

Game Concept

For

Arcus Disparo

By

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OVERVIEW

THEME/SETTING/GENRE

"Arcus Disparo" is shooting , archery skill set 2D/3D game , providing player's virtual archery skills a real workout with realistic experience.

Game setting embraces archery theme based terrain settings and props (targets) including a bonus level.

STORY

In Arcus Disparo , the player have to race against time while completing different hindrances to earn the fortunate title of Arcus Lord . Archery is an energy and time-intensive art that takes years to perfect but this simulation experience provides individual a golden opportunity to become the Arcus Lord within a short span of time. Using controls provided player have to shoot targets but the only thing that is of utmost importance is to keep track of time.

GAME FEATURES/MECHANICS

Core Mechanics Include :

- Shoot
- Special Action

Player mechanics elementarily include regularly aiming , shooting and player rotation in 2D World-Space (X -Y) from one target to other.

MONETISATION

Production Plan

- Building a game suitable for IOS/Android OS

Target Audience

- Age Group 10 +

Marketing Plan

To help boost download rate and get people talking about the game, following strategies can be adopted:

- Game Marketing on YouTube
- Marketing through Blogging Sites like WordPress
- Branch out to multiple gaming podcasts
- Game Marketing through Reddit and other review websites.

ASSETS REQUIRED :

- Bow and Arrow Sprite (2D/3D)
- Terrain
- Target Sprites

PROJECT SCOPE :

- Game Time Scale : 1-2 week
- Team Size - 1