**Brainshock** **α**

Interest: High

Challenges: Pixel Art, Multiple unfamiliar mechanics (Npc Text display, Area Transitions, ect)

# Section I - Game Overview

## Game Concept

An Action RPG where you play as a kid with psychic powers. Plays similarly to a Zelda game.

## Design History

## Feature Set

* Explore your hometown and the people who live in it
* Fight off crazed gangsters, wild animals, and possessed objects with your psychic powers.
* Discover new hidden psychic powers as you progress on your journey

## Genre

Action RPG

## Target Audience

Non Casual

## Game Flow Summary

The game only displays one square of the map at a time. When the player reaches the edge of the screen, they will transition into the next screen.

## Look and Feel

The game will feel like a Zelda game but without the medieval fantasy look.