**New Game Proposals**

Fauzan’s Idea

**Project Title**: *Mario and Luigi: Twisted Paradox*

**Prepared by**: Muhammad Fauzan bin Zaidi

**Date**: December 30, 2024

**Executive Summary**

This proposal outlines the concept for an innovative RPG crossover game, *Mario and Luigi: Twisted Paradox*, combining the rich worlds and characters of the *Mario and Luigi* franchise with *Sonic the Hedgehog*. The game will feature a unique blend of turn-based and action-oriented gameplay, where Mario, Luigi, Sonic and Tails will team up to overcome a familiar foe. By uniting the strengths of the Mario and Sonic franchises, this project aims to appeal to both Mario and Sonic fans by giving them the crossover entry many have been wanting for years in a heartfelt JRPG.

**1. Introduction**

The *Super Mario* and *Sonic the Hedgehog* franchises have enjoyed decades of success, with both series having established iconic characters, gameplay mechanics, and lore. While these two beloved franchises have crossed paths in various forms of media, including racing and Olympic games, this proposal explores a deeper crossover in the form of a role-playing game (RPG). This game will provide fans with a fresh narrative, new gameplay mechanics, and an unforgettable experience by merging the two universes in a new genre, taking advantage of the strengths of both.

**2. Game Concept**

**Title**: *Mario and Luigi: Twisted Paradox*

**Platform**: Nintendo Switch

**Genre**: RPG (Turn-based/Action Hybrid)

**Target Audience**: Ages 10-40, RPG enthusiasts, Mario & Sonic fans, casual gamers

**Mode**: Single-player

**3. Story and Setting**

The game takes place in a newly discovered world where both the Mushroom Kingdom and Sonic's world collide due to a mysterious force. A villain from the IDW Sonic the Hedgehog comic becomes the villain for this entry, Dr. Starline. By researching the effects of the Warp Topaz and the Chaos Emeralds he had found, he aims to not only conquer his world, but shaping other worlds into his vision too with the help of a familiar foe. Sonic and Tails know of this and plan to put a stop to it. Unfortunately, they arrive too late to the scene and Dr. Starline successfully manages to cause and inter-dimensional rift to happen. This causes other rifts to appear in other worlds including Mario’s world. Mario, Luigi, Sonic, Tails and other familiar characters are displaced in an unknown location. They must team up and and put an end to Dr. Starline’s plans encountering endearing and charming characters along the way.

**Key Plot Elements**:

* **Dr. Starline**: A scientist who was initially a fanatic for Dr. Eggman but has since gone his own ways due to a fall out that happened between them. Using the power of the Warp Topaz and Chaos Emeralds, he can create powered up mechanical foes for our heroes to overcome.
* **Team Up**: Mario and Sonic, along with their friends, must learn to work together, combining the Bros. signature Bros. Moves and Bros. Attacks with Sonic and Tails’ gadgets, jumps and special QuadTeam Attacks utilizing all four characters.
* **Dimensional Rifts**: Different areas of the game will represent both Mario’s Mushroom Kingdom and Sonic’s World, with new worlds created by the merging of the two universes. Players will travel between them to solve puzzles and face unique challenges.
* **Heartfelt Narrative**: The cast of Mario and Sonic will be able to have the chance to interact with one another. Leading to humours and heartfelt moments that are sure to please fans of both series.

**4. Gameplay Mechanics**

The game will blend traditional turn-based RPG mechanics with action-oriented gameplay, capitalizing on the strengths of both franchises.

* **Turn-Based Combat**: Players will control teams of Mario, Luigi, Sonic, Tails, and others in a turn-based combat system that allows strategic decision-making. Each character will have unique abilities tied to their skills (e.g., Mario's Fireball, Sonic’s Spin Dash, Luigi’s Vacuum).
* **Action Sequences**: Between battles, certain areas will feature action-platforming sequences, including Sonic's high-speed runs, Mario’s jumping puzzles, and Luigi’s ability to interact with environmental objects.
* **Team Synergy**: Throughout the game, players will unlock “Quad Moves” where characters from both worlds can combine their powers for devastating combo attacks. For example, Sonic could spin off Mario’s Cape ability to deal massive damage.

