

Concept/Theme: The general idea behind the game mechanic I'm proposing is a sense of flow and intuitive design with a sense of risk. The game's story revolves around a martial artist that has to use basic human combat to fight demons, and since demons are obviously stronger than humans, this element of David vs Goliath would be felt both in the story and gameplay. As shown in all scenarios (including the basic battle screen), the movelist always has darkly highlighted moves to indicate which limbs are currently damaged.

The idea for the intuitive flow of the player's moves stems from a version of Xenoblade Chronicles 3's art combo system. But whereas that system had only two branching paths, my mechanic will have many depending on the player's situation, resulting in greater emphasis placed on the player's choices and how they affect combat. This is shown in a basic version through the battle screen and scenarios A and B1/E, and described in scenarios B2 and D.

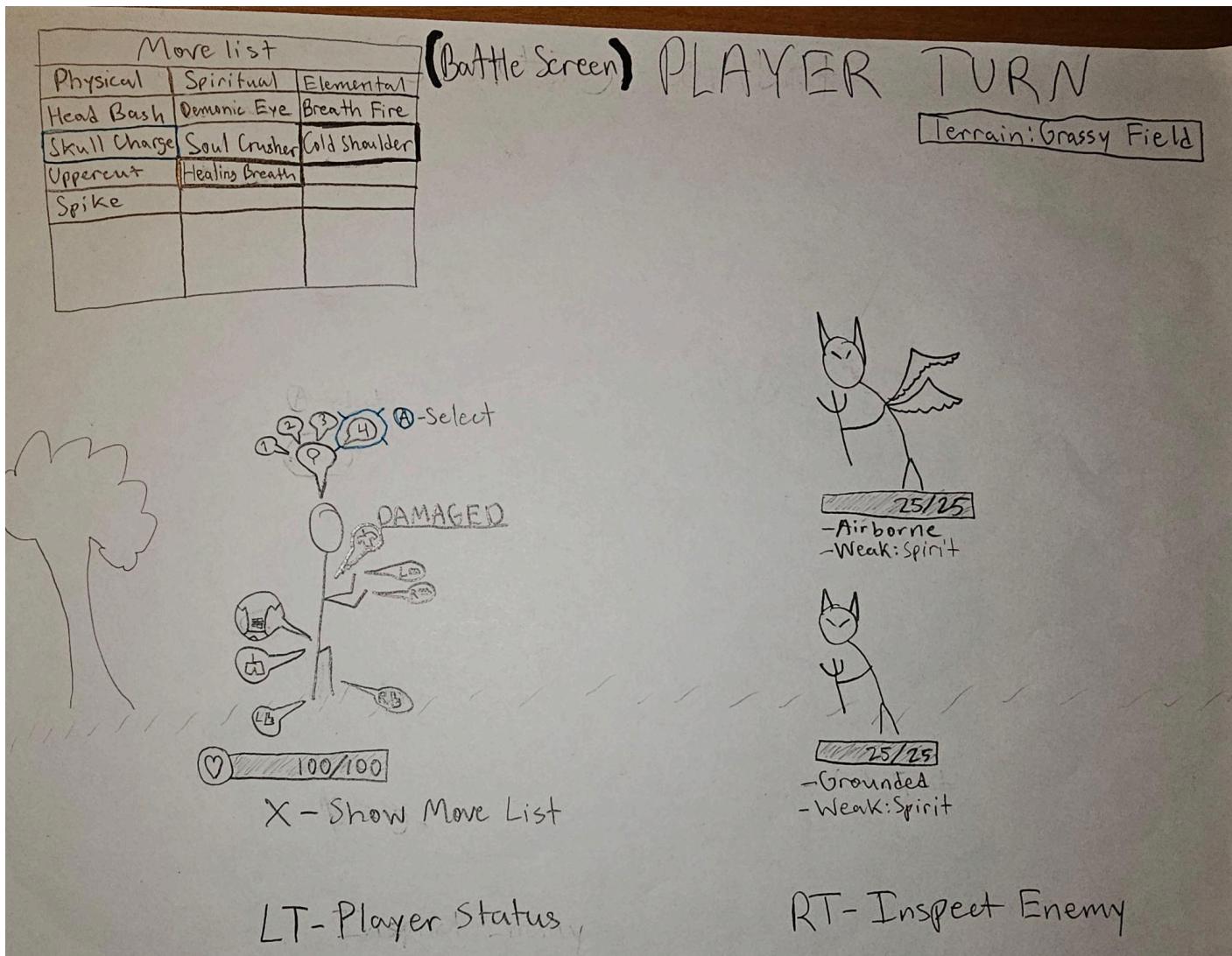
Mechanic: Specifically, this mechanic is about having a flow of options stemming from choices during combat. The game itself is a turn-based RPG, and the different moves the player selects will be categorized by different limbs of the player character (arms, legs, chest, etc). Every move in the game will have unique properties, as described in scenario D. The battle screen depicts the full scope of the player's selection when having moves for multiple limbs unlocked. They would use the left stick to rotate around the player model and choose a limb, and after doing so, that limb would expand out into a menu for itself to show the player what moves they have.

