Aimrolk Assassins

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Game Overview

Game Concept

The game AIMROLK Assassins is a single player an action-adventure, stealth, roleplaying that takes the characters perspective and gives you the feeling of having power over some people, trying to survive in the dangerous wild world and your clan. The game is involved around a world named "Asthrem" and there are 5 big countries that hold the power. The character is set within one of those big countries (player's choice) and you will be set in a hidden clan of assassins that try to survive and gain power. You will experience, betrayals, friendship, comradeship, old evil & good conspiracies that are forgotten to the world.

The main character role is grand since, the character comes from a bloodline of royal assassins and is your duty to lead your clan to victory and power, even in the hardest times to unfold. The player will not start as the clan leader straight away, but start in younger days, progressing through until adult ages and when faced many trials, then able to become the leader of your clan. You will be doing many things such as assassinating, having trials, finding intel, explore around the map, finding intel about your parent's murder, strengthen your clan.

Embracing more of the stealth genre, the game can be played both stealthy and aggressive depending on the player style.

The player will have a choice of playing either as a first-person perspective or third person perspective and can't change it once is decided. Since is also embodies the roleplaying genre, the character is already created, and you will be playing as him.

Genre

The genre of the game is single player action-adventure also being a stealth role-playing genre because the main character that you will be playing is an assassin and you will be in his footsteps as he unravels his story and uncover many hidden things. The game is categorized as an action-adventure because it's an open world where the player is not restricted by many bound and able to do many things such as uncovering hidden clans(organizations) and able to fight them or befriend them. In the open world you will also be able to solve puzzles which awards the player significantly.

The game is a role-playing genre because you are in the body of a young assassin at first and play through his journey and experience how the world is.
Being categorized also as a stealth game the character being an assassin is something normal and you should expect in the game to do many things stealthy such as eliminating targets, avoid them.

Target Audience

The target audience for the game will pe PG 18 since there will be many inappropriate parts. There will be many gore things such as murders and assassinations.

There will be few cut-scenes where the player will eliminate targets in cold-blood and see the targets reaction as the sword goes into his flesh and blood gets splashed everywhere. Some scenes will have a semi-nude scene such as NPC's being in bath house or in the river bathing and this wouldn't be proper with the younger age.

The lifestyle of the character isn't proper as well for the younger ages, because since the character was small, he had a hard training and had to murder many people to become an assassin because it was required by the clan.

Game Flow Summary

The game will be a nonlinear type of game, the story unfolding in the proper order, but since the character is in a clan, he will be able to go back to the clan anytime he wants, to recruit more people joining his side, levelling up the clan and improve the settlement.

There will be many puzzles available to undergo, some of them being harder than the others, but the harder it is, the better the reward the player will get. In the story the character will meet one of those puzzles which he will need to complete to continue the story. Some puzzles are straight and easy such as finding a hidden key and move boxes, but the harder ones involve having riddles, move multiple boxes, finding secret keys which are either hidden or hold by an NPC.

The player will be able to experience the open world and can use different methods of combat, making choices, the combat either as stealth type or straight combat which will be a bit harder.

Look and Feel

The physics within the game will be different than normal, because in the game there will be some magic type abilities such as the assassin being able to use a skill named "Shadow's Tremp" which allows the character to teleport behind an enemy if he is within 5 meters away from him. Besides the character having abilities, other NPC's will be able to use abilities too such as bosses and mini bosses, some companions, the Villain and more. The art style will be somewhat normal the people looking like a human being but there will be other races besides humans. The game camera will be first person, or third person as stated in "Game Concept" (more info at Game Concept, at the bottom). The setting of the game will be serious and can have some cheerful parts as the main character is not all cold blooded and has emotions, but for most of the time it will be serious. The theme for this game will

be presented in the past, related to the Middle Ages, and the game will have days, each day going by it will show to the player on his screen and the game will have time periods such as "Winter", "Summer", but set different and more dangerous than they are.

Monetisation Model

The game will be available for Pre Order 1 month earlier than its release and the player will be able to access part of the game within that month to get a feeling of the game and expect for more when it's released.
The Original Price for the game will be £49.99 one-time purchase and the game will have DLC available to download. The game will have in-game items to purchase such as skins, changing the look of the character, but it will not have any effect beside the look.