**5. Characters and Abilities**

* **Mario**: Since the Mario and Luigi series has no defined trait for each character, Mario has as much effectiveness as other characters do. His range of Bros. Attacks are more damaging but most only target a specific enemy at a time, he is most valuable during boss battles.
* **Luigi**: Luigi is more involved during battles especially with the return of the Luigi Logic mechanic from Mario and Luigi: Brothership. Allowing for more innovative boss battles and set pieces. His range of Bros. Attacks target multiple enemies but he has to rely on LUCKY! Hits to deal the most effective damage.
* **Sonic**: New to the Mario and Luigi series, Sonic makes his debut. He teams up with Tails to use Gadgets that Tails built to aid them in battle. He has the highest speed status of the four characters and usually gets to attack first in battles. His damage is the lowest of the four characters so he has to use Gadgets a lot.
* **Tails**: Tech genius who can craft gadgets, fly, and deal aerial damage.
* **Bowser**: A constant thorn in your side throughout the narrative. He has issues with Dr. Eggman whom he reluctantly teams up with. Players are able to make use of his moves from Mario and Luigi: Bowser’s Inside Story through various intermissions throughout the narrative
* **Dr. Eggman**: Teams up with Bowser for an unknown motive, he will be the player’s partner in Bowser’s battles.

**6. Art and Visual Style**

The visual style will follow the style of the Mario and Luigi series. Adapting Sonic characters into its iconic anime-esque art style. Blending 3D cel-shading with a gorgeous world.

**7. Music and Sound Design**

The music will be composed by Yoko Shimomura with help from Hideki Sakamoto. The soundtrack will comprise of whimsical, head bopping tunes with recurrent leitmotifs for characters.

**8. Market Analysis**

Both *Super Mario* and *Sonic the Hedgehog* have massive fanbases that span generations. A cross-over RPG that combines the strategic depth of Mario’s universe with the speed and action of Sonic’s world offers a unique opportunity to capitalize on both franchises' legacies. Additionally, the RPG genre is seeing a resurgence, with games like *Super Mario RPG* and *Sonic Chronicles* inspiring nostalgia, while also attracting new players looking for a deep and engaging story.

**9. Development Timeline and Budget**

**Development Timeline**:

* Pre-production (Concept Art, Story, Prototyping): 6 months
* Full Production (Design, Development, Testing): 18 months
* Beta Testing and Launch Preparation: 6 months
* Release Date: 24 months from project initiation

**Estimated Budget**:

* Development: $30 million
* Marketing & Distribution: $10 million
* Total Estimated Cost: $40 million

**10. Conclusion**

*Mario and Luigi: Twisted Paradox* is poised to deliver a thrilling and unique RPG experience by combining the best aspects of two of gaming’s most iconic franchises. The blend of turn-based combat, fast-paced action, and cooperative gameplay will appeal to a wide range of players, reinvigorating the RPG genre while offering fans a fresh adventure with their favorite characters. With an engaging story, nostalgic music, and innovative gameplay mechanics, this crossover game promises to be a standout hit.

We are confident that *Mario and Luigi: Twisted Paradox* will be a success and become a key title in both franchises’ legacies.

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**New Game Proposals**

Luqman’s Idea

**Project Title**: *DC vs MK : Clash of Realms*

**Prepared by**: Luqman Afif bin Mohd Zainuddin

**Date**: December 30, 2024

**Game Proposal: DC vs. MK: Clash of Realms**

**1. Concept Overview**  
*DC vs. MK: Clash of Realms* is a 2.5D fighting game that merges the iconic superheroes and villains of DC Comics with the brutal warriors and visceral combat of the Mortal Kombat universe. The game features a dynamic roster, an engaging crossover story, and a unique blend of traditional fighting mechanics with cinematic brutality. Players can choose sides and battle across iconic DC and MK realms to determine the fate of existence itself.

**2. Game Features**

**2.1. Gameplay Mechanics**

* **Combat System**:
  + DC characters retain their signature abilities while adopting MK’s brutality system.
  + MK characters retain Fatalities but have adaptive moves that interact with DC heroes' powers.
  + “Realm Shift” mechanic: Players can temporarily alter the battlefield by triggering realm-specific hazards.
* **Meter System**:
  + **Super Meter**: Builds up for devastating character-specific cinematic supers.
  + **Breaker Meter**: Allows mid-combo breaks for counterplay.

