

DESIGN BRIEF GAME OVERVIEW

CONCEPT *An adventure and story based RPG game set in a fantasy world that combines high fantasy with futuristic artefacts.*

GENRE *3rd Person, fantasy, adventure RPG*

KEY FEATURES

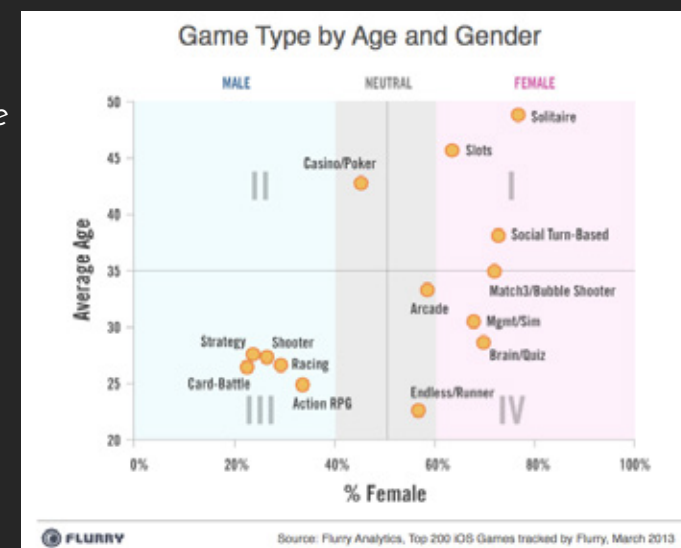
- Turn based battle system, nostalgic RPG style with an 'otherworld' feel. The design for this game will combine high fantasy and high tech futuristic 'artefacts'.
- 2 dimensional point and click
- Decisions decide ending (Between 3 different endings) for variable outcome. This will have the player more attached to the outcome. (As they have earned the ending)

ART STYLE *Phoenix Feng, Anime, Wenqing Yan, Zeronis, Sakimichan, Michal Ivan.*

PLATFORM *PSP, DS, PC, Smartphone.*

AUDIENCE *Males and Females 15 to 30 who have the platform and are accustomed to RPG games, and want some variation.*

COMPETITION *The Awakening RPG, Arcuz, Zenonia, Crusaders Quest, Tales of Vesperia, Final Fantasy*



(Apptopia 2013)

DESIGN BRIEF GAME WORLD

BACK STORY

Kigan, the main character, had once been an active fighter against Revenants, , however in the present game time, he has retired from the scene due to his arm being 'injured' in battle & permanently cannot be used. He works in a guild as a mercenary for hire, though he can only use one hand to fight instead of the dual wielding swordsman he was known for. The initiating situation in the game happens when the 'injury' on his arm begins throbbing and growing through his veins (much like the roots of a tree) it eventually begins from a small part to cover his entire arm, to a point where he tries to cover it up but can't anymore. The reaction happens because a Demon arrives in close proximity to his town. His curse becomes stronger due to more hostile presences and pulses & glows according to proximity of any variation of Demons. Years ago, the amount of revenants has risen to unbelievable amounts that a specialized army had to be created to fight them. Kigan and a few others were facing one of the high warlocks who was using necromancy to summon a demon god. However, he was cursed upon landing the finishing blow. He passes the curse off as an injury so as not to draw attention from those who would mistake him for a class A demon.

Revenants are sould of the dead who are restless and stay in this world to being humans down with them.

Demons have classes, in which higher class demons are more intelligent and resemble humans more & are more powerful.

CHARACTERS

Kigan Tritus

Class: Fighter/Warrior. Specialist in Dual Wielding.

The main character. Confident in his skills and plays smart. Quick thinker and experienced fighter. Is human in appearance, though has questionable background.

Quentis Icarus

Class: Tank/Fighter. Specialist in sword and shield & lance. Is able to change this during battle.

Silent type, leader She has fought during the Revenant war alongside Kigan & has since started a guild & recruited him.

Sparrow

Class: Ranger/Thief

The joker, light hearted, not too brave, likes to stay in the sidelines. He was caught stealing however was saved by a stranger (Kigan) and has since stuck with him. His character development will have him play important tasks towards the end of the game that test his bravery that he eventually gains.

