**Opening**  
  
**Game Title** – TBD: Frankenson, Frankenstein’s New Monster

**Core Concept** – The player must upgrade their body to overcome their greatest creation and save humankind from extinction.

**Target Audience** – This game should be designed for people of all ages and sexes, aged teen and up (violence and themes). Casual gamers should have no issues playing the game, though it will focus on dedicated gamers.

**Platform** – This game will be playable on consoles and PC.

**Genre** – Role-playing: The player will take on the role of Vincent Frankenstein. Adventure: The player will explore Frankenstein’s castle, the town, the cave, and the surrounding wilderness. Creative: the player will be able to customize the characters’ bodies to upgrade them to their own taste.

**Gameplay**

**Core mechanics** – collecting, exploring, fighting,

**Goals** -- The player wins when they defeat <Villain>. To accomplish this, he/she must power up the party and infiltrate Frankenstein’s Castle. The castle is guarded by <Villain>’s creations. Each of these creations will attack and kill the player’s party. If the player’s party is wiped out, the player loses. The player will know how far they have made it based on how deep they can infiltrate the castle. Their reward is the salvation of humankind, the reclamation of Vince’s home, and the acceptance of Vince into the town’s society.

**Components** -- what kinds of things are there in the game, for example enemies, objects in the environment, power-ups, points, etc. What do they look like? What do they do? How can the player interact with them?

**Controls --** TBD

**User experience --** When starting the game, the player is walked through the process of collecting parts, combining parts, and bringing the new form to life. They are then introduced to social interaction and the battle mechanics. There is only one primary dungeon- Frankenstein’s Castle, though weak enemies sometimes wander out into the surrounding areas if the player does not attack the castle occasionally. The deeper they explore the castle, the more powerful the enemies they find. The player becomes more powerful by collecting parts from slain monsters and integrating these new parts into their own body- permitting them to access new areas of the castle.

**Characters, World and Story –**

Setup:

15 years have passed since the day Victor Frankenstein completed his monster and was banished from civilization. In his exile, he had one son, whom he named Vincent. Vince inherited his father’s exile and has never been to town or had any friends – though he has often viewed the town in the distance from his room at the top of a castle tower. His lifelong dream is to be surrounded by friends and loved ones- sharing a meal and laughing together. His father died a few days ago- leaving him truly alone.

Main:

Vincent Frankenstein is lonely and wants friends. The townspeople completely reject him and will not even acknowledge his presence. After reading his father’s journal, he realizes that he can simply make his own friends. Thus, he starts sorting through his father’s lab and finds some of the highest quality monster parts to combine. After assembling the body, he waits for the next storm and brings his creation to life. The new creation is named <Villain>.

After a mere few days, <Villain> has already mastered many skills. Vince, never having had a friend, did not know how to interact. So, he treated <Villain> the way Victor treated him- rather abusively. A few weeks pass and <Villain> has become stronger than Vince and decides that he/she will not put up with any more of his abuse. <Villain> kicks Vince out of the castle and swears to destroy all humans as punishment. Vince was only able to grab a bag with a few items and Victor’s journal.

Vince, realizing that it was all his fault, becomes severely depressed and retreats to a cave. Several days pass and a great roar echoes from Frankenstein’s castle, as a patchwork creature of great size flies out and attacks the village. Vince is helpless to stop the attack and returns to his cave. Shortly after, a young girl, <Girl>, crawls into his cave- missing multiple body parts. Vince does everything in his power to help her and stabilizes her health. He realizes that, in order to fully recover, she will need replacement parts, so he sets about creating a new laboratory based on his father’s notes. During this time, the two have chatted and gotten to know each other quite well. Girl helps nurture Vince’s humanity and, after her body is restored, convinces him to help her stop <Villain> and his/her evil creations.

After upgrading their bodies to stronger and more powerful parts, they move out to free the world from <Villain>’s destructive wrath.

Optional:

There might be more people that they help and that join them.

**Visual Style –**  The game is set in the world from the book Frankenstein. The world is dark, gritty, and rather terrifying. Temporally, the game takes place a few years after the book ends [alternate ending]. The game is a 3D world.

**“Tilt”** – What makes your game special?  
What makes your game different?  
Why would someone want to play it?  
Why should we care about it?

The players will build their own body and that of their party member(s) to improve their combat skills so that they can defeat a villain they created in the tutorial. The combinations are endless!

Also, the story is about what it means to be a friend and a part of society, as well as the implications our actions have on others.

**Resources**

**Manpower** – 2 interns

**Technology** – Unreal Engine. Current PCs in Lab 45 should be sufficient.

**Market Analysis** – NA

**Budget** – NA

**Schedule** – The game demo should be completed by December 18, 2020.

**Sales Projection** – NA