

# Game Concept Document – Team D – Sands of Vengeance

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## Premise

A tyrannical pharaoh murders the player character's brother, trapping his soul within a great pyramid. He ultimately attempts to infiltrate the tomb filled with dangers and free his brother from the pharaoh's clutches.

## Player Motivation

The main goal of the game is to progress through a dungeon filled with dangerous enemies and traps and defeat a powerful end boss. The main sources of motivation for the player are the satisfaction of overcoming the game's challenge, exploring alternative paths within the level and finding out more about the mysterious narrative through messages or hints.

## Unique Selling Proposition

The feature that will distinguish the game from other titles in the Soulslike genre is the unique **mind-control** ability. If the player manages to **back-stab** an enemy that can be controlled, it will be reanimated and fight alongside the player for a limited time. This will both encourage the player to explore stealthier routes in the level, and allow for interesting combat scenarios, with enemies fighting each other.

Another distinguishing factor is its **unique setting** (Ancient Egypt with egyptian mythology themes) compared to games in the Souls series, which focus more on dark fantasy, medieval and gothic aesthetics.

## Target Market

The game is marketed towards players who are looking for a challenging experience, with gameplay focusing on deliberate and observant actions, as well as players who enjoy uncovering mysteries.

## Target Rating

The target rating for our game will be **PEGI 12 / ESRB Teen** or **PEGI 16 / ESRB Mature**, depending on the type of violence present in the final product. We don't plan to include excessive gore or violence.

## Game Genre

**Action RPG (Soulslike)**, Adventure, Dungeon Crawling

## Target Platform and Hardware Requirements

**Platforms:** Desktop (Windows, Mac and Linux)

**Main Input Method:** Controller

**Secondary Input Method:** Keyboard & Mouse

## License

No licensing of existing intellectual property will be necessary.

## Competitive Analysis

The main draw of the game will be its immersive combat system coupled with tight controls. In practice, the game will be played from a third person perspective. The melee combat will focus on slow but damaging swings, both for the player and the enemies. Timing attacks is crucial since characters are left vulnerable while swinging and recovering. The player will also be able to **roll** to avoid attacks, but this also requires precise timing.

With these game characteristics in mind, the main inspiration for this project stems from the **Souls Series** (see Figure 1), since the game's main selling points will be its demanding gameplay centered around a methodical combat system and its immersive fantasy setting. The ancient Egyptian environments and mind-control mechanic are the main distinguishing factors of our game compared to these titles.

Aesthetically speaking, our game will be set in a world similar to **Assassin's Creed: Origins** (see Figure 2), with the first level being set inside the winding corridors of an ancient Egyptian pyramid. However, instead of an open-world, our game will provide a more focused dungeon crawling experience.

The action-adventure gameplay and treasure hunting experience also lets us draw a comparison with the **Uncharted** series. In this case, the main influencing factors will be its level design and pacing, as opposed to the cover-based shooter gameplay and climbing mechanics.

Another successful title with exceptional level design, but sporting gameplay that focuses more on stealth and special powers is **Dishonored** (see figure 3). If the scope of the project allows it, we plan to consider aspects like verticality and alternate routes when crafting levels.

The mind-control aspect the team envisioned is akin to that of **Middle-Earth: Shadow of Mordor** (see Figure 4), where the player can unlock the ability to control enemies and even use several weaker enemies to overthrow a more powerful foe. In this game, the player fights several waves of weak enemies at once, whereas our game will require more patience since all enemies pose significant danger to the player.

## Goals

To provide a challenging yet satisfying gameplay experience, the game will allow the player to learn and improve over time, by analyzing environments, enemy types and attack patterns. The combat will have a slower and more deliberate pace compared to most action titles, where each attack will be impactful. Due to the windup and recovery times for each move, choosing the right moment to attack is crucial.

To encourage exploration, we will attempt to include alternative paths and hidden secrets throughout the levels, using verticality and shortcuts to seamlessly connect checkpoints to later portions of the level.

To convey the narrative in an engaging way, we will avoid having lots of text at the start of the game or long cutscenes that break the flow of gameplay, but instead provide information in

small chunks scattered throughout the level, rewarding exploration and encouraging the player to connect clues in order to understand the overall story or predict foreshadowed events.

## Appendix



Figure 1: Dark Souls



Figure 2: Assassin's Creed: Origins





Figure 3: Dishonored



Figure 4: Middle-earth: Shadow of Mordor