Concept Document

About this document

This document constitutes only a first sketch of the conception, therefore details (levels content, names, characters, etc.) may change during development.

Premise

You, Freya, are a young girl born to mystical powers. One day, you wake up next to a lone mysterious wolf and into a world crumbling to pieces for reasons unknown. No one at your village seems to have any recollection of you or your parents, apart from the strange wolf. You set on a quest to find your parents and the reasons behind this strange events, only accompanied by Hugrel, the wolf. You must decide your interactions with Hugrel, and if you want his help you must gain his trust. Or you can simply rely on your powers to quickly solve the problems you encounter, but beware of the consequences.

Player motivation

The player will be motivated by the rich interaction with Hugrel and the unexpected outcomes that result by it. The quest for finding what happen to Freya parent's and this strange new world is an underlying motivation through the game.

Unique selling Proposition (USP)

Unique gaming concept, with an explorable open-world in VR.

Target market

This game is targeted for all ages (recommended over 10 years) and genders, for any audience that likes to immerse themselves in a completely different reality.

Genre

Aurora's Heart fits into the category of action-adventure games.

Target rating

Although the concept of the game is simple and fun for all ages, some mild violence suggestions would rate the game for everyone over 10 years old (E10+).

Target platform and Hardware requirements

The game is targeted for the PC. Due to the VR requirements, it also needs HTC Vive.

License

N/A

Competitive analysis

- **[Journey](): Also 3D adventure, although different concept**
- **[The Last Guardian](): Somewhat similar concept, due to the relation with the wolf.**
- **[Ico](): Somewhat similar concept due to the relation with the girl and game progression.**

Goals

The game goals are to provide an open world environment, magical and captivating, changing constantly with the player's actions. There are multiple ways to finish a task but there is no "right" way of completing it, it is up to the player to choose which path he will take. Each action the player takes has a consequence, even if it isn't immediately perceptible.