The true depth of the system comes from the different ways properties can be applied. In scenario B1, we see the result of the player using the "spike" move on an enemy that was previously uppercutted, like in scenario A. We see in scenario B1 that the player takes a small bit of damage as a requirement for using the same limb to attack twice in a row, referring back to the Concept section. We also see that the enemy that was spiked took more damage than the enemy on the ground despite them being the same type of enemy. This is because the airborne enemy took damage from both the spike as well as colliding with the other enemy, which does damage to the grounded enemy as well.

Even the environment will determine results, as depicted in scenario C. Once again, a move is highlighted to indicate its previous use, which we can see from the battlefield has caused it to be on fire, which is also described to the player in the top right of the screen. The top right also shows us that it is currently the enemies' turn, which is why the grounded enemy took 5 damage from still being in contact with the fiery terrain. Scenario D is also an example of environmental importance. The player targets an enemy and uses the "Cold Shoulder" attack, which then freezes the enemy after its use. This is due to the area being wetlands, again pointed out in the top right of the screen as well as the enemy's descriptors including its status as wet, and subsequently being replaced with frozen.

The player is also able to attempt more straightforward play from what is expected of RPs typical. As depicted in the battle screen, the type of enemy presented (which represent an imp-like basic enemy in both a normal and flying version) is weak to Spiritual attacks, which the player can see categorized in the movelist in the top left. The player has the option of not using the movelist to choose attacks, as it serves as a way to categorize the moves in a way that lets players become familiar with their properties while still being able to reference it for assistance, as the cursor for the movelist moves at the same time the player's cursor for choosing moves does.

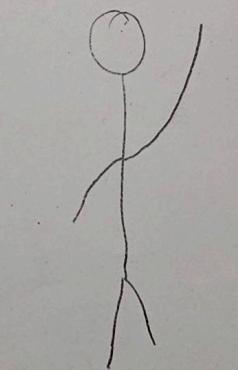
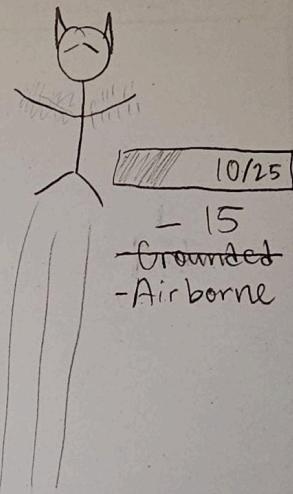
Even going for a more typical RPG playthrough, the player will still be incentivized by the game to go for the more esoteric combat options. An enemy's weakness might not always be able to be targeted, such as a flying enemy with a weakness to fire, which would have to go through a situation described in scenario C to be hit by fire damage either by the environment or by moves that only target grounded enemies.

