**Quest: To Be Defined Concept Paper**

The Concept Paper layout for this document is just below:

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| **Contents** | **Purpose** |
| **1. Concept Paper** | Genre; target audience; description; most compelling features; market information; cost and time to develop. | It defines the concept, scope, worthiness and feasibility; sells the idea to your client, publisher, employer, and venture capitalist. |

**Genre**

Third-Person Shooter with a UE4 base art style, for the time being, near future setting, 23rd century or so, as well as a small plotline too.

**Target Audience**

For people (most likely male), who are 16 years or older (or have a similar maturity level to people that age), understands Third-Person shooters to a basic degree and is keen to know the values of weapon damage, the armour they have (Implement an armour system which makes you take more or less armour damage depending on the weapon used against you and the armour you are wearing, some weapons could damage health directly through armour), etc.

**Description of the Game**

A Third-Person shooter, in which the player has stats for their health and armour (when they get armour that is), can get items such as weapons and armour pieces with stats, multiple ways of flowing through levels, many options (graphics options, such as an FOV slider, as well as gameplay options such as: How you would like the stats of your items displayed, the UI art style, rebind able keys, stance toggles (whether to press and hold, or just to press a key to crouch, lean, go prone, some odd stances too such as just poking your head around a corner instead of leaning, as well as others), game entity behaviour modifiability (such as AI difficulty, with giving or taking abilities away from the AI, friendly NPCs behaviour, as well as automated equipment such as robots of various types), as well as easy ways of posting to or uploading to social media.

**Most Compelling Features**

The items that the player can find have stats, the synergies between these items, as well as the enemies the player will face being dynamic in various ways, such as how they try and defeat the player and so, the player must use various tactics to dispatch them (**CHANGE/ADD MORE HERE LATER)**.

**Market Information**

The game will be released to one, if not, more than one digital distribution platform (such as Steam, Origin and UPlay, **CHANGE/ADD MORE HERE LATER TOO**). It will be about £2.99 if it warrants such a payment (well realised and implemented), otherwise it will be free.

**Cost and Time To Develop**

At the moment, the only cost that could be thought of, would be the subscription fee to UE4, plus royalties at the end (5%), to epic if it sells more than a certain amount (about $3K or so, check licence) , other than that, not much else. It will take at least one year to develop in full (**CHANGE/ADD MORE HERE LATER AS WELL).**