**2.2. Unique Selling Points**

* **Interactive Arenas**: Fight across iconic stages like the Batcave, Fortress of Solitude, Outworld, and NetherRealm with destructible elements and interactive hazards.
* **Cinematic Finishers**:
  + MK characters retain their Fatalities.
  + DC characters have “Justice Finishers” (e.g., Superman’s Solar Flare Punch or Batman’s Bat-Swarm Takedown).

**2.3. Game Modes**

* **Story Mode**: A narrative-driven campaign where the DC and MK universes collide due to a dimensional rift caused by Kronika’s failed manipulation of time and Darkseid’s interference.
* **Arcade Mode**: Classic tower-based mode for quick solo play.
* **Multiplayer Modes**:
  + Ranked and Casual online matches.
  + Local 2-player battles.
* **Training Mode**: Comprehensive tutorials, move lists, and combo trials.
* **Custom Tournaments**: In-game bracket creation for up to 16 players.

**3. Character Roster**

**DC Characters (15)**

1. **Superman** – Heat vision, freeze breath, super strength, and flight.  
   *Special Move*: *Solar Burst* – A massive energy blast from the sun’s core.
2. **Batman** – Martial arts, batarangs, grappling hook.  
   *Special Move*: *Shadow Strike* – Robotic bats for a high-damage combo.
3. **Wonder Woman** – Lasso of Truth, indestructible bracelets, divine combat.  
   *Special Move*: *Olympian Fury* – Electrified combo powered by Zeus.
4. **The Flash** – Super speed for rapid strikes and time manipulation.  
   *Special Move*: *Speed Force Cyclone* – Traps enemies in a tornado.
5. **Green Lantern (Hal Jordan)** – Constructs powerful weapons using his ring.  
   *Special Move*: *Emerald Judgment* – Summons a massive construct.
6. **Aquaman** – Water manipulation, trident combat, and summoning sea creatures.  
   *Special Move*: *Tsunami Strike* – Engulfs enemies in a tidal wave.
7. **Harley Quinn** – Acrobatic mallet combat with explosive gadgets.  
   *Special Move*: *Crazy Carnage* – Chaotic, unpredictable attacks.
8. **Joker** – Deadly tricks, toxin grenades, and knives.  
   *Special Move*: *Punchline* – Ends with a surprise explosion.
9. **Lex Luthor** – Powered exosuit with energy blasts and kryptonite-infused weapons.  
   *Special Move*: *Kryptonite Crush* – Massive damage to Kryptonian foes.
10. **Darkseid** – Omega beams, teleportation, and immense power.  
    *Special Move*: *Omega Eradication* – Tracks enemies with devastating beams.
11. **Shazam** – Lightning attacks and magical powers.  
    *Special Move*: *Wrath of the Gods* – Divine thunder obliterates enemies.
12. **Catwoman** – Agile combat and whip strikes.  
    *Special Move*: *Feline Fury* – Acrobatic flurry of whip attacks.
13. **Cyborg** – Laser cannon, missile launchers, and tech-based shields.  
    *Special Move*: *Tech Overload* – Barrage of missiles and lasers.
14. **Deathstroke** – Precision shooting, explosives, and sword combat.  
    *Special Move*: *Contract Kill* – Deadly combo of gunfire and sword strikes.
15. **Black Adam** – Lightning manipulation and ancient magical powers.  
    *Special Move*: *Kahndaq’s Wrath* – Summons a massive lightning storm.

