**Game Title:** Mermaids Tears

RPG Adventure

**Intended Game Systems:**

Console or PC

**Target Age of Players:**

Teens and up

**Intended ESRB:**

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**Game Story / Gameplay:**

Create your character, a merman or mermaid, Default names Melody and Riptide respectively. Start out in a peaceful kingdom under the ocean, you’re friends with the prince/princess (choose in set up – either way can lead to a romantic or purely friendship based relationship at the end) and are off to visit them when darkness descends on the palace. Your friend and their family are locked in blocks of ice and you are off on a quest to restore them.

First off to the wise sea witch’s cave, she will tell you to follow the darkness and the destruction it’s caused, only at the source will you find the cause and defeat it. Just as you are leaving she will tell you to open a chest and take a weapon to defend yourself, choose a sword, a magic trident or a spear.

Explore the ocean, looking for signs the darkness has passed this way, whales and dolphins will give you faster travels. Side quests are mostly helping others the darkness has hurt or caused other problems for.

Along the way there will be sunken ships and treasures, collect sea shells of unique design (36 in total) sea flowers (36 Total) Pearls (9) special treasures (9) and rare Jewels (9) Speak with friendly sea creatures, battle less friendly ones like sharks and sea monsters.

Eventually you will come to a massive cave deep under water that the darkness seems to be emanating from, at the end of the cave will be a massive squid man/monster who has been trying to take over the underwater world with an ice scepter.

Once he is defeated you travel back to your home, with help from various creatures you have helped, when you finally make it you use the scepter to save your friend and the royal family. There is an option to marry your friend and rule the kingdom for your bravery, will you take it?

**Distinct Modes of Gameplay:**

Mostly the RPG adventure, swim around and explore a full 3D world where you aren’t even stuck walking on the ground.

Occasional puzzles and challenges set up as a sort of mini game, untangling sea weed to free someone trapped, removing stones from a cave entrance without causing more to fall, rebuilding small homes, removing or damaging fishing nets etc.

**Unique Selling Points:**

* Explore the entire world in 3D! Swim in all directions!
* After you have finished the game there are still side quests and exploring you can do!
* DLC contains a way to transform and explore above the water.

**Competition:**

Aquaria

Endless Ocean

Undertow