

Concept Questions – Lonely Sorceress

- Who is the target audience?
- How difficult is it supposed to be?
- How does the difficulty change if you're not combining all available spells?
- What is the core theme?
- What is the narrative setting?
- Do the abilities have cooldown? Some other kind of limitation?
- How do you switch between abilities?
- Can you equip a different spell to each of your hands?
- What kind of spells do we want to include?
- How many spells are there?
- Is there some kind of progression system? Are the spells unlocked after some time? Can they be upgraded? If so, how many times?
- Which spell(s) do you start with?
- What is the primary mode of storytelling? What is the secondary?
- How are the fights and puzzles integrated into the same world?
- What is the basic story we want to tell?
- How do enemies behave? Are all potential enemies hostile to begin with?
- What is the goal of the player?
- What kind of skills does a player need to succeed in the game?
- Can abilities be combined to create even more powerful effects?
- How important is it to dodge enemy attacks? How long will you survive if you don't?
- How is the progress of the player saved? Is it even saved at all?
- What is the function of narrative in the game?
- What are the functions of levels in the game?
- What is the function of mechanics in the game?
- What is the function of visual art in the game?
- What is the basic idea for the game's art style?
- How linear is the game?
- On a scale from 100% narrative to 100% ludic, where is the game situated?
- What are potential titles for the game that make communicating about it more interesting?
- Which control device are we mainly targeting?
- Who is the protagonist? How will the player know in a fps game?
- How can we achieve movement that is both smooth and direct / tight?
- What are the minimum features the game needs to have to be fun?
- How is this game different from any other first person shooter?
- In what way does playing the game enrich the player's life?
- How much would players pay for this game?
- Do we want to release the game? If so, where?
- How are we going to deal with sound and music?
- What will the writing workflow look like?
- Are there similar games we can learn from? If so, in what way?
- What are common pitfalls and flaws in the fps genre?
- How can we avoid them?
- What is the single, key thing every team member wants to have learned by the end of the project?