

Title: Blocks Adventure

Gameplay Description: Blocks Adventure is a single-player local adventure game. The play experience happens in a low-poly world built by blocks. Players are free to explore the whole world, build their house, hunt monsters or participate varied events in different specific areas. They will gain experience points from most activities and upgrade their weapons and skills by collecting materials.

Goal: The game has a short narrative, so there will be a high level boss in the end. Player can choose to speed run the narrative by only killing the most valuable monsters and only collecting indispensable materials, or they can choose to take their time fishing and building something.

Core gameplay: exploring, finish the narrative, and events.

*Events: events are specific areas with different kinds of little games, once they enter, they'll have to pass it to get rewards or fail to die.

NOTE: Players can respawn at the start point.

Point of view: Blocks Adventure is presented as a normal MMORPG game's third-person perspective.

Skill, strategy, chance, uncertainty: Through gameplay, users will learn certain magic spells, such as fire balls, lifting...to help their adventure, and they can also use melee weapon to deal some critical damage.

The whole gameplay is a weak-strategy game. Players won't deal with some major decisions that change the direction of the story, their only consideration is how not to be killed in battle or in events.

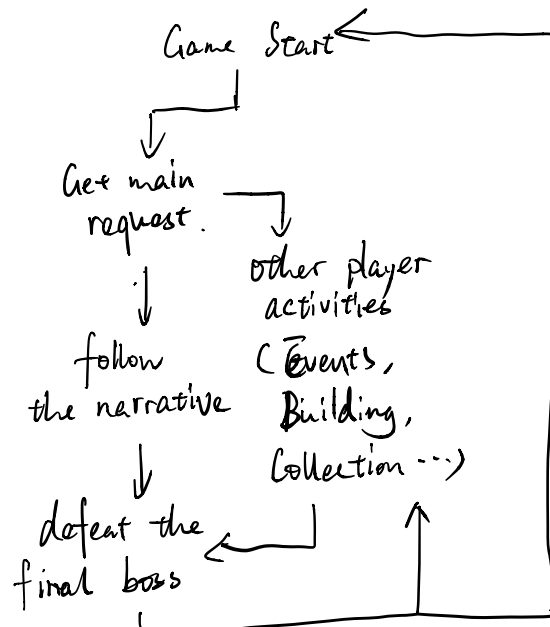
NOTE: All actions and responses in the game are made in real time.

Basic elements: Players, environment(including monsters and natural resources), blocks.

Controls: Players use WASD to control their moving and use mouse to target and use number keys to spell magics or attack.

Art direction: Low-poly models, everything is made with blocks.

Game flow:



Schematics:

Main interface:

