Mission statement:

When they said “death from exposure to the elements”, they didn’t mean monsters

Genre:

Wave survival

Platform:

PC

Target audience:  
PC FPS fans, especially a younger crowd due to entirely non-human enemies

Story:

The main character, a luckless archeologist, is driven into and trapped inside an ancient Egyptian temple, built to contain corrupted elemental spirits. He has only the Staff of Wadjet to protect himself; although it is a powerful weapon designed to attack the elemental spirits at their weakest points, it is only a matter of time before he is overrun.

Backstory and game world:

The tomb was crafted to contain an ancient sorcerer who tried to use spirits of the four elements to create chaos along the Nile, in order to destabilize the Pharaoh and usurp his crown. The Pharaoh’s chief priest built a weapon, the Staff of Wadjet, and gave it to the head of the Pharaoh’s personal guard. When the maddened elementals attacked the Pharaoh’s place, the guard used the Staff to drive them back into the tomb, which had been secretly built to contain them. During the final battle, after driving the sorcerer and his corrupt elementals into the tomb, the guard commanded the Pharaoh’s high priest to collapse the tomb’s entrance behind him, in order to trap them forever. The guard and sorcerer died in magical combat, transforming each other into statues with their elemental might, but the elementals themselves could not be destroyed. They hide within the tomb even to this day, awaiting some foolish mortal to imperfectly wield the Staff of Wadjet and allow them to be freed.

Character Roster:

(these need better names):

Troll elementals

Mantis elementals

Squid elementals

Main character (Oregon Smith)

Statues of the guard and sorcerer (if possible)

Gameplay mechanics:

The Staff attacks via projectile or line, each focused through one of four elemental crystals. The projectiles deal damage to opposing elementals, but drain energy and heat the crystals more quickly. The lines deal less damage to matching elementals, refill the tank rather than spend the energy, and generate heat more slowly (although they fire faster). Hitting an elemental with the wrong element altogether only stuns it for a few seconds.

Mission and story progression:

The main character progresses deeper and deeper into the tomb as the elementals encroach from behind him – they need to take the Staff from him in order to free themselves. Unfortunately, Oregon is not the ancient warrior of the Pharaoh – without his legendary skill at wielding the staff, it is only a matter of time before he is overrun and the elementals are freed.

Features:

First person shooter gameplay with absorb/project twist

Monsters with elementals themes requiring careful shepherding of limited resources

Technology:

Unreal Engine 4

To be completed:

Concept Art (Diego/Leo)

World Bible (Diego/Leo)

Competitive Analysis (that’ll be me)

Team (Aaron/Diego/Kyle/Leo/Nick)

Budget: I am tempted to use the wages at your current job as your cost on this project, since that is a current representation of how much money you get for an hour’s worth of your time at work. I’d also like to include the cost of any Unreal assets we purchased, even if they were purchased for something else. (Wages \* 10 hr/week) + (Unreal assets) + (5% of sales as overhead for Unreal) should give a pretty straightforward number, and we can track over/under with timesheets. This, like everything else, is something that we should agree on as a group, but it should be called out in particular that if you think we should use something else in our budget calculation, please tell us.