**Mortal Kombat Characters (15)**

1. **Scorpion** – Fire manipulation, spear attacks, and teleportation.  
   *Special Move*: *Hellfire Inferno* – Engulfs the battlefield in flames.
2. **Sub-Zero** – Freezing attacks, ice weapons, and cryomancy.  
   *Special Move*: *Frozen Tomb* – Encases enemies in a glacier.
3. **Raiden** – Lightning bolts, teleportation, and divine combat.  
   *Special Move*: *Thunder Strike* – Calls down a massive lightning bolt.
4. **Liu Kang** – Martial arts mastery and dragon transformation.  
   *Special Move*: *Flame Dragon Fury* – Summons a fiery dragon.
5. **Kitana** – Razor-sharp fans for melee and ranged attacks.  
   *Special Move*: *Royal Tempest* – Creates a whirlwind of fan strikes.
6. **Mileena** – Sai weapons and savage, teleporting attacks.  
   *Special Move*: *Savage Feast* – High-damage feral combo.
7. **Shang Tsung** – Soul stealing and shapeshifting abilities.  
   *Special Move*: *Soul Harvest* – Mimics enemy abilities and restores health.
8. **Shao Kahn** – Brutal hammer strikes and taunts.  
   *Special Move*: *Wrath of Kahn* – A devastating hammer combo.
9. **Johnny Cage** – Flashy martial arts and energy projectiles.  
   *Special Move*: *Cinematic Finisher* – Dramatic uppercut finale.
10. **Sonya Blade** – Energy rings, drone attacks, and martial arts.  
    *Special Move*: *Air Strike* – Missile barrage.
11. **Kano** – Laser eye, knife throws, and brute strength.  
    *Special Move*: *Heart Ripper* – Close-range savage finisher.
12. **Goro** – Brutal grapples, ground pounds, and immense strength.  
    *Special Move*: *Shokan Smash* – Stuns enemies with massive ground pound.
13. **Noob Saibot** – Shadow clones and teleportation.  
    *Special Move*: *Shadow Eclipse* – Overwhelms enemies with clones.
14. **Cassie Cage** – Dual pistols, energy blasts, and acrobatics.  
    *Special Move*: *Digital Strike* – Tech-enhanced martial arts combo.
15. **Kronika** – Time manipulation and energy waves.  
    *Special Move*: *Temporal Reset* – Reverses damage and alters time.

### ****5. Target Audience****

* **Age Group**: 18+ (Due to intense violence and fatalities).
* **Demographics**: Fighting game enthusiasts, comic book fans, and Mortal Kombat followers.
* **Platforms**: PlayStation 5, Xbox Series X|S, PC, and cloud-based gaming platforms.

### ****6. Monetization Strategy****

* **Base Game Model**: Premium-priced full game with core content.
* **DLCs/Season Pass**:
  + Additional characters (e.g., Martian Manhunter, Ermac).
  + New arenas (e.g., Arkham Asylum, Edenia).
  + Cosmetic packs with alternate costumes and skins.
* **In-Game Purchases**: Strictly cosmetic (e.g., gear customization, character intros, victory poses).

### ****7. Development Requirements****

* **Engine**: Unreal Engine 5 for hyper-realistic graphics, lighting, and animation fidelity.
* **Estimated Time**: 2–3 years, with initial focus on prototyping combat systems and storyboarding the campaign.

**Development Team**:

* **Combat Designers**: To balance DC’s powers with MK’s brutal combat style.
* **Writers**: For integrating lore from both universes seamlessly.
* **Artists/Animators**: To create stunning character models and fluid animations.
* **Sound Designers**: For impactful sound effects and a dynamic soundtrack blending orchestral DC themes with MK’s intense tones.

### ****8. Unique Selling Points****

* **First-ever Brutal Justice**: A darker tone for DC heroes incorporating MK’s signature violence.
* **Crossover Lore**: A deep, original storyline that brings both universes together while respecting their roots.
* **Fan Service**: Iconic rivalries like Batman vs. Scorpion, Superman vs. Raiden, and Joker vs. Shang Tsung.

### ****9. Expected Outcomes****

* Strong sales due to established fanbases of DC and Mortal Kombat franchises.
* High replayability with a diverse roster, engaging multiplayer modes, and unlockable content.
* Opportunities for esports tournaments and crossover merchandising (toys, comics, apparel).

### ****10. Next Steps****

1. **Licensing and Approval**: Secure agreements with Warner Bros. (DC) and NetherRealm Studios (MK).
2. **Concept Art and Prototype**: Develop initial character designs and gameplay demos.
3. **Community Engagement**: Involve fans in roster polls and beta tests.
4. **Marketing Campaign**: Tease iconic matchups with cinematic trailers.

