**The Slayer**

The Slayer Bible

Intended game system: Ps4, Xbox One X

Target age of players: 13 and up

Intended ESRB Rating: Teen+

Game Summary:

It’s been 15 years since the Buffy awakened all the slayers on earth. Demons, vampires, monsters and everything in between still wreak havoc upon the earth. The job of being a slayer is to make sure evil doesn’t win. You have a choice of playing as a customizable slayer, witch, or watcher in defending our world against threats. Or you can venture to the dark side and become a vampire, werewolf, or choose from different types of demons. You learn techniques and improve your skills. Build your own personal weapons, everything from wooden stakes and crosses to crossbows and swords as you venture out fighting evil or taking on the good guys. Find items to make weapons, search for books and relics to help you along your journey. Meet fellow slayers, witches and watchers and band together to fight evil or make your own brood and stop the good guys from winning. Find places where evil lurks and fight your way through gaining levels and experience. You start with basic moves like walking, jumping, crouching, kicking and punching, but as you gain levels you can choose different fighting styles and techniques or you can become proficient in certain weapons or magic’s. You have control of your destiny, good or evil, either way a lot of butts are going to get kicked. You decide!!!

Distinct Modes of Gameplay:

Story mode teaches you the fundamentals of the game while you level up and become the best slayer or demon you can be. It gradually helps you become accustomed to learning on how to use your moves, learn new techniques and gives a good level of storytelling for the character you choose. When story mode is completed it’s not the end of the game, you will have a more defined character to take on online mode and show the world how much you have learned. Or if you just feel like strapping on the slayer mantle and going straight to online mode battling hordes of monsters , Enemy players and teaming up with a few friends for a well-rounded adventure. Are you an Evil character that sick of getting your butt kicked by the good guys or are you a good character that’s bored of always killing demons over and over again well don’t worry you can choose to change your alignment. You will have to go through some grueling tests to prove that you’re no longer the evil incarnate or goodie-two shoes you once were. However you only get one chance to change it so decide wisely and maybe you can finally fall in love with that hot vampire you’ve been seeing around that you just can never seem to kill. Need some training or just need a bit of time away from killing baddies then why not train or test your skills in the Slayer Trials. Go one on one against other slayers, witches, or watchers and prove your skills. Sick of running away from the righteous ones then why don’t you sit back relax and watch the Blood dome, where demon, vampires and monsters fight against one another to see who really the demon king is.

Unique Selling Points:

* Optional Good or Evil Alignment. Multiple choices on alignment.
* Hasn’t been a good slayer game in over a decade
* First time MMO for the slayer series
* New story, different take, and not focused on Buffy
* Options, options, options
* New style to the mmorpg/action/ adventure

Competitive products: Elder Scrolls Online, Neverwinter, Tera

Notes for 10 pg. GDD:

Look up related mmorpg games/ content

Add controller layout

Add shell menus/ flow chart/ HUD

Expand of games modes/ mechanics/ inventory and equipment (clothes, weapons etc.)

Game Play elements (things the player can interact with) Leveling system??

Game flow (actions player preforms)

Use the lore from Buffy/ characters (Bios of the actual characters)

Maps/ environments players traverse (travel system)

Enemies

Competition (similar games on the market)

Marketing/ Advertising

Notes for Pitch: (use power point)

Game Summary/ background (Characters)

Intended platforms and target audience/ rating

Game play/ mechanics/ elements (basic description)

Expand on unique mechanics/ elements to your game

Competition

Marketing/ Advertising

Licensing

Engine/ programming language