# Plot:

The highest rank knight, and well known in many kingdoms. Is framed for letting the shadow enter the kingdom even though he was fighting among the soldiers. A fair trial was set but, instead of the public jail they took him to a secret dungeon just passed the jail area. Only to be greeted by I Witch, and seeing the king he served for many year’s. As a Witch prophecy that a *Knight within its own kingdom will be it destroyer*. He was turned into a shadow (knight) demon himself and sunk into a *void*. That cast him far away, where no kingdom will go near, the magic forest, with little memory of how he got there must find a way to reach his kingdom and clear his name and hopefully turn back to normal.

# Plot2:

After the battle within the kingdom (at the beginning), A shadow boss was captured and tossed into *void*, Soon after the shadow (knight) demon, spawns near with barely any memory of what happen he loses his intellects and just wonders around, until he she the defeated shadow boss with a glowing core, that makes the shadow (knight) demon consume it and regain some memory and intellects.

# Plot 3

The witch that within the forest picks him and guides the shadow (knight) demon to be his champion to replace his fallen shadow boss, to fight the kingdom

# Player character.

(a reptile shadow with a glowing chest and scale outlining)

# Player Level

50-100lv Max

As player levels up the color of the glow will change.

White ->blue->red

Player combat.

1-10lv claws

10lv> scale sword

When using the sword, the scales of the player arms will form the sword. In doing so the player def with decrease.

# Player Health.

Get 2-5% health back for each enemy killed (this can be upgrade) to max of 10-15%

Will be other items to give health.

Base on level difference (same level or lower 1-2% of enemery) – ( higher lever 5% per a diferecn in level)

# Player Ability

Shadow walker- add invisible for a limited time (stamina bar) (for some levels where needed).

Shadow slot – after defeating a shadow the enemy gets stored within slots, enemys within the slots are nerfed. max 3

# Enemy

Will be a mixed of Humans and mainly shadow Creatures

# Plot End.

By casting the shadow (knight) demon. The King started the prophecy, as the story end comes back to the kingdom that he needs to defeat the ‘knight’ that replaced him, the King and last the Witch

# Plot twists

The more Humans defeated/harmed the player horns grow, base on the length of the horns (kill count) the player will get the option to save or destroy the city.

The king was a puppet of the shadow lord and wanted more control.

# Game World (lore)

Gain Memory of old/Current Shadow lord, as you get the items. (bonus)

Player memories unlocked by killing the bosses.

**Below are possible ideas of what the game should look like.**



 