Gaijin

* Story/Narrative

Theme: Asian Mythos.

* Target Audience

12+ certain levels of aggression and blood, not too graphic. No curse words or sexual content.

* Target Platform

Pc, met controller support and for keyboard and mouse.

* Art Style [G]

Cartoony, surreal. Ui and cutscenes based on traditional Japanese art. 3d modelled. Environment based on Japanese history/fantasy.

* Camera [F;T]

Eagle eye view.

* Control [F;T]

Twin stick shooter.

* Character [G]
* Main character (western ninja)
* Clan ninja’s
* Dragon
* City people
* Ghost
* Priest
* Enemies/Obstacles [G;F;T]
  + Samurai clan leader
  + Samurai
  + Demons
  + Puzzles
  + Bandits
* Abilities [F;T]
  + Katana
  + Shiruken
  + Smoke bombs
  + Dragon power
  + Sprint
  + Stealth
  + Grapping hook
  + Kusarigama
  + Nunchakus
  + Fan
  + Darts
* Game Progression [F;(T)]

Cutscene. Tutorials through events on your way to the temple. Event bandits attack the temple. Cutscene conversation priest and travel to the spirit world. Road to the dragon with enemies on the way. Dragon gives you a quest must complete, steal something from another spirit. Cutscene receiving power of the dragon and explaination of it and travel back to the real world. You wake up in a prison where you get a tutorial of the punch skill to break free. Find your allies in the maze like prison and free them as well while now and then getting attacked by samurai. You also need to look for your weapons along the way. After freeing your allies you go to the castle next door and jump onto the walls/roofs to find your way inside as unseen as you can. If you are spotted you need to fight the samurai. Once you find the room where the warlord is the boss fight will start. You and your allies will have to fight a bunch of normal and veteral samurai that spawn before you can focus on killing the warlord. If the warlord his health is low enough you can start casting the final attack to finish him. Cutscene that sums up what happens now you’ve beaten the game.

* Pick-ups/Upgrades [G;F;T]
  + Health shrines
  + Dragon Abilities
* (G)UI [G;F;T]
  + Start menu
    - New game
      * Warning
    - Continue from checkpoint
    - Exit
    - Options
      * Sound
      * Music
      * Graphics
  + Ingame menu
    - Back to main menu
    - Load from checkpoint
    - Options
      * Sound
      * Music
      * Graphics
    - Exit game
  + HUD
    - Health
    - Weapons
    - Abilities
    - charge
  + Inventory
    - Extra weapons
  + Quest log
    - Current objective
    - History
  + Map
    - Objective marker
  + Loading Screen
* Resource budget
  + Prop polycount
    - Character 10000
  + Texture resolution
  + Environment detail
* Procedural/Modular assets

**G = Grafisch Concept**

**F = Functionele omschrijving**

**T = Technische uitwerking**

Groepen leveren tenminste 3 speelbare environments (~levels) op.

Het spel bevat tenminste 2 visueel duidelijk te onderscheiden gebieden (biomes)

Elke environment bevat tenminste 3 events.

**Shrines**

**Ninja’s, samurai, dragons**

**Life – afterlife- life**

**Outsider joins a clan of ninja’s**

**Cutscenes with nariation between levels**

**Years ago my parents traveled for the far away lands to trade. But regretfully we got caught in a storm. The first I remember is opening my eyes on the floor of strange house, in a strange land with strange people speaking a strange language. This is where I met (Name), they to care of me and trained me to become a skillfull member of their clan, sworn to protect the (object). I wear this mask to hide my face, as I am an outsider. Many do not want man like me among them, and once they would find out I should fear my life.**

**The clan got attacked to get the (object) and it was then they found out who I truly am. Oddly enough it made them spare my life, which may be their greatest mistake yet. Driven by my anger of losing those who cared for me, and driven by the oath I took, I shall travel to the after life and seek out the strength of the dragon to avenge the (name).**

**When I was but a boy, my parents would travel to faraway lands to trade goods and spices. I went with them on their travels a I were too young to stay behind, and after months at sea we were close to our destination. But a few days away a storm arrived which broke the ship into a million pieces. How I survived I bare remember, all I know I remember is water crashing down on me as I managed to keep floating. I don’t remember how much time passed before I washed ashore.**

**Walkthrough:**

**Western person, parents die in shipwreck. Washed ashore in japan. Taken in by ninja clan age 8. Clan dedicated protecting powerful scroll. Samurai attack the clan to get the scroll for the warlord. Clan killed for the most part except gaijin, 2 ninja’s, clan leader, clan elder. Clan leader is on his deathbed and gives gaijin the order to travel to the spirit world to seek out the dragon (Tatsu) for special power to defeat the warlord with the scroll. End intro – start game. Travel to the shrine/temple to ask a priest for help to travel only in spirit to the spirit world. Once there the temple gets attacked by bandits which you and your allies help defeat, after this the priest helps you to travel to the spiritworld. New cutscene/story part to traveling to the spirit world. Once there you have to defeat evil spirits on your quest to find the dragon, once you found it it will give you a quest to steal something from another spirit. If you manage to get the object and hand it to the dragon it shall give you a part of his abilities. Cutscene/story part where the dragon explains the abilities you have gotten. Dragons flight which allows you to jump extra high. Dragons fist that allows you to break and damage things with your bare hand. Last resource which will summon a mist like dragon that does great damage, you can only use the ability once as it is extremely powerfull. Your spirit will find its way back to your body where you awaken to find out you have been captured while you were in the spirit world. You wake up in a dungeon/prison where you can escape your cell using dragons fist. You will have to search the maze like halls to find your allies and perhaps set free some other prisoners. Once your found your allies and weapons again you will go to the castle which is next to the prison/dungeon. There you will climb the roofs to stay out of sight to avoid too confrontation and you will find the room where the warlord is. Once you found him he will call out several normal and veteran samurai you must defeat before you engage in battle with the warlord himself. You and your allies will have to weaken him, once weak enough you get the option to use Last resource to defeat the warlord, but to cast this ability you need to stand still and not get attacked for a certain amount of time. This move once successfully casted will finish the warlord. Another cutscene/story part will start and tell you about what happens to the characters next. How the peace is restored and the game is over.**