Core Pillars of Design

Pillar 01 - Stealth

- Stealth combat is preferred but on some parts it's optional, on some parts is essential.
- Stealth is used can be used as a last resort if in hard times.
- It can do way more damage than combat.
- Stealth missions which are much harder than normal quests.

Pillar 02 - Clan

- Character can upgrade the clan and improve it.
- He can recruit more people in his clan but also remove them.
- Clan members can betray you if your friendship with the clan/members is below average.
- Can upgrade how many members you have, the items they can have, their skill, stats.
- Able to have clan wars and increase the clan members or eliminate the clan…

Pillar 03 - Combat

- Character has stats, skill and combat and can put skills point to increase strength.
- The player has a skill tree filled with abilities and able to choose up to 4 abilities
- The player can request an 1v1 duels with some NPC's and won they get either a skill point or gear. Difficulty based on level and reward.
- There will be multiple types of enemies (depending on the region)
- Some abilities can be used in a combination that allows the user for extra damage.
- When on boss fights can decide whether to let them live or eliminate them and depending on the player's action it will affect the outcome (outcome can differ), such as rare questline, gear, skill.

Pillar 04 - Story

- Narrative driven story that keeps the player focused on the character and what happens around him.
- Making decision on the story which can affect the ending or some parts of the game.
- The story will be nonlinear since the player will be able to choose multiple paths to finish a quest.

- Multiple choices of approaching the combat, travelling, companions, targets, puzzles.

Pillar 05 – Berserk Power

- The player will have an unknown power called "Berserk" since the power activates Shin loses consciousness and something evil takes over and destroys everything in path with a power never seen before.
- The power allows the user to reach a state that is higher than a human being, but at a cost
- The power only actives on certain narrative story parts and not whenever the player wishes.
- Since it's an unknown power the player has no idea how to control it neither the clan, he must first master it to access and control the power.
- If the player dies while in the berserk state, he will confront the inner power in his mind and if he manages to defeat the "thing" he will be able to regain his normal form and continue from where he left otherwise, he dies.

Gameplay & Mechanics

Mechanic 01 – Game Progression

Player progression from NPC missions which they award the player with XP (experience points) towards getting skill points to unlock more of his weapon, stats, and combat statistics.

Progression of narrative.

Player can also find collectables by doing puzzles or find random collectables which rewards the player with getting a 1 skill Point which allows him to level up towards his weapon, stats, or combat.

Player will gain 1 skill Point when defeating a boss (random bosses can be spawned around the world).

Aside from collectibles the player can gather parts of a map to gain new weapons or outfits (outfits don't affect the stats).,

Mechanic 02 – Mission Structure

The game is set in the past where assassins are just a myth because nearly all of them have been eradicated, but our character is from a lineage of long assassins, and he is one of the last royal assassins from that era, alongside his clan.

There are several types of missions which the player can do such as assassination types where the player will be given a mission from its clan or by someone else and they will need to assassinate that person. The player will be given the option to find the target and eliminate it.

The second type of mission is gathering information about a target and the player can sell that information to someone else for a price (money, intel, or gear).

There will be another type of mission in which the player can have his clan battle other clans that he discovered.

The third type of mission is the story mission where the character will play a major role for his clan.

There will be some areas in which the players need to reach a certain main story to unlock the area, so he can progress.

There will be also unique side mission "Battle Arena" where the player will be battling with other NPCs and gain interesting rewards (unique gear, unique abilities).

Mechanic 03 – Puzzle Design

There will be few puzzles and the player will try to solve and by solving it, the reward will be 1 skill Point to upgrade his character.

The puzzles will be placed random on the map on some small places which can be either hidden or in open places.

Most of the puzzles will be random and will be there just for the player to enjoy and can be skipped, but there will be at least 1 puzzle, which is part of the story and can't be skipped.

The puzzles can contain any of the following: skill point, combat ability, intel, or gear.

Mechanic 04 – Objectives

One of the players is to revive the clan in a way that it remains hidden from the world.

Second goal of the player is to find a lost relic originally left by the ancestors and was stolen by someone unknown (main villain).

Revenge his parents who were killed when he was small (killer unknown yet).

Eliminate bosses around the map

Completing side quests, puzzles.

