



Game Story Summary

Game Flow Outline

Character

Controls

Gameplay

Game World

Game Experience

Conclusion

Everlasting Hunt

Designed by Kevin Truong

9/12/2016

For Xbox, PS4, PC

Ages 13+

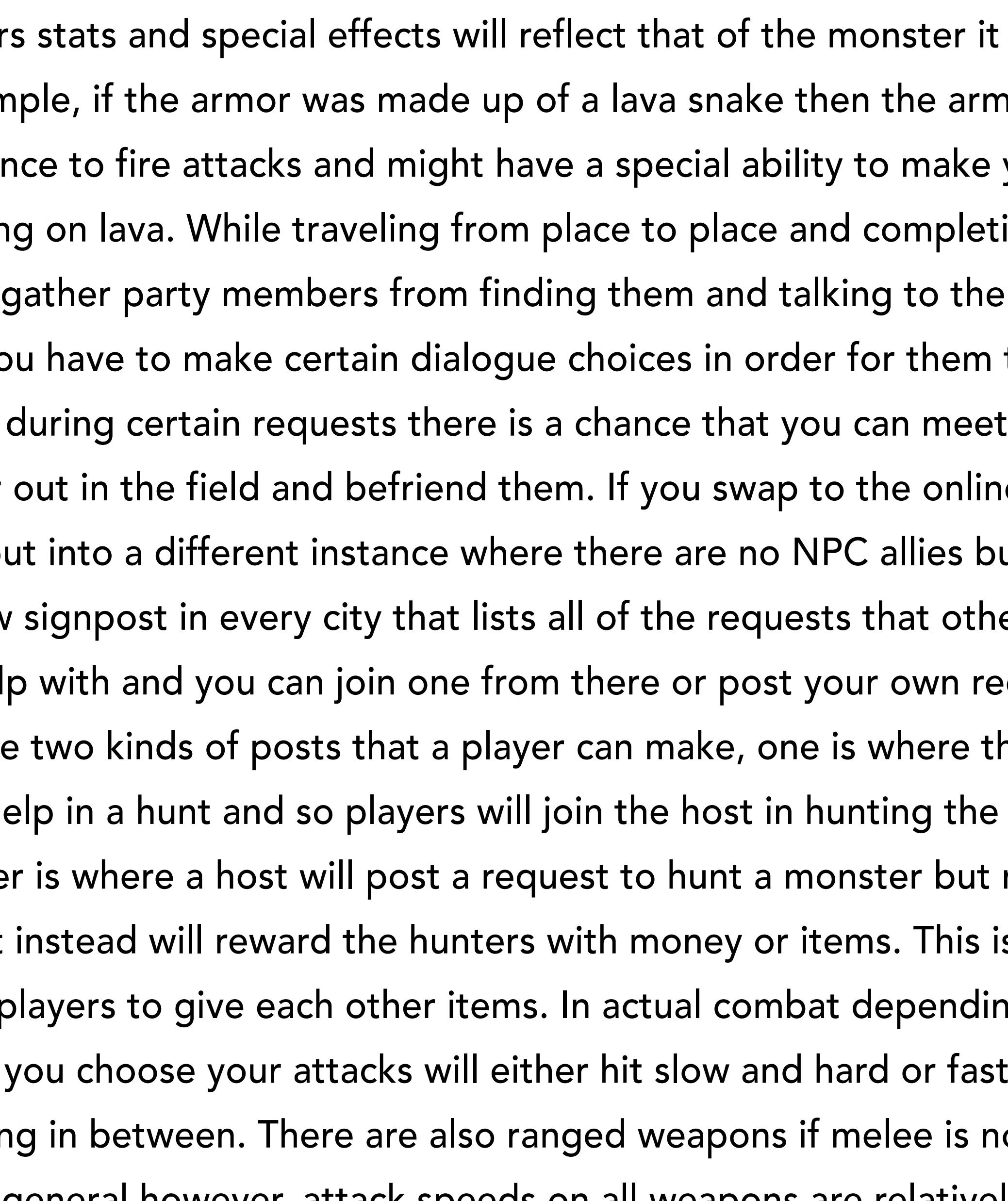
Ship Date: TBD

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You play as a adventuring hunter trying to make a name for him or herself in a third person hack and slash RPG with an emphasis on co-op. You can choose from a large variety of weapons and 4 hunting styles to aid you in the hunt against the vast amount of monsters and beasts that are out in the world.

