**Semester Break Project | Individual Game Concepts | Lars Kalthoff**

***#01 – Heirs of Darkness***

Genre: Roguelike dungeon-crawler

Theme: Heritage

Amount of players: Singleplayer

Perspective: Top-down

Format: 3D / 2D

Setting: Medieval sword & sorcery fantasy

Mode of storytelling: Focus on lore, optional items and objects (Dark Souls)

Summary:

“Heirs of Darkness” is a top-down dungeon crawler with action combat where abilities are your resources. They are found in the procedurally generated dungeons and contain charges that decrease when used. Once all charges have been used up, the ability can’t be used anymore. The game adheres to a roguelike structure, meaning that the game can’t be saved and death leads to a new run starting from the very beginning. To keep a sense of progress, you can pass on ONE of your current abilities to the next run when taking lethal damage.

The story is based on a group of warriors returning to their home city from an extensive outside mission. As they notice that the city has been devastated and is now inhibited by demonic monster, they decide to fight their way through the city and find out what happened to their place and people.

Unique aspects: Lore storytelling in mechanical genre, twist on common game conventions (abilities as finite resources), series of interesting decisions

Used themes: Smooth movement, fantasy, 3D, writing, action combat, stylized, tactical

***#02 – Kingmakers***

Genre: Strategy game

Theme: Perspectives on war

Amount of players: Singleplayer

Perspective: Top-down / third-person

Format: 3D

Setting: Medieval fantasy (no surreal elements like e.g. magic)

Mode of storytelling: Focus on characters and character relationships through dialogue between missions, focus on plot in mission goals

Summary:

“Kingmakers” is a strategy game in which you control a group of elite mercenaries paid to help a usurper take over the throne.

In the game, you can freely switch between two different modes: A birds-eye view of the battlefield where you can macro-manage the movement of your units and a third-person view of each character. Here, you can directly possess the mercenaries and control the way they fight.

As you complete various secret missions, you’ll experience what war does to people from both, the abstracted, technical view of the commander and the personal perspective of the soldiers.

Unique aspects: Two distinct game modes, character-driven story in a genre that usually doesn’t care about individuals, meaningful theme

Used themes: Fantasy, 3D, writing, action combat, stylized, tactical

***#03 – Help Me Out!***

Genre: Puzzle game

Theme: Competition vs. cooperation

Amount of players: Two player, remote multiplayer

Perspective: Top-down

Format: 2D / 3D

Setting: Realistic, modern day

Mode of storytelling: Focus on enabling and supporting emergent storytelling, some storytelling through the objects in the rooms

Summary:

“Help Me Out!” is a competitive, two-player puzzle game about finding a way out of a room before the other player does. The players start in different rooms and play simultaneously. The game uses a split screen so you can always tell what the other person is doing. The first player to escape their room wins.

Here’s the catch: Each player has access to a list of notes that would help you escape the OTHER player’s room. These notes are shown in a menu that is not replicated on the split screen.

By means of clever communication and knowledge sharing, you have to acquire information from you opponent without revealing too much of your own notes to finish first.

“Help Me Out!” is game about communication and finding the perfect balance between competition and cooperation in a social environment.

Unique aspects: Interesting social experiment, innovative concept, strong foundation for emergent player stories, communication as a kind of conflict

Used themes: Polish (just one room would work, focus on getting multiplayer to work), 3D possible, writing in the sense of helping players write their own stories, multiplayer, stylized, tactical,