasy assets that the original Realm was created with.

**Scope:** This demo will likely include:

- At least 1 class, being the Wizard, and if time allows a closer range Knight class as well.
- A small overworld with 2 or more biomes, beach and forest being the likely choices with the player spawning on the beach and being able to move inward towards the forest with difficulty progressing further in
- a small selection of equipment that drop from enemies found in the overworld
- Unique attack patterns for each enemy including at least one of the aforementioned status shots to show the effect
- One “final boss” with 2 phases