

## **Game Concept**

# **The Almighty Mage**

### **Introduction:**

The protagonist is a mage that can cast spells in form of different elementals (fire, ice, etc.) and warp around the level. He has to kill enemies and use his spells wisely to fight his way through the levels.

### **Game Description:**

The aim of the player is to make as much progress as possible and to farm gold and other items. With the gold the player is able to buy new weapons. The "Hubworld", the standard spawnpoint of the player, has a shop, where the player can buy these weapons and items with the previously farmed gold. If the player dies he will spawn back into the "Hubworld", with all the gold he was able to collect. From the Hubworld, the player can start Adventure Mode again by going through a portal. In each level the player is able to find "special items" in form of many different things (for example: a certain amount of gold, pots, special dps boosts, special abilities etc.) in different/ random places. The special items only last for the current run.

### **Analysis of the Market / Unique Selling Point:**

There are a lot of "rogue games", but we are trying to add a little uniqueness by implementing a few unique movement mechanics and a coop mode, where the players are able to work with their spells together.

### **Platform:**

PC

### **Genre:**

Rogue Like Platformer

### **Possible game characteristics to be implemented:**

Other Game Modes (Arena PVP, Special Games Modes and Events)