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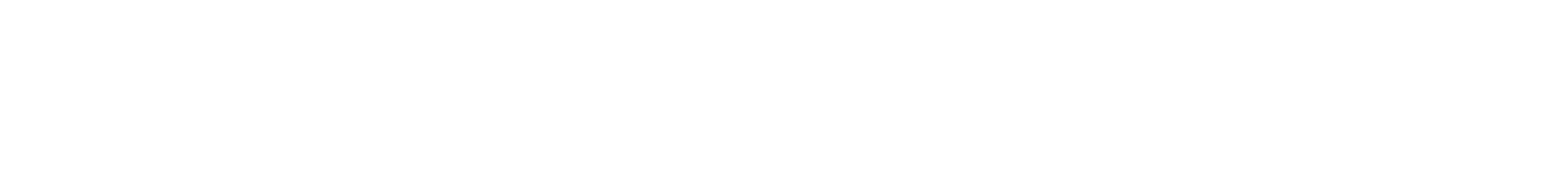
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The main focus of the game play is taking down large monster and beasts by either slaying them or capturing them, but before you do that you must make preparations before a hunt. You need to choose which weapon to bring (there are 14 of them), which armor to wear and what items to bring. You also need to decide on what food to eat before you go on a hunt as they can give you special buffs and effects. When you encounter one of the many large and fantastical beasts in the game it will be quite and ordeal. One of the first things you will notice with our monster design is that there movements and motions will feel very real. Even if you're hunting a dragon or rock caterpillar like monster that rolls around like an wheel, they will all feel genuine and unique. Though the monsters are not real they will move in a way that you would expect them to move, making them feel more realistic. Once you have completed the request you can carve the body of the beast for parts that can be turned into new gear. The gears stats and special effects will reflect that of the monster it came from. For example, if the armor was made up of a lava snake then the armor will have a resistance to fire attacks and might have a special ability to make you immune to walking on lava. While traveling from place to place and completing requests you can gather party members from finding them and talking to them in cities, where you have to make certain dialogue choices in order for them to join your party or during certain requests there is a chance that you can meet another adventurer out in the field and befriend them. If you swap to the online mode you will be put into a different instance where there are no NPC allies but there will be a new signpost in every city that lists all of the requests that other players need help with and you can join one from there or post your own request.

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Game Experience:

You will be put into the shoes of a brand new adventurer and as such people will look down upon you as they think you are weak. You begin to scorn everyone around you as you slowly climb up the ladder to reach your ultimate goal. For the beginning of the game you will have a feeling of loneliness and desperation as your character rushes to complete as many requests as possible to gain fame. Towards the middle of the game you realize that as an adventurer there's only so much you can do alone and so you begin to look for people you deem trustworthy and capable. Over time you eventually open up and gather more people into your party and realize that there is more to life than your own personal ambition. Throughout the game, and especially when you are fighting a great beast, the music will be very grandiose. It will feel like you are truly on an adventure and pump up at the right moments and calm down in times of rest and recuperation. The monsters maybe mythical and fantastical beasts but they will all behave and move with such realism that you wish that they really

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The overall gestalt of my game would be finding your own playstyle with whatever weapon type you like and whether you're going to solo the game or do it with NPC or other player help.