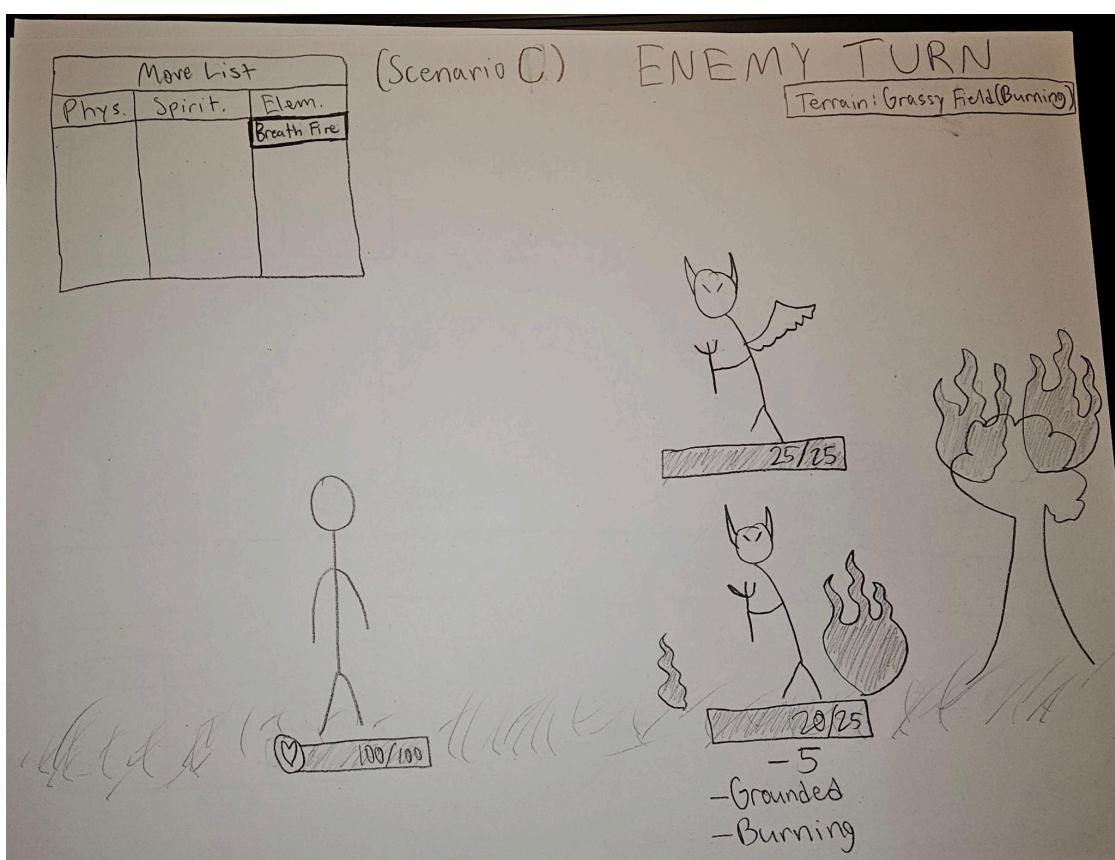