Vivelle

Class: Mage. Specializes in destructive magic, however able to do minor healing.

Flirty, intelligent. Part of the mercenary guild to test her skills in battle and to accomplish a goal. She is also used as a vehicle to explain the magic & technology of the world. Has an inherrent dislike for high tech artefacts.

MISSIONS AND STORY PROGRESSION

Kigan finds out that his curse is throbbing like mad and starts growing out of control where he can barely keep it concealed. After defeating the demon outside the village (Also acts as a battle system tutorial) He returns and his guild has gotten a commission in the next area, where he travels & goes to explore & tries to figure out a cure. In his travels he slowly uncovers that his curse is one of 7 unique curses (The others being in the chest, eye, thigh etc) that an organization is working to gether all the parts to reconstruct and summon the demon lord. That the warwock was simply testing the strongest warrior to hold the curse. Kigan & party have to travel & look for the other 6 cursed people before the organization gets to them first. They battle demons, revenants & occasionally a member of the underground group. They can take along optional side quests to gain gold & upgrade weapons & armour on the way. Every stage, Kigan's curse gets stronger & allows him to us new demonic skills & magic. Linear story until the end with some sections of open world.

There are three different endings, each of which is determined by player choices in the game. The main points in the choices are:

Choosing to *use Kigan's Demon powers*, selecting destructive decisions (such as killing NPCs etc). This provides an easier passage through the games, but doesn't end up with a good ending.

Main ending Choosing to *avoid using Kigan's Demon powers*, though is some situations it is unavoidable, but to select options such as being diplomatic, instead of intimidation techniques using his dark power.

Completing a special side mission. This will run alongside the story and will be important enough to affect the ending.

The main story will be using Freytag's Triangle. The initial situation being the curse growing and Kigan wanting to find way to suppress it, to the escalation where by while trying to avoid the curse hunters, he has to find the source of the curse and destroy it. The climax happens when the curse hunters trick them and gather the 7 curse holders and summon the demon god, in which Kigan has to fight in the final boss battle. The deceleration is when he does finish the final boss and saves the realm, leading to the denouement where to save the realm he has to sacrifice himself and become the next demon king.

DESIGN BRIEF PRODUCTION

ASSET

I would like to create a concept art for the main character, Kigan Tritus. This will include research and ideation sketches as well as full body orthographics and a finished 2D artwork. His design will develop through the game, and I would like to design a demon form if possible. If possible I would also like to create designs for additional characters as well.

SKILLS REQUIRED

Creativity, artistic skills, design skills, research skills.

RESOURCES REQUIRED

Adobe photoshop, Paint Tool Sai, Drawing Tablet, paper, pencil.



Kigan's Curse (Original source)

MOODBOARDS



(NPC Home 2011)



(Home 2011)



(Old Work 2011)



(Evemace 2012)



(Childhood 2010)



(Immortal Canyon 2010)



(Zenonia 2011)



(Void Sector. 2013)



(Numenera Torment Planes. 2013.)



(Character Study Tahra Accessed 2015)



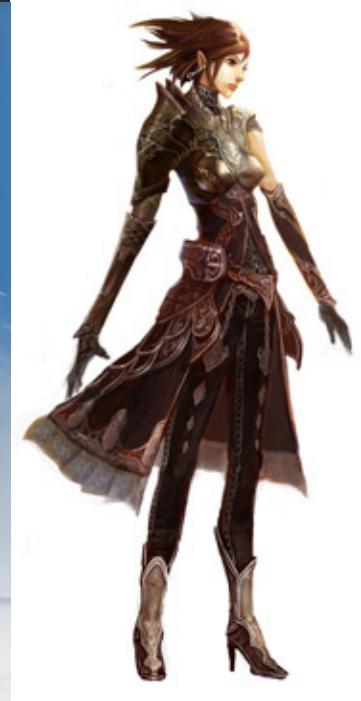
(Beast Armor 2010)



(Kekai Kotaki 2012)



(Numenera 2014)



(Rappelz 2008)



(Final Fantasy XIV 2012)



(Vignette 2012)

*Time Line***Week 3**21st August

Planning game concept

Week 428th August

Planning game concept

Week 54th September*Tuition free week*

Moving house - Brainstorming, ideation for game concept

Week 611th September

Begin developing game concept, Ideation.