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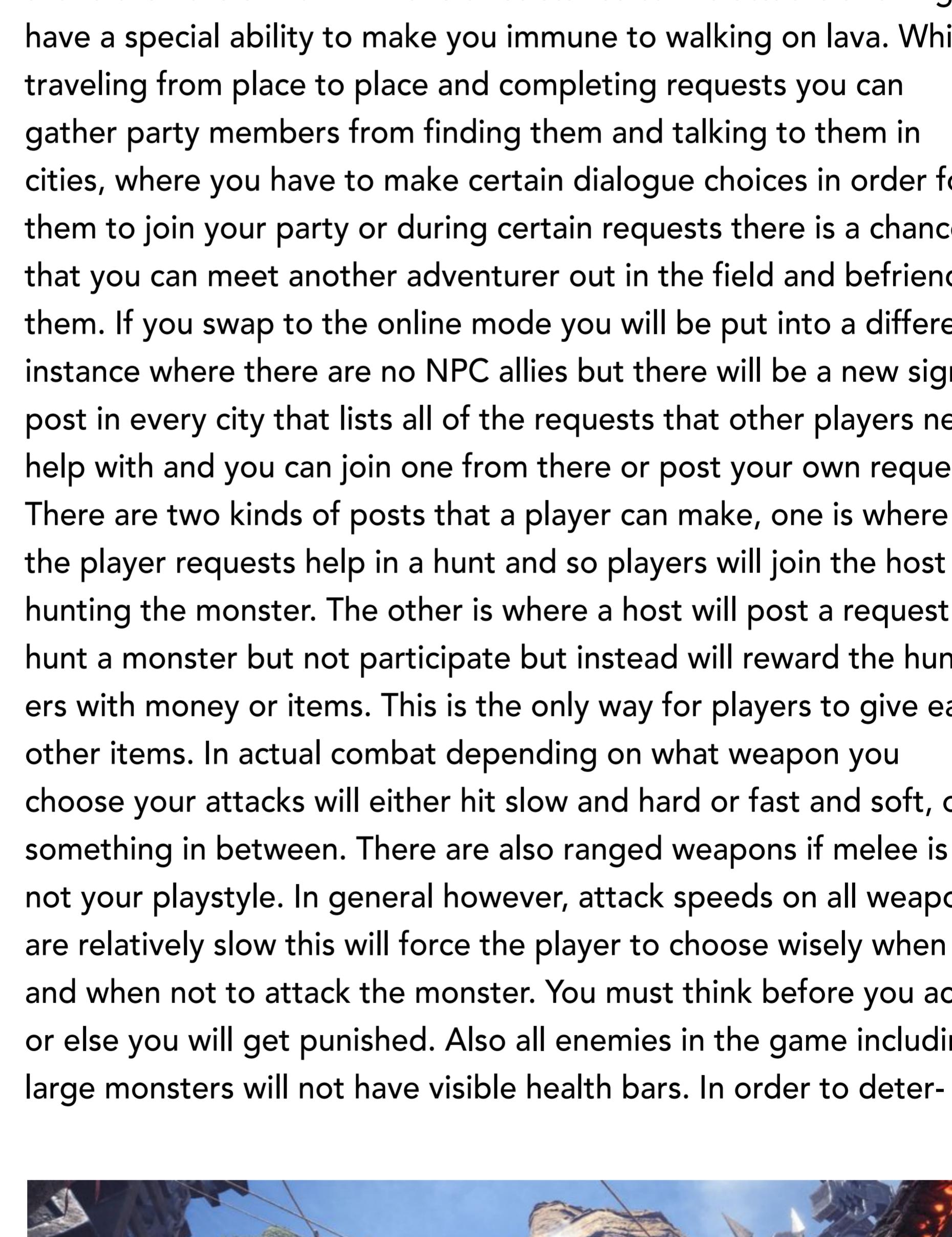
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Character:

Your character for the majority of the game will be clad in armor of some sort. Your looks will constantly be changing as you must equip different gear and items to combat whatever beast you are going to hunt. Your character will gain certain moves based on what weapon they are using and based on what hunting style you have equipped. For example, if you have dual swords your attacks will be fast and numerous with an emphasis on speed and mobility rather than hitting power. While if you use a Lance your attacks will be very precise and using a shield you can block most attacks that come your way. The downs side for this is that Lance is very immobile and slow.