Mechanic 05 – Play flow

The player will be immersed in a game because it's not easy to eliminate the target since they are heavily guarded and some of the targets are like a boss besides the actual boss.

Player will be able to choose the difficulty.

Player can choose which path to take on some important decisions.

Mechanic 06 - Physics

The character will be more powerful than a human since he had vigorous training to become an assassin and able to parkour on building, also able to have certain techniques that allows the player to teleport.

The items(objects) break when they fall at great heights or being hit.

The world is set in a normal-magical world where only few people can use abilities (like magic called "aesthero").

Mechanic 07 - Movement

The character will be able to walk, run, slide, hide but also can parkour to some extent. Parkour can be done on trees and buildings.

The movement is related to the narrative since the player is an assassin and he will have some movement abilities such as teleporting behind an enemy.

Mechanic 08 - Objects

The player will be able to interact with some objects such as puzzle objects in which case the player needs to move boxes to a certain position or find a key to unlock a door.

Most of the objects can be destroyed such as boxes or the vehicles they use.

There will be a more in-depth mechanic of how the player can interact with the object such as jumping to houses and able to hold onto it, going up ladders, able to use some type of orb to move platform.

Mechanic 09 - Collectables

There will be rare collectables and the player can find them either being in some hidden spots or from puzzles.

Collectables such as health potions and gold can drop when eliminating the target.

Bosses can drop gear collectables which can be sold to NPC's or equipped.

Mechanic 10 - Actions

The player can engage with NPCs and help them or eliminate them to gain money/skill points/gear.

Able to eliminate targets.

Able to explore the world and find unique locations.

The player can upgrade the clan (like settlement), also can recruit members to increase strength to clan and expand it.

Mechanic 11 – Combat

The player will have 2 options in which can take the combat, either being stealthy and eliminate them without being detected (some parts are unavoidable and need to fight them straight on) or fight them one-to-one combat.

With the skill points the player can level up the character and unlock different combat abilities such as throwing weapons to eliminate the enemy, teleport behind the enemy for a quick finish and more.

When the player will fight a boss, the fight will be deeper than a normal fight since it's much harder to eliminate him, since you need to do a lot of dodges, but also can-do stealthy attacks if he doesn't see you, in which case can take more damage than normal. The boss fights usually will be placed in a small area, either being open field or some areas which have some hiding spots for stealthy attacks.

The enemies have weaknesses and if the player hits that weakness it will deal more damage.

There will be objects such as lamps or boxes on a platform that the player can shoot the platform to destroy it and eliminate the target.

Player will have minimal access for part of the game to the unknown power "Berserk".

Mechanic 12 – Replay ability

The player will be able to play the game again after he finishes on a higher mode, if he wishes.

The player can take a different path of a game and make different decision which can affect the game ending.

Mechanic 13 – AI

The game has NPC where you will get your quests from and there are certain NPC that gives you a chain of quests which the reward can be better than normal side quests

Some NPCs will target you if you have been spotted by someone doing something such as killing someone and have a bounty on your head.

By killing some of the NPCs it can affect the course of the game, and some will not respawn.

There will be NPCs that can help the player and take them in your clan and train them to increase the clan power.

Able to recruit some NPC in your clan to increase the strength of it.

Your clan members can betray you if below average relationship or if he is an intruder from outside.

Mechanic 14 – Game Options

Visual – Able to change the visual settings such as brightness, subtitles on/off, graphics

Audio – Able to change the music, character audio, gameplay

Key Bindings – Key binding available for the combat abilities but also movement.

Mechanic 15 – Economy

The main economy is money which you will need to grind a bit by stealing, assassinating or helping certain people. You can buy nearly everything such as gear, potions with the gold and not able to buy skill points.

The secondary economy is intel (information) which is heavily needed because being in a past world there aren't many possibilities of finding information faster. The intel can be traded for money or gear depending on the intel quality.

Narrative

Story

Background

The world is called Asthrem, very different than an earthly world since some gifted people have the ability of "aesthero" which allows them to use abilities such as teleporting, imbedding the power into the sword to have a way sharper edge.

The world is divided into 5 big regions (countries), each region starving for power to conquer the world.

