

The Emmisary

Elevator Pitch: A simple, story driven, multiple choice game. Move across the map of the kingdoms and face obstacles as you strive to deliver a message. Bring along a companion or two and use your head to make decisions that could alter your game drastically. Can you save your people from disaster?

Synopsis

Theme

A story-driven adventure game that relies on the player's choices during events to help propel them toward or away from their goal.

Setting

Set in between two bordering kingdoms, this medieval world is on the brink of war. Move across the map on the road or through more dangerous terrain to reach your goal.

Genre

A board-game-like strategy game that pits the player against random situations and NPC's that will force them to make decisions that will affect their resources and their ability to cross the board.

Core Mechanics

Time Trial:

Deliver the message within a certain amount of turns.

Free Play:

Deliver message in any amount of time.

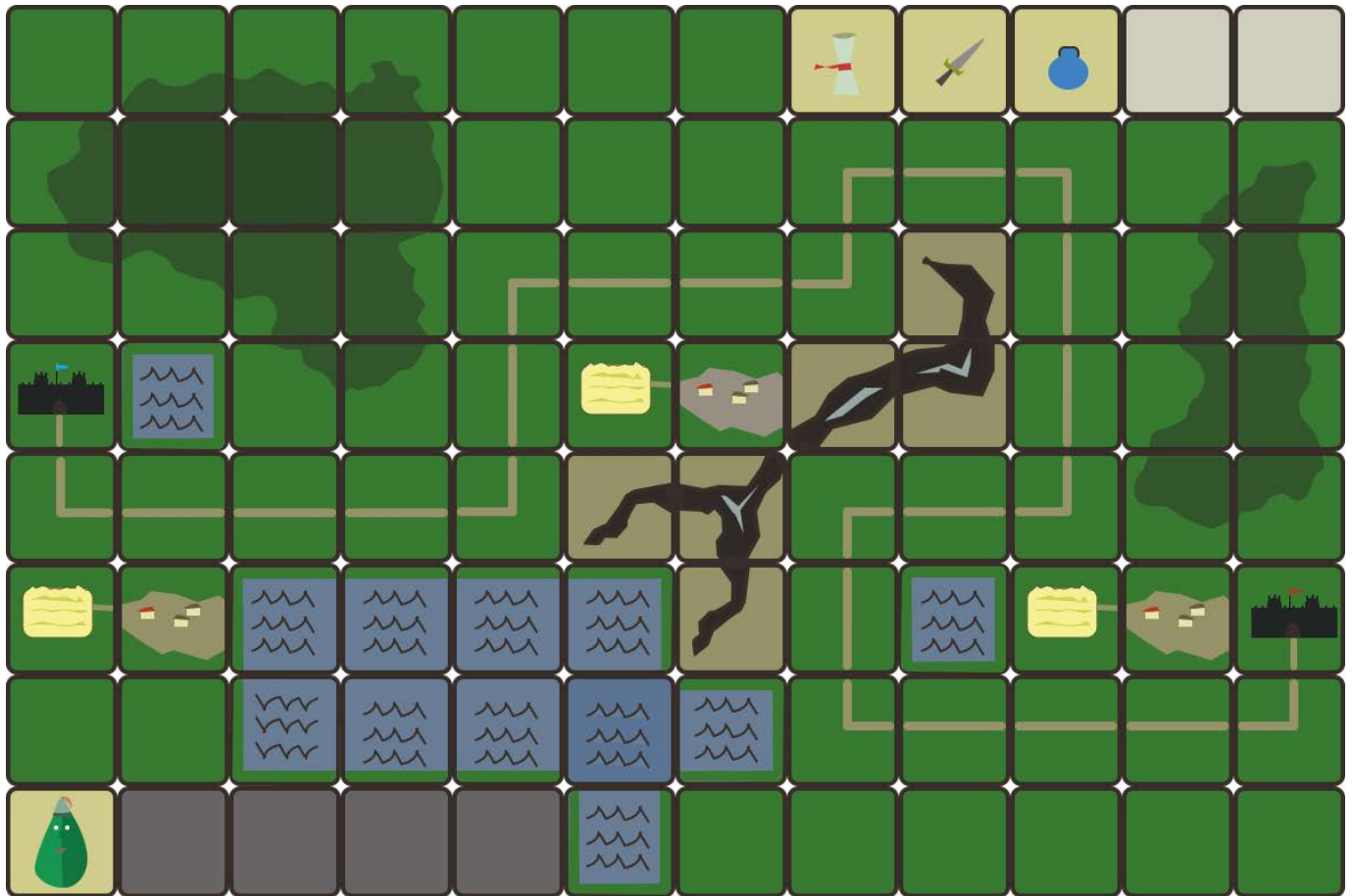
Game Play Loop

At the beginning of the turn the player can choose which adjacent tile they want to move to. Then they can choose how they want to gather resources, if any. Finally, based on their choices, there will be a random event or consequence that will either help or hurt them.



Level

Map



Items

The player will have to keep track of their coins, food, and other items that may aid them on their journey. This could include weapons, potions, or other random things.



Story

Narrative

War is afoot! The evil Floobian king Stuntkin gathers his levies as a simple misunderstanding with good king Ulrin has thrown the valley into chaos. King Ulrin has tasked you with delivering the message of peace by any means necessary.

Sources

Monkey Island Series, Oregon Trail

- Story Driven
- Choose-Your-Own-Adventure
- Consequences

Polytopia

- Cartoonish
- Themes and Events



Characters

