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## ASSASSINS' CREED II

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Plaban Biswas

### HIGH CONCEPT

Experience the Italian Renaissance period with some prominent historical figures while unveiling the conflict between two fictional hidden sects in the linear open world action adventure.

Explore and scale the infamous landmarks from Italy in that era with free-form exploration, parkour and stealth.

### FEATURES

- Experience the History
  - You can explore places such as Venice, Florence, Tuscany, Rome among others in one of the most exciting periods of history
  - You can scale, climb and glide historical monuments such as the Colosseum, the Duomo and others with technologies developed by Leonardo Da Vinci etc
  - Interact with historical figures such as Niccolò Machiavelli, Caterina Sforza, the Borgias etc
  - You can experience certain monuments while they are being built or monuments that have eroded today but were in a good condition before
- Parkour and Movement
  - You can climb monuments that are 1:1 scale of the original monument
  - You can breeze through Venice Rooftops or the busy streets of Florence or explore the underground catacombs of the Vatican
- Exploration
  - Full Open World with several major cities each with their own unique experience and culture
  - Solve mysteries with the help of Leonardo Da Vinci
  - Uncover the conflict between the two fictional factions in the era: Assassins and Templars
- Combat
  - Weapons and armours from each major city in the Renaissance era
  - Experimental weapons and armours from Leonardo Da Vinci
  - Stealth mechanics in infiltration areas

### Player Motivation

Players uncover the conflict between the hidden fictional factions in that era with the backdrop of Renaissance Italy while exploring and scaling the vast and detailed world around them.

Players play as Ezio Auditore da Firenze and can role play as him literally from his birth to his rise and revenge and eventually his demise.

## GENRE

Action-adventure with parkour movements set in open world with a linear storyline and strong emphasis on exploration.

## Target Customer

- Open World Enthusiasts or Explorers
- People interested in History
- People interested in fluid movement and gameplay
- People interested in a cohesive and engaging story

## COMPETITION

- God Of War (History and Combat)
- Tomb Raider (Exploration)
- Prince of Persia (History and Combat)

## UNIQUE SELLING POINTS

- Parkour and Exploration in historical backdrop
- Interaction with historical characters
- Blending of the game's plot with actual historical events with actions from historical characters
- RPG mechanics often involving quest from Leonardo Da Vinci

## TARGET HARDWARE

- PC
- Consoles
  - PlayStation
  - Xbox

## DESIGN GOALS

- *Fluid*
  - Free flow movement in form of parkour
  - Fluid effortless combat
  - Environments designed to accommodate parkour
  - Blend real history with events in game
- *Diverse*
  - Each major city will have its own flavour and, culture flowing with ideas, music and art
  - Detailed environmental designs
- *Accuracy*
  - Need high degree of historical accuracy
  - Scaling of environment needs to feel authentic
  - Themes and culture

## PLOT

The main theme is the conflict between Assassins and the Templars with Renaissance as the historical backdrop

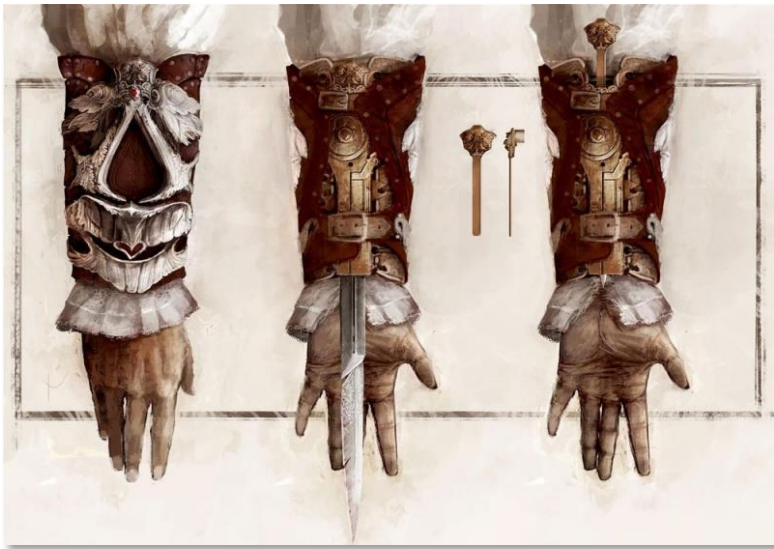
Ideologies:

- Assassins:
  - Assassins believe the humans deserve freedom as it is essential for growth and individuality
  - Political assassinations and the death of the corrupt would bring peace and a true sense of security to the common people
- Templars:
  - Templars' belief is to save humanity from itself by controlling them
  - Humanity has transcendent from their animalistic instincts

## SUMMARY

A meticulous blend of historical accuracy, engaging gameplay mechanics, and immersive storytelling. The goal is to create a world that feels alive and offers players a deep and rewarding experience.

## CONCEPT ART



Assassins' Signature Hidden Blade



Hidden Blade Modified by Leonardo Da Vinci to accommodate a hidden gun



Concept for Assassinations



Concept for Venice



Concept for rural Italy mostly near Tuscany



Concept art of Villa Auditore



Concept for Ezio Auditore and his attire from Ubisoft