1. Executive Summary

1.1. Objective - The objective of the game is to earn respect, fame and glory by exploring one of each 3 ancient mysterious lands to uncover the mysteries of the magical blade.

1.2. Goals (of project)

1.3. Target Audience

1.4. Problem

1.5. Solution (how the game will address)

1.5.1. Elevator pitch (1-2 sentences)

1.5.2. Core features- Very distinct level design based on story (unique selling point)

2. Proposed Concept

2.1. Overview-You're a disgraced knight who has heard of legends of greatness after a very long time of reflecting on past failures in a far off land. The knight wanders aimlessly and stumbles upon a mass killing, the knight finds a mysterious sword. The knight here a voice that does not sound human and seems to come from the mind.

2.2. Background-Medieval setting for Tirion, Areth is based on the Amazon Jungles and mazes and Xijing is based on the three kingdoms lords

2.3. Informing Elements - influenced by dark soul,ludi maze, romance of the three kingdom

2.4. Synopsis- The goal of the knight is to use the mysterious sword to claim glory and fame. You have your shield to block or you can dodge. You begin to understand the enemy pattern that you can use to your advantage in a fight.This game is a turn based JRPG on Twine, for PC.

2.5. UX, UI &/or Game Mechanics - Turn based JRPG which focus mostly on story and world building and click on text to move around the world. Certain items unlock certain pathways, dialogue, fights and other effects that was previously unlocked but has hints based on descriptions in areas, items and enemies.

2.6. Storyworld World- Three regions: High castle Tirion is a medieval european setting that encompasses many enemies and subjects of the past and present, the Jungles of Areth has a maze that is thick and full of many animals monsters and demons that at the end will grant you immense power and The three kingdoms of Xijing.

2.7. Look and Feel-Souls series-Demon's soul, Dark souls, Dark souls 2, Dark souls 3 and Bloodbourne by From software(From is the name of the dev team) These game use difficulty as it core gimmick and extremely open world with a nonlinear story and timeflow. Which makes the player struggle to safety after fighting hordes of enemies and preserve resources.

2.8. Tech Spec- Twine, Javascript

3. Recommendations

3.1. Suggested Team

Roles: Christopher Hamilton - Storywriter

Miles Literral- Programmer and Designer

FanZhong Zeng- Programmer and Designer

3.2. Estimated Budget $16,000

3.3. Rough Timeline 30 days

4. Appendix

4.1. Concept Art

4.1. References

\* please included a title page, table of contents, as well as page number & section breaks.