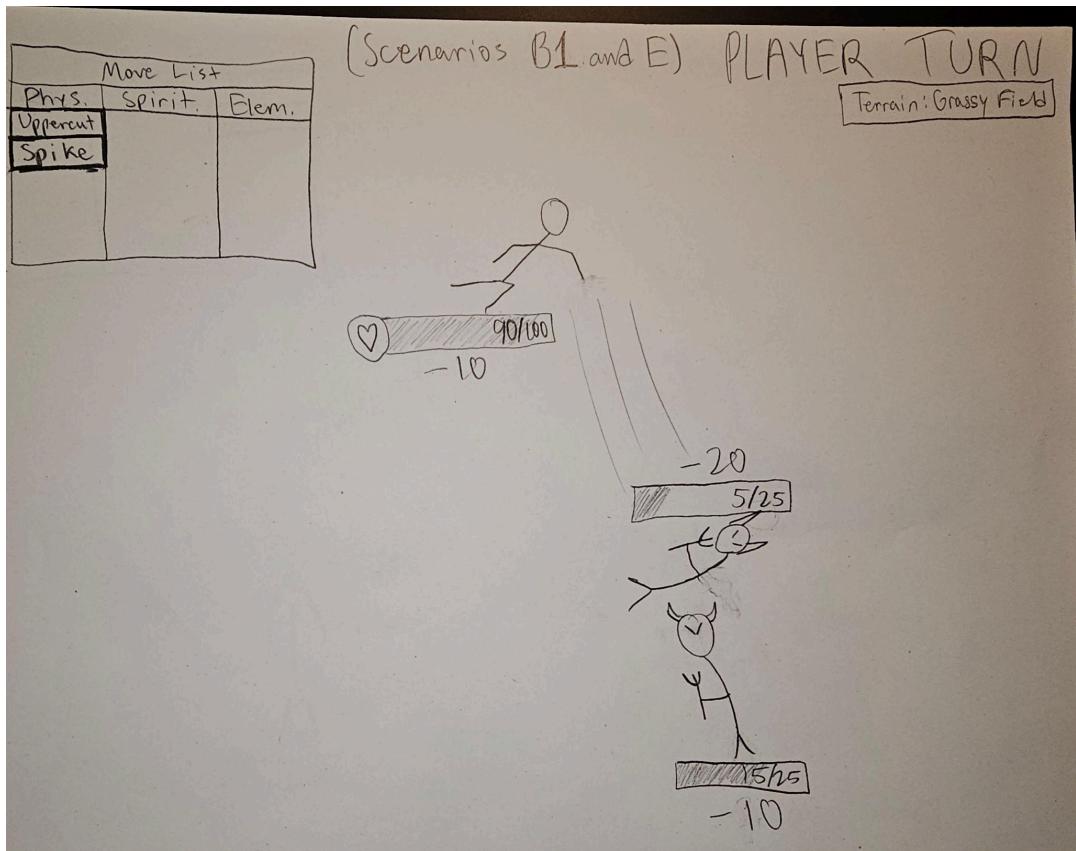


