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| **Game Reference** |  |
| Game Taxonomy: | Dauntlet is first and foremost designed around fun gameplay mechanics and the story of the player’s character. As such, it is classified as a fictional game/narrative. Since Crystal Methods collectively came up with the story for Dauntlet, it is a fictional work. However, the narrative story of how the main character returns the discovered gauntlet is not the primary driver of the game; the gameplay is. Therefore, Dauntlet is classified first as a game and secondly as a narrative. |
| Player Immersion: | While playing Dauntlet, the player will experience tactical, narrative, and physical immersion. The tactical nature of the game comes from maneuvering around the rooms and fighting the enemies present. The player will have to choose how to defeat the enemies, between where to go in the room, which move to use, and what enemies to kill and what ones to avoid. All of this provides tactical entertainment and immersion. Also, as the player plays through the game, they will become invested in the story of the game, both in the explicit telling, and in the implicit creation that is each play through. The player will also experience physical immersion during gameplay. One of the mechanics of the game will be knockback from player attacks. This will give a sense of physical presence and power to the player, providing a deeper level of physical immersion to the player. |
| Reference: | * The rough gameplay concept came from the arcade game gauntlet, in which the player will traverse through levels while attacking enemies and finding the exit. * The inspiration for different attacks and knockback came from the 2d Legend of Zelda games, in which the player obtains new methods of attack as the game progresses and many items have a factor of knockback. * Luigi’s Mansion was the inspiration for the multiple rooms/levels in Dauntlet with differing themes throughout, as well as the tone of mild, cutesy spookiness we wish to convey in our game. |

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| **Game Technical** |  |
| Technical From: | This will be a 2D, top-down game with sprite-based graphics. |
| View: | The view of the game will be top-down in a legend of Zelda style in which the camera will be fixated in each room and will transition to the next at the appropriate times. |
| Platform: | This game will be written in C# with Microsoft’s XNA development software suite in Visual Studio 2013. |
| Device: | This game will be designed for play on the PC. |
| **Game Sales** |  |
| Consumer Group: | This game will be geared towards people who enjoy indie games with a shorter but still fun experience. |
| Payment: | The payment for the game will depend on which platform it is released on (Steam, Origin, Independently, etc). Payment will most likely be via paypal or credit card. |
| Estimated Price: | The price of this game will be around $1-3. |
| Device Support List | This game will be supported on all machines that can run games written with XNA. If the computer supports DX10 and Shader model 2.0, it will support Dauntlet. |