# Concept Submission Form

The aim of this concept document is simple. To put forward an idea that is interesting or promising enough to pursue – more interesting and more promising than any other ideas that we have.

The concept should focus on what the player does, and why this is good (where applicable obviously). This is far more important than working out the names of the main protagonists, or the reason why the player chose the red pill in the back story. What the player does, and the major features of the game are what differentiates an initial idea, not the back story. Obviously if the story is key to the game, then it’s worth mentioning, but the decision to pursue a concept or not is likely to be based on the quality of the game itself, rather than a “wrapper”.

## Concept Name

Nameless Eldritch

## Concept Platform

The target platform for this game is Windows and Linux. The required peripherals are a keyboard and mouse

The target platform(s) for the game. You should also mention any specific peripherals required for the game.

## Concept Constraints

This is a list of the constraints that helped develop the concept. This can be any limiting factor that formed part of your decision-making process. The reason this is important is that some games may be promising given the constraints (meaning that they may need changing if the studio constraints change), whilst others may be excellent, but don’t fit into the current studio constraints.

For example, some of the games in the concept submissions area are based upon the constraint of a 12 month development cycle. This provides its own set of limitations on a design. If this 12 month constraint was lifted, then the submitter might decide to alter the concept to reflect this. In addition, some of the concepts were probably discarded at the time because they didn’t fit this constraint. When the constraints change, this may no longer be the case. Knowing what constraints existed at the time the concept was submitted makes the concept easier to evaluate at a later date, or work out how a concept can be altered within the current constraints.

## Submitter

Joseph Thomas

The writer of the concept doc, along with any other contributors – basically, the people we need to talk to if we want to know more.

## Key Target

In one sentence, what is this game about, what makes it special?

## Brief Description

Nameless Eldritch is a text-controlled puzzle game, in which the user has to move around the world and solve puzzles using common English to look around and interact with the world around them to progress through the eldritch horror infested world.

If a game: What type of game is it? How does it play? What makes it an enticing prospect for development?

If this isn’t a game concept, then describe the proposed concept, and explain why this could be useful in a game setting

The brief description should really get people excited about the idea, allowing people to form a picture in their heads of what this would be like. This brief description is the aim of the whole game/ idea etc.

## Key Features

One of the main mechanics of the game is the ability to access an alternate version of the world, that tends to have slight alterations of the current world. This mechanic will be used as a tool to solve many of the puzzles presented to the player.

Another main feature of the game is how the game is controlled, which is through the use of text commands instead of the typical full control of the movement that is usually granted to players.

One more feature of the game is the combat with eldritch enemies and the options that are provided to the player, such as the ability to talk your way out of combat situation depending on certain stats of the enemies, such as if the enemy has a low confidence, you may be able to end the fight in different ways by talking or fighting the enemy is way linking to their low confidence.

What are the most important features of the game? These features can be gameplay, technical, artistic, marketing, story etc – anything that shows why the game is exceptional.

## Additional Selling Points

What other things will contribute to the game being successful?

Additional Information

Any other information that needs to be supplied, but that doesn’t really fit into any other categories.

## Reference

What materials can be looked at in order to give others a better idea of the concept. This could be anything – presentation, gameplay, other content etc. This section should be very focused, and only list those things that are important and helpful.

## Comments

Comments added to the document, either by the contributor, or by readers.