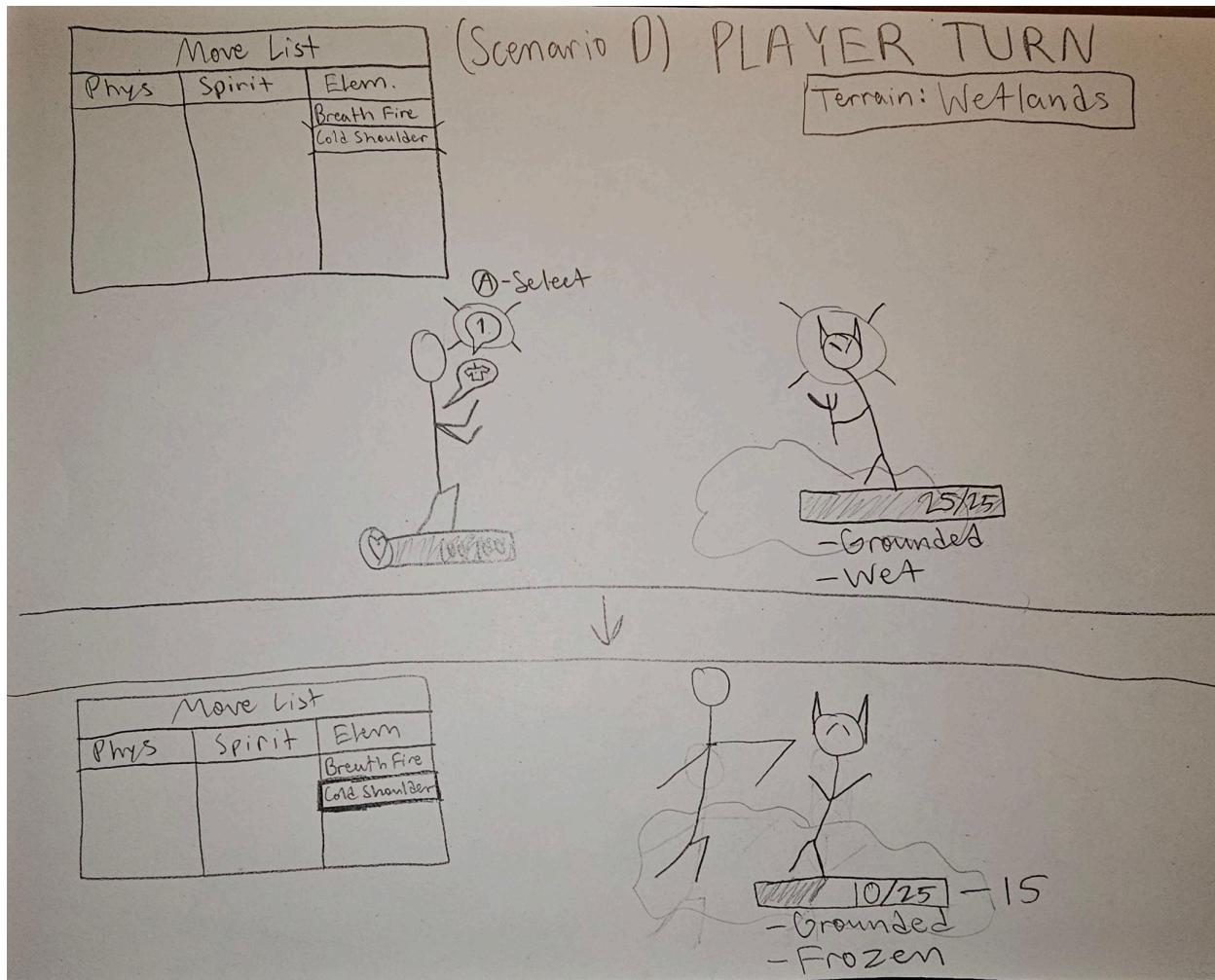
Move List		
Phys.	Spirit.	Elem.
Uppercut		

