Long long ago in the magical realm of Zion, lived a group of magical beings known as Wizards. But the Land was under the terror of beyond comprehensible mystical beings known as (wait for it) DRAGONS And the DRAGON KING (“SUGGEST ANY NAME “). The dragon king and his 5 companions are the only threat to the beautiful land of Zion their only desire is to purge everything oozing with magic to increase their power. But the wizards with lot of sacrifices subdue the dragon king and his brethren (or so they seem) with their own powerful magic.

The remaining victorious 5 wizards divided the land of Zion into 5 kingdoms (AGAIN SUGGEST SOME NAME). And the 5 kingdom gets overflown with their own unique magic and the people inhabiting this kingdom gain different kinds of magic. It seems all is peaceful>>

BUT!!! There is a but, millennium after the events the dragon king is revived (how? that’s a story element too) and has revived all his comrades and it is therefore time for a new generation of warriors, a new generation of heroes, a new generation of WIZARDS to hold the battalion and stop the impending doom on the land of Zion

GAMEPLAY

First the user will choose the type of kingdom he resides in (out of the 5 kingdoms) and correspondingly the user will get a player with abilities/trait unique to most of the people on that kingdom.

After this the things become little interesting since there are 5 choices and the user can choose any five we will show slightly difference scene in each run explaining how the wizards of one particular kingdom picked the player user chose

For example: user choose kingdom 1:

Scene 1: a battle royal is shown organised by kingdom1 wizard in which our player competes to attain the teachings of the wizards

User choose kingdom2

Scene 1 (new): the wizards handpicked a thief from the streets and bestowed his teachings upon him.

(That’s the idea. I hope everyone gets that) (basically multiple beginning but after that gameplay will be same).

After that the wizard will give us certain task(facing bandits etc) and inform us of the upcoming doom and accordingly the story progresses.

Then to kill the dragon king and know his location it is absolute to kill his comrades first (5 dragons in 5 kingdoms as bosses) thus our player will transverse kingdom to kingdom killing dragons and on each kingdom, he/she will acquire his companion that will be those which the users has not chosen in his first selection. And Players will also acquire items and powerful magic spells from other wizards too.

(I have already think of an external map of Zion but any suggestion will help).

Now as for abilities that I have not thought but whatever they will be they will be characterized as:

-Long range

-Short range

-mid range

-defensive (one unique skill to all five choices)

Each player will have its own area of influence depicting these skills (while fighting battles)

(READER’S NOTE---I m still thinking some parts of story but the main outline I have given if u have any suggestion please notify me)