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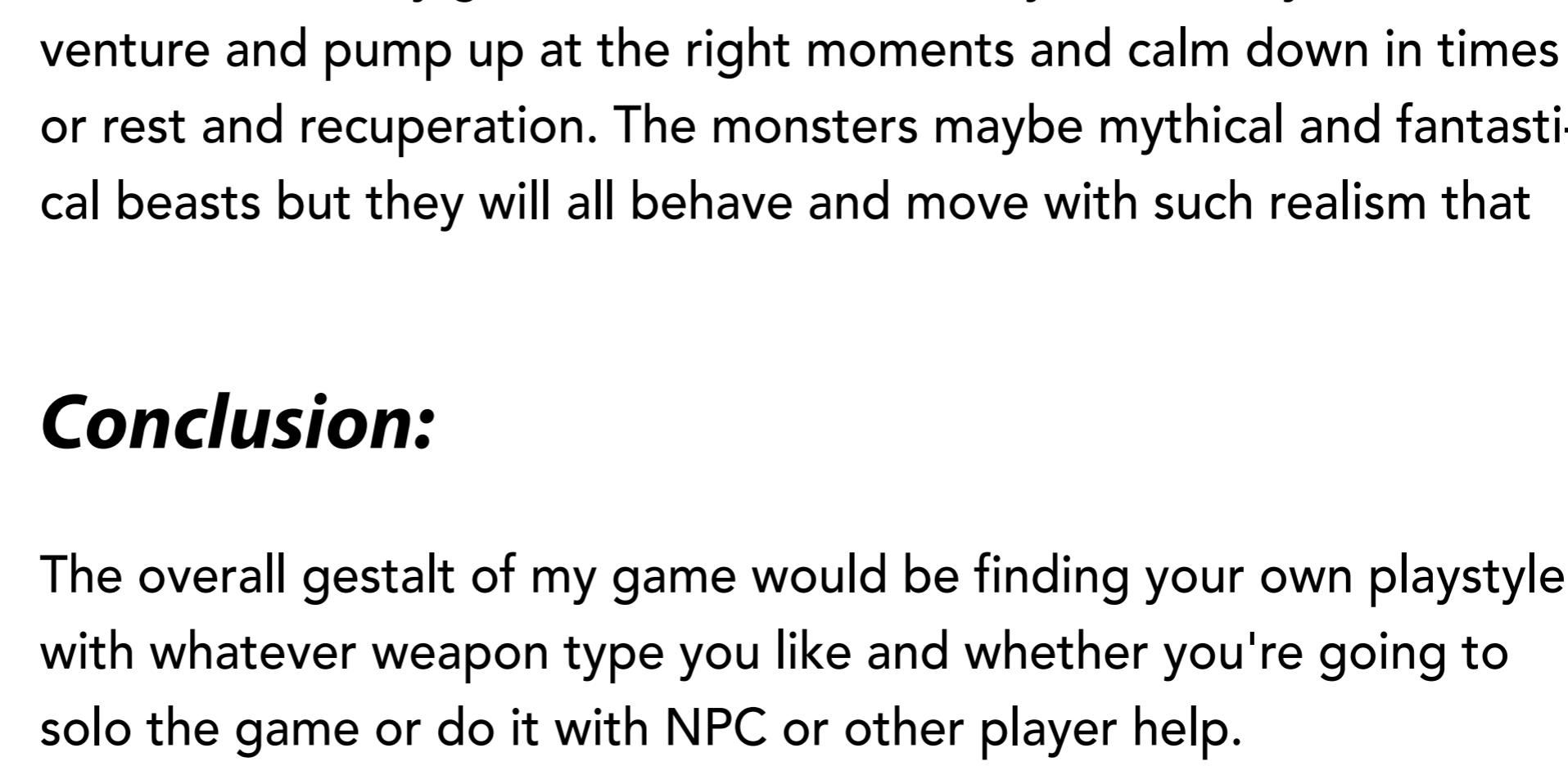
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