Knight on moon

Target Audience: 10+

Target platform: PC and Console

Genre: Platform fighter

Short pitch

One knight. One war. One victor. Will you be able to save humanity?

A human civilisation has developed on the moon, but it is jeopardized by the natives of the moon. The player is represented by a knight that will represent the human race in combat against the natives to determine who will rule the moon.

Who will win?

Gameplay description

The game will start with a introduction video showing the humans landing and building the colonization on the moon. The game will then show the natives declaring war. The game will then allow the player to choose which knight they would be represented by. The cinematic will continue with displaying the choosing of the knight to represent the humans. The game will then start with the player outside of the gates of the castle. The player will then walk and come across the first native. The battle will automatically start. If the player defeats the native the journey will continue until the player defeats all 5 natives and the native king. If the player fails, they will have to try again.

Ascetic

The look and theme this game is aiming for is Merlin meets Star Trek, with the life of the Jetsons.

Colour theme and ambience of this game would benefit from darker tones like Dark Souls and Injustice 2.

Comparison to pre-existing games

Most platform fighter games have the same elements. Health bar, special move bar, timer, and story mode. This game will not be different from those that have come before. The only notable difference between all the games are the themes.

Injustice 2   *Mortal Kombat X*