Brief from the Publisher - Ninja Nyan Play Lab

At *Ninja Nyan Play Lab*, we fund and publish accessible historical-fantasy games for mobile devices and social networking platforms.

We typically target mature audiences interested in simple, and retro-themed games, but will consider other demographics where a compelling argument is made and the proposal's thematic is compatiable with our existing catalogue of game titles.

In this round of funding, we are particular interested in a top-down 2D game that leverages techniques in procedural content generation to present a sprawling virtual world.

As a commercial publisher and are able to provide seed funding of up to £250,000 to develop well-scoped and innovate games beyond the prototyping stage; however, we expect a return on our investment above stock-market rates ($\approx 110\%$ growth) within 18 months. You must clearly present the unique selling points of and a clear value proposition to be considered for funding.

Constraint #1 - Genre

2D top-down 'dungeon' crawler.

Constraint #2 - Audience

Social network users, ages 27 to 37.

Constraint #3 - Theme

Historical fantasy.

Constraint #4 - Platform

Mobile and PC.

Please note, we don't need to see a mobile prototype version, we have an in-house porting team. Please develop your prototype demonstration in Python for PC. Use a window dimension of 750x1334 (landscape) or 1334x750 (portrait) in line with Apple's standard for iPhone.

Constraint #5 - Accessible

The game should be accessible to those with impaired colour vision as a minimum. The control system should be simple enough for casual use in environmental contexts that can impair motor skills, such as cars, planes, and ships.

Constraint #6 - Scoping the Feature Set

A minimalist but compelling set of features is desired. For the purposes of this prototype demo, the core mechanic(s) (typically, a single character exploring a dungeon and interacting with non-player entities), all features (as critical for the design), and instructions (on how to play) should be captured within a 15-minute play session.