UNLIKELY HERO

Game Treatment Document
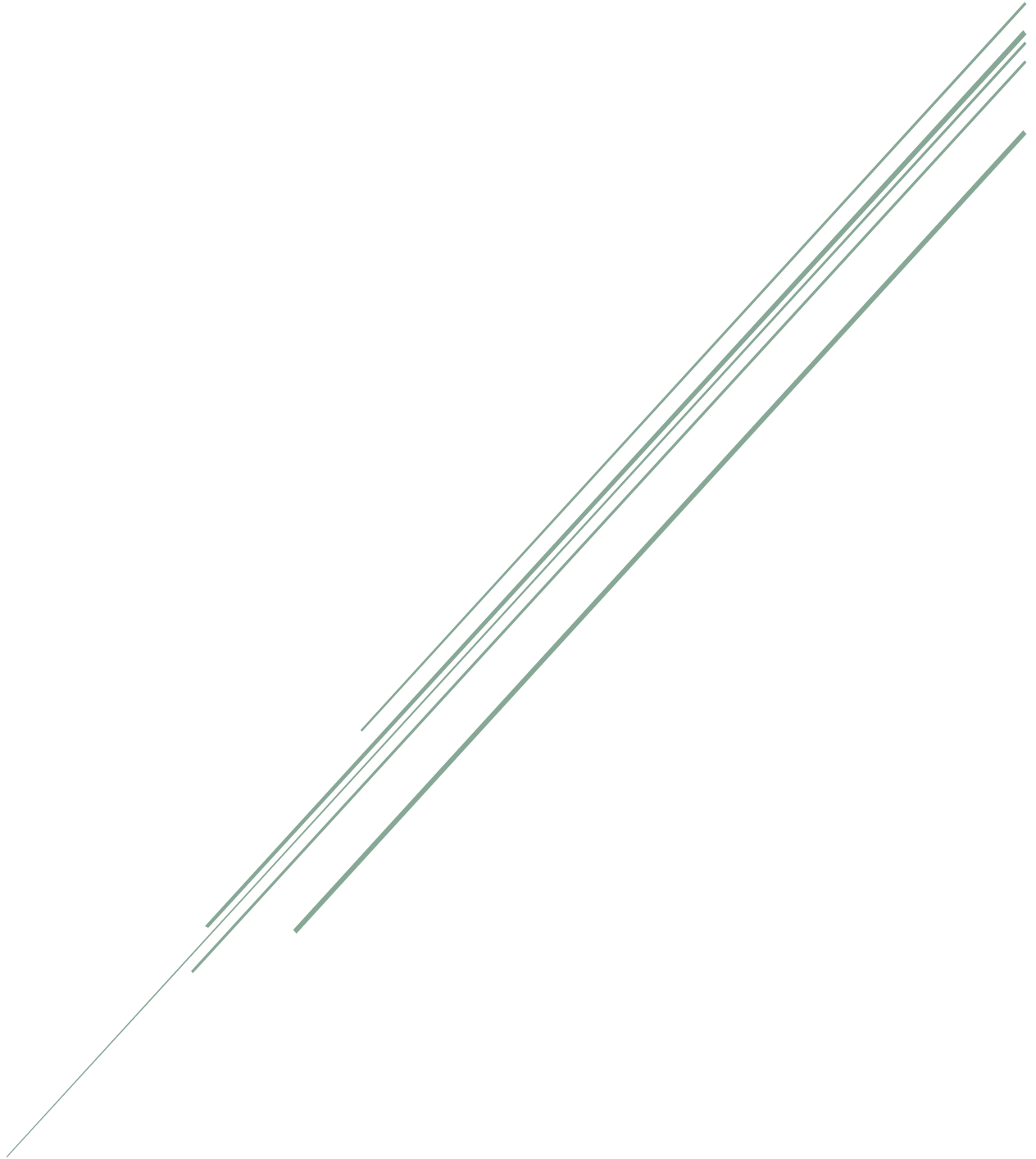
1 CONTENTS

2   TARGET AUDIENCE

The main target audience for Unlikely Hero are fans of older, or more retro-style platformers. Examples of those platformers would be:

- Hollow Knight
- Shovel Knight
- And Castlevania: Symphony of the Night

The age demographic for the audience would be between the ages of 12-21, with that wider range accommodating players that both want to play the game simply for the cuter design of the characters and enemies, as well having the older teenagers and young adults being appealed to with a more retro experience that they themselves might not have experienced at its prime, thus drawing them to the game with a natural curiosity for a genre that isn't as prevalent for their generation.

3   CONCEPT

The concept for the game is a that the player assumes the role of a Knight who happens to be a Goblin, attempting to make a name for themselves through questing! The world is set in a high fantasy, with the game's overall appeal coming from its inspiration from other unique platformers that mix a cute and cool aesthetic together, like the games listed above.

4   OBJECTIVES

The main objective of the game will be to reach the end of the level and defeat the final boss of the game. On a smaller scale however, the secondary objectives within each level will be to avoid or kill enemies, to progress from room to room, collecting little Jelly Drops from the enemies you encounter.

5   GAMEPLAY FEATURES

The main gameplay features that the game has is its platforming, the sword, and the crossbow.

5.1   MOVEMENT
The movement in this platformer will be the main method of getting around the level. This is standard across almost every platformer, with a large jump and set movement speed.

5.2   SWORD
The primary attacking method of the game is the large sword the goblin knight carries, weaker than the crossbow, but with a much quicker cooldown for more consistent use.

5.3   CROSSBOW
The crossbow is the tool used for long range combat within the game. It has a longer cooldown than the sword, but packs more of a punch. The crossbow has limited uses, with pick-ups for ammunition the player can find throughout the rooms.

6   LOOK AND FEEL

The main look of the game is a 64x64 pixel art style, with emphasis on a cutesy main character and enemies. This however is going to be contrasted with the cooler high-fantasy elements of the environment and some fewer common enemies throughout the levels. The style is very reminiscent of INMOST, meets Shovel Knight, with a dangerous atmosphere, perfect for that of an adventure with our Unlikely Hero!

The main feel of the game however is far simpler, with it being like a lot of recent 2D platformers in recent years, with big jumps, interesting platforming sections, and satisfying combat that offers interesting approaches to situational circumstances.

7   KEY SELLING POINTS

- The pixel art of the environment, Enemies, and Player.
- The cute voiceover work from all 3 group members.
- The fun, and engaging environment and world the game is set in.
- The lore, and worldbuilding within the levels themselves through art, dialogue, and text.
- The short run-time of the game, making it easy to invest yourself for a period of time, without it overstaying its welcome, or demanding your attention like common place open-world AAA experiences.