(Scenario A)

PLAYER TURN







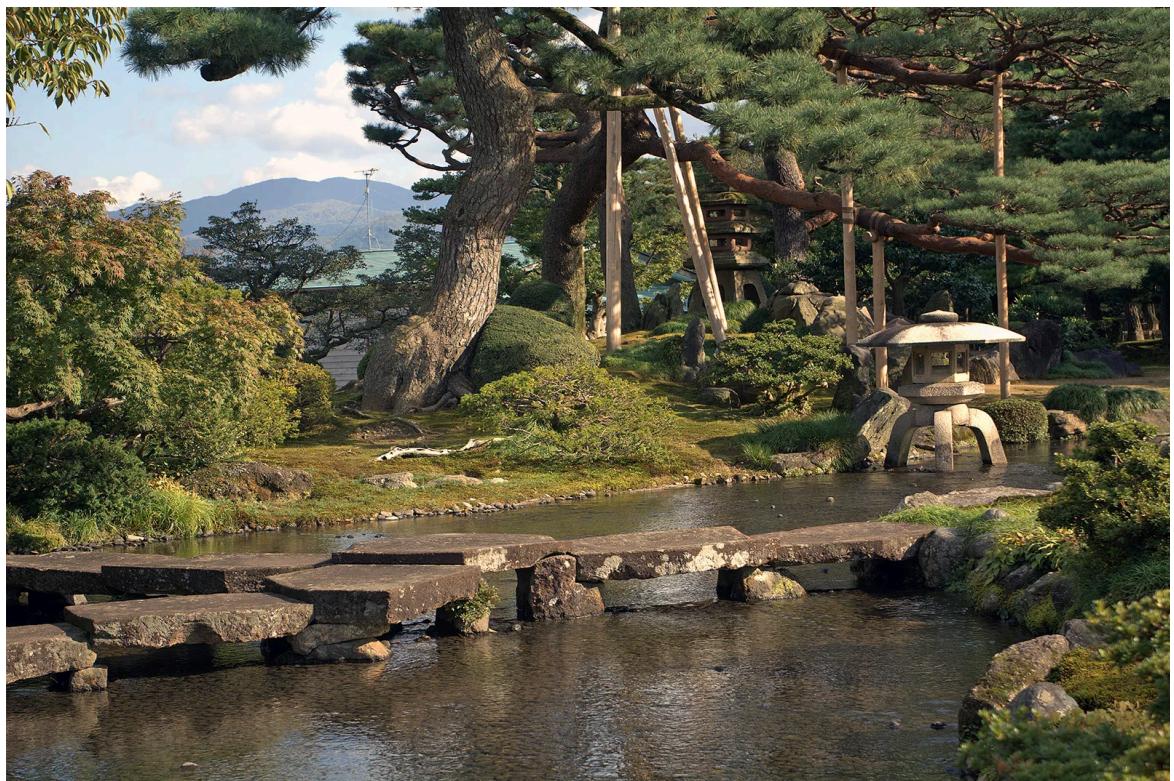
Target Audience: The target audience for the game is people who like turn-based RPGs, but I also want to capture the interest of people who like real-time combat. I believe that even people who like a faster combat pace would be able to enjoy the game because of the way stringing together moves can feel somewhat like inputting an attack string in real-time. The game is also targeted at puzzle-solvers, since finishing combat quickly and efficiently can be seen as "solving" every combat scenario, which will also rarely get tiresome since enemy compositions are randomized.

Age-wise the game is targeted at a more mature young audience of 15+ due to the visceral nature of the game's combat and visual design, but ideally a younger audience in the early teens would be able to take part in the game's strategical nature while being able to tolerate the violence.

Visual Design: The game's setting takes place in a classical Japanese version of Mount Fuji's wilderness, reminiscent of 1500s Sengoku-era Japan. Sekiro is used as a frame of reference. Enemy design will be based on classic Japanese depictions of Yokai and demons. The diagrams in the paper prototypes show imp-like demons as a simplification for the sake of

clarity, but the game will have more of a focus on demons in Japanese folklore, with basic enemies such as weak Oni taking the place of the imp representations.

The setting will also be a fictional take on the wilderness of the mountain. Mount Fuji in the real world is made of forests near the bottom, and then more icy and mountainous crags and lava caves as you progress higher up. But in the game, the environments will be as varied as wetlands, icy hills, searing hot floors of molten rock, or poisonous caves. This is shown in scenario D, where creative liberties are taken to allow for more environments for the player to play with.





Scope of Demo: The demo will function as far as getting the uppercut and its follow up interactions working, with at least 2 enemy types and 2 different environments working as well.

The purpose is to get what is likely the most intuitive move, the uppercut, to showcase the functionality of the game's reactive systems. Showcasing the uppercut into a spike, grab, or nothing is the most basic version of this, but then I want to be able to show off how spiking results in a different effect on a different enemy type, and how it results in a different effect in a different environment. The enemy type will be a fire enemy that's weak to ice, as this allows me to showcase both the different effect from spiking a fiery enemy, as well as the process of knocking an enemy to the ground to be able to use other (more effective) moves on them. The environments present will be a forest and a wetland, the former for displaying scenario C and the latter for scenario D.