Week 718th September

Develop game concept, start producing game asset,

Week 825th September**-overseas-****Week 9**2st October**Tuition free week****-overseas-****Week 10**9th OctoberProduce game asset, **solid character design due end of week****Week 11**16th OctoberProduction of game asset, **orthographics due end of week****Week 12**23th October

Production of game asset,

Week 1330th OctoberProduction of game asset, , **promotional poster due end of week****Week 14**6th November**Assignment 3: Game Asset DUE**

REFLECTION

I want to improve on the quality of my design, the character ideations / design process. If I have more time I'd like to create more charcaters or produce a functioning game cutscene or provide screenshots of what the game feels like. I will be focusing on clothing design & character development. I will be considering the use of line, colour, contrast (Important for a human/demon character), value and shape for concept design. For the final artwork I will be using perspective, proximity, line, colour, value, shape, balance, scale, emphasis and texture. I will also be reffering to Game Aesthetics for my project.

REFERENCES

- Apptopia. 2013. Game Demographics that Every Developer should know.
<http://blog.apptopia.com/game-demographics-that-every-developer-should-know/>
- Beast Armor. 2010. Massive Multiplayer Online.
http://img4.mmo.mmo4arab.com/news/2010/10/26/beastarmor_arrior/sghost_armor_warrior1.jpg
- Character Study Tahra. Accessed 2015. Post Image.
http://s26.postimg.org/lbwlzggax/character_study03_by_tahra_d4wvecf.jpg
- Childhood. 2010. Phoenix Feng. Deviant Art.
<http://phoenix-feng.deviantart.com/art/Childhood-180698643?q=gallery%3Aphoenix-feng%2F20133602&qo=16>
- Evemace. 2012. Zero Chan.
<http://www.zerochan.net/992581>
- Final Fantasy XIV. 2012. Concept Art
<http://www.ffimages.com/ffxiv/images/artwork/ffxiv-concept-art32.jpg>
- Home. 2011. Phoenix Feng. Deviant Art.
<http://phoenix-feng.deviantart.com/art/Home-245936008?q=gallery%3Aphoenix-feng%2F20133602&qo=10>
- Immortal Canyon. 2010. Phoenix Feng. Deviant Art.
<http://phoenix-feng.deviantart.com/art/Immortal-canyon-167164703>
- Kekai Kotaki. 2012. Concept Art for Guardian Guild Wars 2. Tumblr.
http://40.media.tumblr.com/tumblr_m3vw0l0cvy1rtdsh3o1_1280.jpg
- NPC home. 2011. Phoenix Feng. Deviant Art.
<http://phoenix-feng.deviantart.com/art/Npc-home-246786746?q=gallery%3Aphoenix-feng%2F20133602&qo=5>
- Numenera. 2014. Characters
<http://www.numenera.com/wp-content/uploads/2014/09/Slideshow-Characters.jpg>
- Numenera Torment Planes. 2013.
<http://i1-news.softpedia-static.com/images/news2/Torment-Planes-of-Numenera-Offers-Details-on-Companions-Backer-Only-Store-2.jpg>
- Old Work. 2011. Phoenix Feng. Deviant Art.
<http://phoenix-feng.deviantart.com/art/Old-work-03-163972776?q=gallery%3Aphoenix-feng%2F20133602&qo=25>
- Rappelz. 2008. G Potato.
http://uimg2.gpotato.com/forum/RAPPELZ_EN/magician.jpg
- Vignette. 2012. Final Fantasy 14.
http://vignette4.wikia.nocookie.net/finalfantasy/images/c/c5/FFXIV_Bard_Relic_Concept_Art.jpg/revision/latest?cb=20130901025952
- Void Sector. 2013.
http://pre12.deviantart.net/7ff7/th/pre/f/2013/251/2/9/void_sector_by_kuldarleement-d6lhcdc.jpg
- Zenonia. 2011. Siliconera. Wordpress.
http://www.siliconera.com/wordpress/wp-content/uploads/2011/04/zenonia_01_thumb.jpg