Platform game BreakAway

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# The Story:

The world has started to end because of the invasion of demons from the underworld. You (the player) need to traverse the dangerous lands of Azural to face the evil demon king named Bob, yes just Bob, and save the kingdom!

You are living a peaceful life as a retired knight on a small farm up north of Shimmerport when disaster struck. Demons started to roam the lands. Fearing total annihilation, the King of Azural, King Beren the fourth, calls upon all active and former knights to take up arms once more and save the kingdom. You are tasked with finding the gateway from where the demons enter our world and close it once and for all.

# Level ideas:

The game consists of multiple levels that tell a story of how the player saved Azural.

## Intro

Start on the farm where the protagonist lives. He is attacked by monsters and needs to find a way into Shimmerport to find out about what is happening.

## Level 1

In Shimmerport, he meets up with an old friend together they travel through Blackwood Forest to reach Grava, a bigger town located to the south east of Shimmerport.

## Level 2

They reach Grava when the first boss fight starts. A giant demon will attack the city’s walls in an attempt to breach the gate and take Grava over. The player will defeat the demon and after that he is scouted by a general who restores him into knighthood and orders him to travel to the capitol to receive a special mission from the king.

## Level 3

# Random story ideas:

You are a retired knight very famous for his battle skills when you were still a knight. You stopped being a knight due to mental health reasons.

You have special powers, like fireball, or dashing, double jumping etc.

This is not normal and you wonder where you got these powers.

You might be half demon.

The demon king may be your father, a bit cliché maybe.

# Gameplay ideas:

Skill tree system,

Levels,

Shop system where you buy potions, gear, weapons etc.

Checkpoint in the form of inns,

NPC characters that you can talk with,

Day night cycle with different enemies depending on time maybe?,

Close and long range combat,

Bows, swords, spears etc,

Mana bar?,