

**Zacharias**

**A game of redemption**

Designed by Ryan Jenkins and Ben Kernot

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For Xbox Series X and Playstation 5 and PC

Ages: 12-up

Ship Date: TBD

Zacharias: A game of redemption Contact information [20088363@wit.ie](mailto:20088363@wit.ie)

**Story:**

Zacharias has always been a very competitive and mischievous young man, this behaviour has since got him into serious trouble with his father Ares and he has been banished never to be seen again and feels he needs to undergo a dangerous journey in his mortal form in order to earn back the respect of his father. Throughout the game Zacharias realises that he didn’t need his father’s power as much as he thought he needed and we see this during his adventure.

**Setting:**

This heavily contrasts throughout the game. The setting in Mount Olympus is very posh, they’re pillar the size of towers and most things are made from marble and gold.

The men and female warriors are dressed in the finest armour’s in the land. The residents are dressed in the most amazing tunics and dresses as according with their upper class reputation.

This type of décor is flipped upside down when in the wastelands. Everyone is wearing rags and cracked armour that they have obviously been wearing for a long time. The structures in the wastelands are all worn down and barely standing and there are very few building that Zacharias comes across.

The lighting contrasts in Mount Olympus and the wastelands are very significant. The lighting in Mount Olympus are very bright and glimmering. Which sets a real happy and calm atmosphere. Then in the wastelands its very dark and misty which makes the setting to be very uncertain and the player is constantly bewildered.

**Game Flow**

We are developing an adventure game that requires trial and error in order to progress. In this game, failure to be able to advance on and progress gives the player valuable information to be able to do so. The further the player goes into game they will unlock further abilities.

**Abilities:**

**Basic abilities:**

* Our player will start with the very basic abilities to be able to walk, sprint, climb and jump. There will be plenty of opportunity for the player to get used to the player movement

**Fight:**

* Our player will be given the ability to use the sword of Zacharias once the very first enemy appears, I find that this is a good way to ease our character into the game instead of just throwing them into the deep end straight away

**Stealth:**

* This will be introduced when the player is put into a situation where they have the opportunity to fight an enemy or to sneak past them.

**Characters and controls:**

The player in this game plays entirely as Zacharias, I find that this gives the player the best chance to develop empathy for Zacharias. Usually games that effectively do this succeed.

The player will be introduced to other characters such as Zeus, Athena and Ares but not in much detail.

**Controls:**

This game will have standard movement controls with regards to consoles and with PC it will have recommended settings to use w, a, s and d however it will allow the player to change these settings.

There will be an adviser popping up every time the player learns a new skill.

This adviser will instruct the player how to use this new skill and where they can use it.

For example if there is an enemy it will show the player how to sneak past them etc.

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