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**New Game Proposals**

Haris’s Idea

**Project Title:** Shadow Recon: Apex Strike  
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**Date:** December 30, 2024

**Executive Summary**

*Shadow Recon: Apex Strike* is a fast-paced and immersive first-person shooter (FPS) that combines intense combat with strategic gameplay. Set in a near-future dystopian world, players will join an elite task force to take on rogue states and powerful corporations in a fight to restore global order. Featuring dynamic gunplay, customizable weapons, and gripping missions, the game aims to deliver a fresh FPS experience that appeals to action and strategy enthusiasts alike.

**1. Introduction**

The FPS genre remains a dominant force in the gaming industry, celebrated for its ability to deliver high-adrenaline, immersive experiences. *Shadow Recon: Apex Strike* builds on this legacy, offering players a unique blend of action-packed gunfights and tactical decision-making. This game seeks to engage a diverse audience by combining intense gameplay mechanics with a thought-provoking narrative and cutting-edge visuals.

**2. Game Concept**

**Title:** Shadow Recon: Apex Strike  
**Platform:** PC, PlayStation, Xbox  
**Genre:** First-Person Shooter (FPS)  
**Target Audience:** Ages 16-40, FPS enthusiasts, tactical game fans  
**Mode:** Single-player Campaign and Multiplayer Modes

**3. Story and Setting**

The game is set in a dystopian future where mega-corporations and rogue states threaten global stability. Players take on the role of an elite Shadow Recon operative tasked with dismantling these threats. Missions span across war-torn cities, secret labs, and futuristic battlefields, blending cinematic storytelling with high-stakes action.

**Key Plot Elements:**

* **Shadow Recon Task Force:** A covert unit with access to cutting-edge technology and weaponry.
* **Dynamic Enemies:** AI-driven enemies adapt to player strategies, ensuring challenging encounters.
* **World-Building:** Explore environments that reveal the dark secrets of corporate greed and political corruption.

**4. Gameplay Mechanics**

*Shadow Recon: Apex Strike* introduces a mix of fast-paced combat and tactical gameplay:

* **Dynamic Combat:** Use a wide arsenal of customizable weapons and gadgets.
* **Stealth vs. Assault:** Players can approach missions with stealth tactics or engage in full-scale combat.
* **Team-based Multiplayer:** Join forces with friends in co-op or dominate in competitive modes.
* **Progression System:** Unlock skills, upgrades, and new equipment as you advance.

**5. Art and Visual Style**

The game features cutting-edge graphics with a focus on realism. Environments are meticulously crafted, from neon-lit urban landscapes to desolate wastelands. Visual effects, such as dynamic lighting and particle systems, enhance the immersive experience.

**6. Music and Sound Design**

The sound design combines pulse-pounding action tracks with ambient soundscapes to heighten tension and excitement. Weapons and explosions are designed to feel impactful, immersing players in the chaos of combat.

**7. Market Analysis**

The FPS genre consistently dominates gaming sales, with a loyal fanbase hungry for innovative experiences. *Shadow Recon: Apex Strike* bridges the gap between fast-paced action and tactical strategy, catering to both hardcore FPS players and those seeking a narrative-driven experience. Its multiplayer mode provides replayability, ensuring long-term engagement.

**8. Development Timeline and Budget**

**Development Timeline:**

* Pre-production (Story, Prototypes): 6 months
* Full Production (Development, Testing): 18 months
* Beta Testing and Launch: 6 months
* **Release Date:** 24 months after project initiation

**Estimated Budget:**

* Development: $25 million
* Marketing & Distribution: $10 million
* **Total Estimated Cost:** $35 million

**9. Conclusion**

*Shadow Recon: Apex Strike* is designed to push the boundaries of the FPS genre by combining adrenaline-pumping combat with strategic depth and an engaging narrative. With its diverse gameplay, immersive world, and replayable multiplayer modes, this game is poised to capture the hearts of FPS fans worldwide.

We are confident that *Shadow Recon: Apex Strike* will become a landmark title in the gaming industry.

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