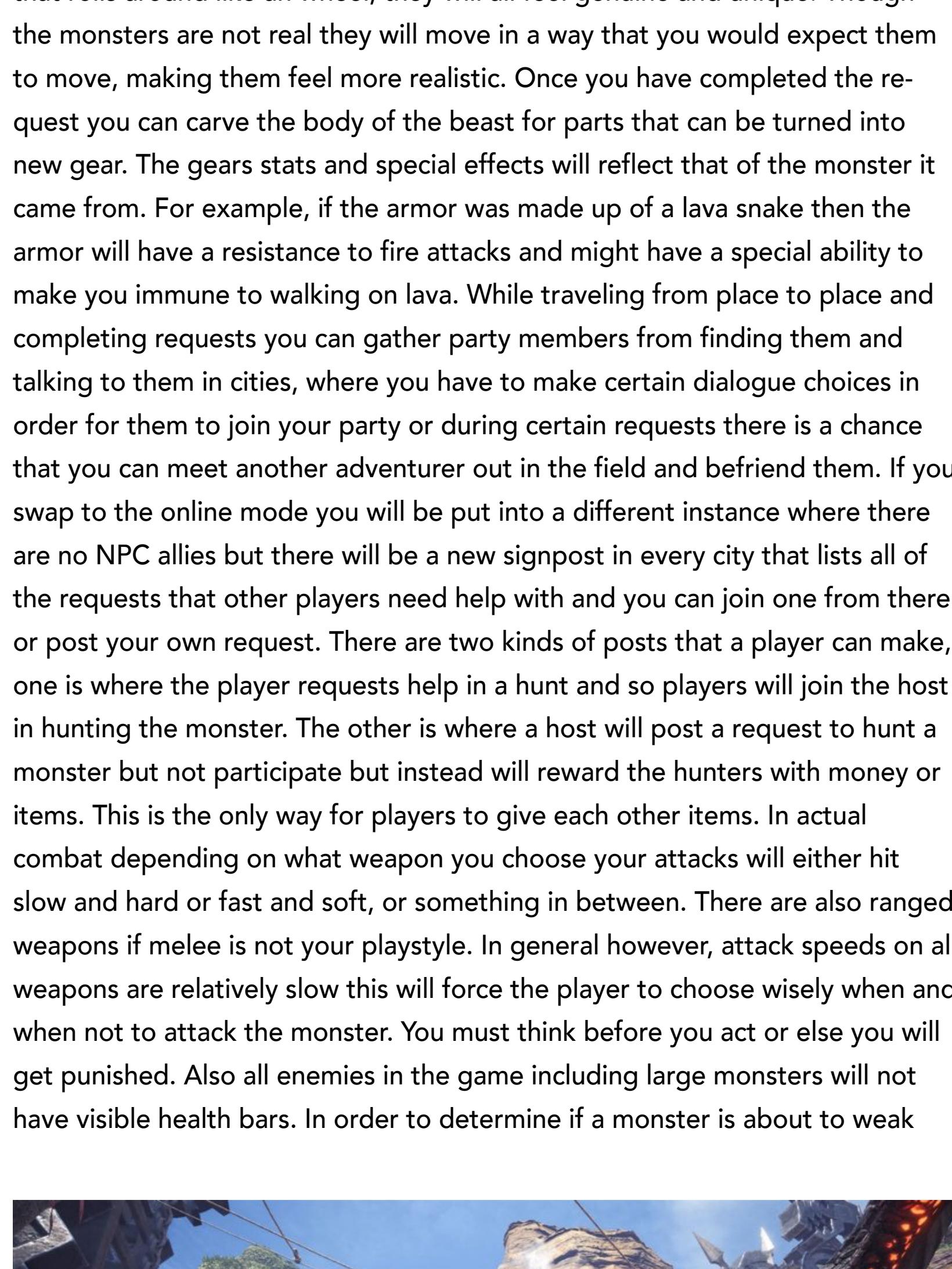
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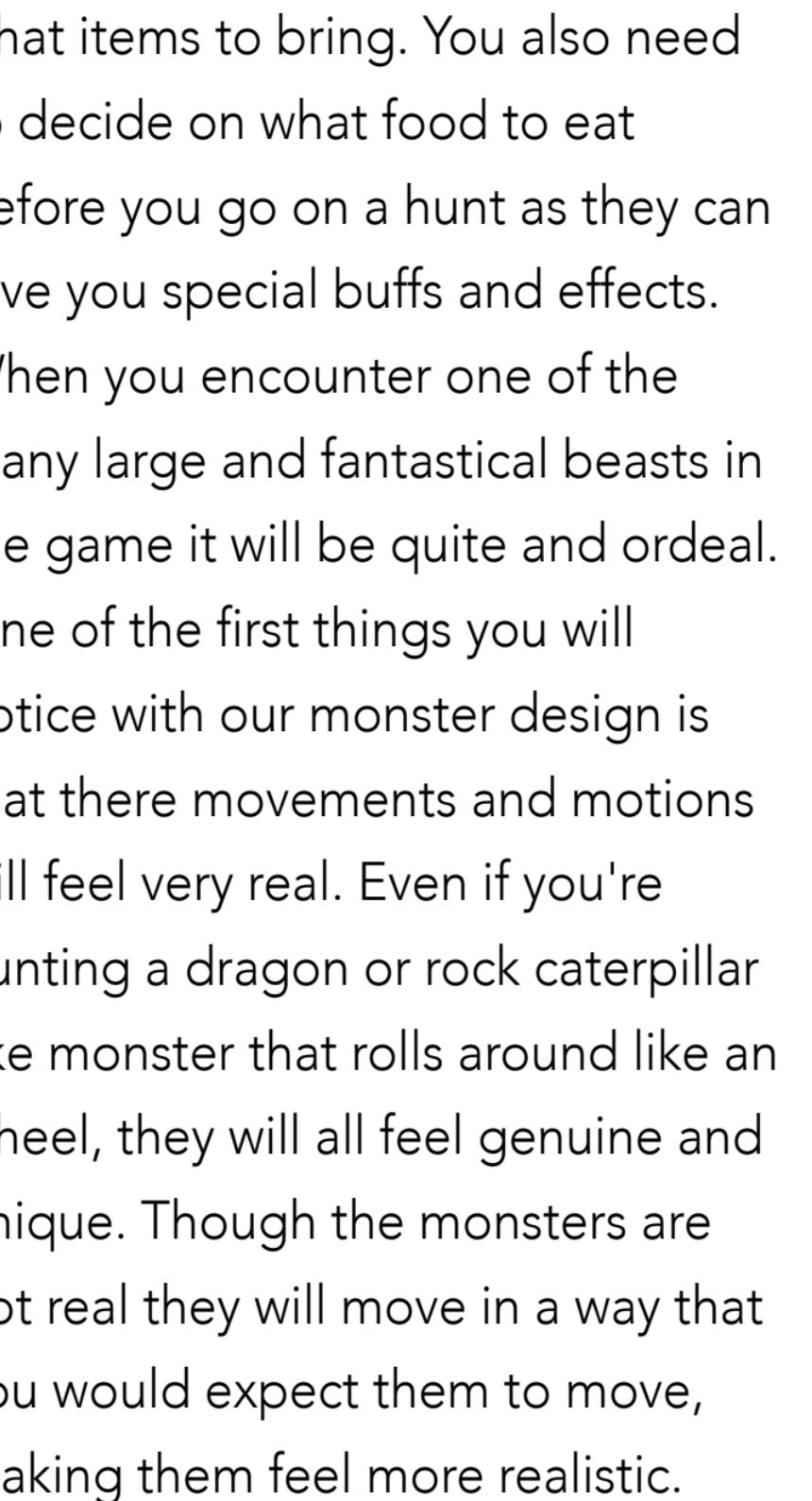
