

# Anastasis

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The general idea is to create an open-world like survival game, where your character moves through terrain, interact with many enemies, leveling up not only yourself, but game-items/pets and possible other stuff.

The world should be top-down, where the lore is a nuked, radiated world, resulting in many wired creatures, that either are (mostly) enemies, but also friendly ones, giving advantages and new mechanics in the game.

## **Genre:**

It's a survival adventure RPG focused on leveling up in a post-apocalyptic open-like world.

## **Target Audience:**

Young people (pupils/students) looking for a relaxing, progression-based adventure game with always increasing new features and experience.

## **Gameplay:**

In a top-down open-like world you can move with "wasd" and interact with generated terrain.

Jumping with "space bar", attacking and other moves with "jklö" and for future features other keys.

In the world there are items and creatures mostly trying to kill you.

Combat is done with the actions, pointing into the direction, where the player is looking at.

The player has an inventory, containing all items he has collected.

Furthermore there are 2 bars: Health and Nutrition.

The general idea for the game is for the player to move through the world, fighting enemies, advancing in his stats and fulfilling his current mission.

## **Key Features/Unique Selling Points:**

The biggest selling point of this game should be its content and increasing features, accessing with leveling up / collecting special items, especially in combat.

Content includes: New Enemies, new Terrain, new items and new features like pets / combat moves.

## **Target Platforms:**

Because this is my first game I chose Godot as the game engine, and will probably use Windows as the main goal platform, because all people I want to show it to use Windows.

## **Monetization:**

The goal of the game is not making money, but creating a fun game and experience working on it.

## **Look & Feel:**

The game is 2D and should have smooth graphics (probably AI generated), with a tile map as the world, but the focus is not the visual representation, but the gameplay.

The style is the context: Nature taking over the world after its apocalyptic destruction though nukes, while everything is changing due to the radioactivity.