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?