GAME PRODUCTION 2016: ASSIGNMENT 0

Group 21
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Humanity's Quest

1: Concept Art

Genre: Sidescroller, Arcade, Action, Puzzle, RPG, Casual Game

Reference Games:

- Shadow of the Colossus (ps2) ➔ Action, Puzzle, RPG;
- Disney's Hercules action game – hydra level (ps1) ➔ Sidescroller, Action;
- Metal Slug – boss levels ➔ Sidescroller, Arcade, Puzzle.

Main Concept: Control the main character as he rides his horse and faces different giant enemies on his way to glory wielding a bow. Move around the battlefield to expose the weak spots of your enemy.

Fight sluggish monsters that are many times bigger than you and can crush you with one blow.

Ride your horse around your enemy keeping him afar, taking into account different hazards and terrain of the environment that surrounds him.

With good performance the gods may favor you by sending you an artifact to unleash their power on the monster.

Target Audience: 18 to 30 year old students and young adults.

2: Main Character Concept Art

Information of the hypothetical development team company:
> **Name:** Rugido Development 2016
> **Team members:** Backend game programmer, Game Designer, Multimedia programmer.

Team size: 3

Budget: Freelance (no budget until we find investors)