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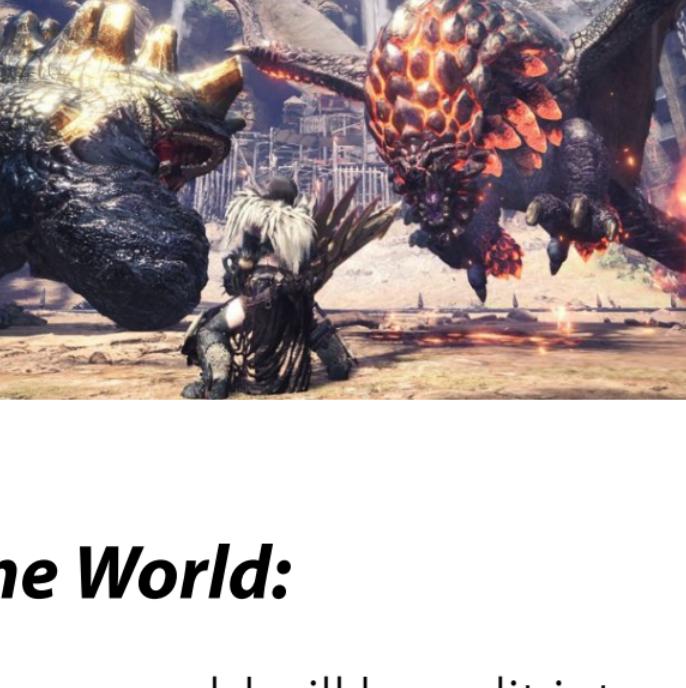
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