



# ASCENDANT

アセンダント

ASHWIN RAVIKUMAR – FALCONS BATCH



“The truest form of stealth is a mindset. It's about being patient, meticulous, and calculating. It's not just about hiding in the shadows, but also understanding your environment and using it to your advantage.

—HIDEO KOJIMA





# HIGH CONCEPT

PERSPECTIVE: Third Person

GENRE: Action-Adventure

PLATFORM: PC

The story brief is about a Ex-Esports Player who wants to try out a game, that is widely being played by the public, called ASCENDANT. However, his life would never be the same.





# CORE MECHANICS

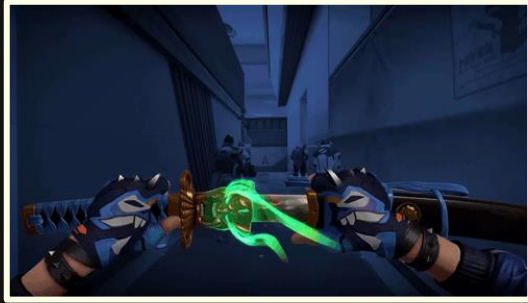
## PARKOUR

Advanced Parkour Mechanics to help movement around the level

Implementation of a grappling hook mechanic to reach places that are impossible to reach

Additional Abilities may help the player with mobility





# CORE MECHANICS

## COMBAT + ABILITIES

The main objective here is to kill the enemies without being seen by them.

The player has to lock on to the enemies and use his trustworthy Katana to kill the enemies.

The player also has to strategize the use of his 6 available abilities in order to complete the level, as he can only use two in a level.

The abilities are designed in such a way to aid the player's stealth gameplay

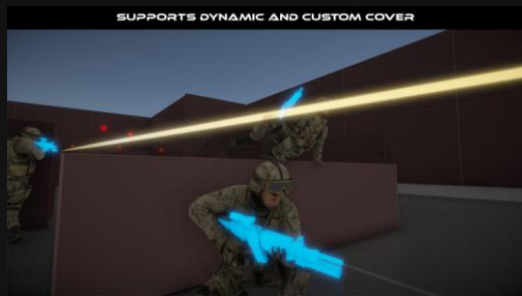


# CORE MECHANICS

## ENEMY AI

The complexity of the levels increases as we clear them, mainly reflecting in the enemies, being faster and stronger and more tougher to kill.

Some may have powerful shields that need to be broken down using abilities, where as some will require more versatile mobility to dodge incoming attacks.

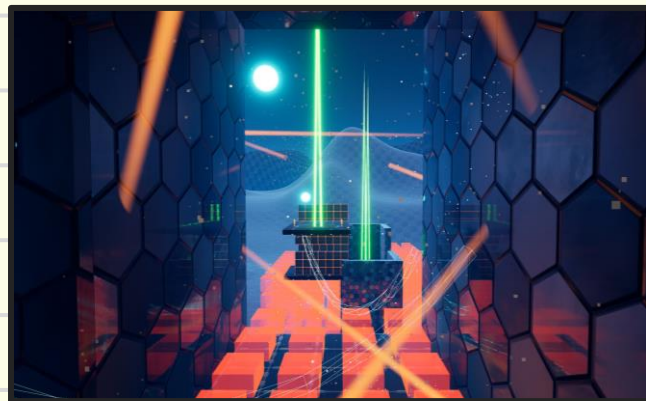


# MAIN SCREEN MOCKUP



# GAME ART STYLE

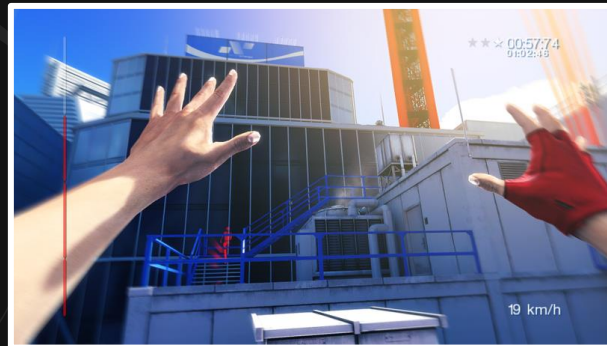
The game art is overly simplistic, with just parkour platforms arranged procedurally. It will reflect a little bit of Sci-Fi/Cyberpunk theme while also reflecting a bit of Japanese Architecture







# MOODBOARD





# REVENUE



ITCH.IO

The game demo will be posted on an itch.io page, for  
free whereas the actual game will be <\$8.99>





# THANKS!

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