[Introduction](#_INTRODUCTION)

Elevator Pitch………………………..………………………..………………………..………………………..………………………..

Overview………………………..………………………..………………………..………………………..……………………………….

Story………………………..………………………..………………………..………………………..………………………………………

Pillars………………………..………………………..………………………..………………………..……………………………………

Target Audience ………………………..………………………..………………………..………………………..…………………..

Platform………………………..………………………..………………………..………………………..……………………………….

World………………………..………………………..………………………..………………………..……………………………………

[Feature Set](#_FEATURE_SET)

[The Game World](#_THE_GAME_WORLD)

[Game Design](#_GAME_DESIGN)

[Appendix](#_APPENDIX)

# INTRODUCTION

**ELEVTOR PITCH**

Realm runner: Echoes of Ascension is an immersive action-adventure game that combines fast-paced running mechanics with challenges and supernatural encounters to create an engaging experience. In this game, players will be tasked to escape from there demons. Dive into a world where reality blurs, demons lurk, and mankind every step leads to salvation.

**OVERVIEW**

This game takes place in a simulation. Ever since earth has been invaded by a entity like system that calls itself, “Escape Demon System”. Every time a copy is opened, random people will be chosen to enter and be tasked to escape the clutch of evil spirits while navigating through the world you are sent in. The longer you escape, the more evil spirits are sent after you. If you fail and get caught, you will die and the evil spirits that was tasked to hunt you will be released onto earth. Creating a trail of corpse after corpse.

But if you win, by any means possible, whether it be living until the timer runs out or out smarting the demons by luring them into dangerous forbidden realms. The rewards granted to you will increase your physical strength by leaps and bound, giving you supernatural abilities to deal with demons.

In the year 5555 H.F.A (Humanity Federation Alliance), Earth has drastically changed due to supernatural revival. These supernatural revivals released all sort of evil spirits like vampires, lesser demons, ghost, ghouls, zombies.

Despite using powerful weapons like nuclear arsenals, Earth couldn’t withstand the invasion by the supernatural entities and monsters. Humanity faced despair as one country to another crumbled into dust.

To survive, scientist tapped into the genetic potential within humans to evolve and gradually accept the supernatural energy and to harness its power with the help of the “Escape Demon System” rewards. But it was too late, As cities fell, countries withered, leading to the dark Ages and leaving a few hundred million survivors.

As technology become powerful to create more spiritual practices to easily accept this new supernatural energy. Humanity slowly regained control using this new spiritual power, reclaiming most of the land with the help of Ghost Masters. However, the threat of an infinite amount of evil spirits hiding within the supernatural realm persisted, capable of releasing doomsday-like destruction.

So humanity once again put there attention toward the “Escape Demon System”, Even though it took awhile to clean up the mess, around 3000 years of living in chaos and destruction. This system might be there only hope this madness of contingency.

“Do you… want to know the meaning of life?”

“Yes” or “No”

# FEATURE SET

# THE GAME WORLD

# GAME DESIGN

# APPENDIX