Each region has their clan of assassins or various clans not only specializing in assassins, but on this world, assassins are more like a myth because in the past the 5 countries united to defeat a royal line of clan of assassins to depower them because they grew too much, and the regions began to fear them. The reason they feared them is because of how skilled they were as well as they had an ancient relic that allows the users to surpass human beings.

Besides those 5 big regions there are other non-major regions or small countries but since they have no power to defend themselves against the vast regions, they pledged alliances to one of the 5 big regions.

Our character is part of that royal clan which was an important figure in the past and he is one of the last royal assassins.

Introduction

In the present the main character which the player will be playing is called Shin and he is part of a hidden clan located in one of the 5 regions (player's choice), trying to revive his clan, as well as trying to find the relic that has been lost since the relic was a precious artefact to the clan passed through generations. The whereabouts of the relic is unknown since their downfall as it was stolen. Shin must discover the whereabouts of the artefact to restore the glory of the clan. The clan called Phantom Assassin or just Phantom is more than just a clan, it's like a family that care for each other and have perfect synchronizations when it comes to do a job. The clan is divided on branches depending on their power and the different types of skills they have. Each branch has their separate team, each team having at least 2 aesthero since the power can do more than it seems. Some people can link the power to other people's minds and able to speak between them only with the mind.

Game World
Setting and Tone
The world is set around the Middle Ages where people still fought with swords and bows, but since the world is different, they have the Aesthero power available for some people.

Aimrolk Assassins will have most of the time a serious vibe since the assassin will do many things that requires for the character to have least emotions for this type of job. There will be parts where the character will be introduced to many emotions such as betrayal, love, friendship and have new experiences.

Areas
The map will be divided in 5 big regions, each one of them being open world (for most parts), the player will be required to reach a certain story point to unlock the specific region.

The areas will be different, depending on the region for example in one region (the regions can be such as warrior region, the Tartorus region (where the war with the royal assassin had happened)

The player will be set in one of those regions and have the clan settled in a hidden area where nobody knows about their existence.

Characters
Protagonist
The Protagonist named Shin one of last royals' assassins, set in one of the 5 regions within its clan.

The player will start in his younger days, experience some of his past and see what hell he has been through.

The game will apply the "Three Act Story" (Aelius Donatus, 326) having a beginning which is the introduction of the Protagonist, introducing many major allies and villains.

The beginning
The protagonist born in a clan of last royals he is training to become the clan leader and lead to growth and power. The story is involved around the protagonist because of the murder of his parents which the real killer is the main Villain and the theft of the relic that has been passed down by their clan.

The reason the protagonist is involved around him is because the main villain has sent an assassin to eliminate him since he was small but failed and that set the Protagonist to go and find the killer of his parents.

His motivation is to find the murder of his parents and recover the relic (artefact) back to the original owner which is his clan. Going further down his motivation he also wants to help the clan recover the original power they had and to do that they need to find new members and expand themselves within the shadows.

The Middle
In this part many events will be unfolded, the Protagonist will experience many things such as gaining several important members to his clan and strengthen the power of the clan. He will also encounter many hardships and betrayals, such as

the main villain showing himself and trying to kill him and the Protagonist will run away from him since he is not powerful enough yet.

Besides the main villain the Protagonist will encounter other hardships such as some of the regions finding about the existence of the clan and trying to find to eliminate it. The Protagonist will also find the whereabouts of the killer of his parents only to discover that the one that tried to kill him was the murderer of his parents.
The Middle Act ends with the Villain slashing through the Protagonist body and thrown into a pit.
The END
The protagonist survived the fall and was helped by someone that lived in the pit for a long time and with his help, he managed to gain an ally which was the previous Emperor before the rise of the Mad Emperor (Villain). With his help he managed to get back to his clan and strengthen his power with the previous Emperor help.
The emperor found the whereabouts of his clan and marched with his elite army to eliminate it, only to confront the Protagonist at a duel to death.
The Act ends with the Villain nearly defeating the Protagonist but before the Villain killing him, the previous Emperor got into his way and killed him, then with the hesitation from him the Protagonist managed to slash down the Mad Emperor and kill him.
The Acts Ends with the previous Emperor burial and the news of the Mad Emperor being dead and the Protagonist continuing his journey of restoring the clan power.
The relic is still lost and the whereabouts are still unknown.

Antagonist
The Antagonist is one of the 5 emperors which has the most power out of all regions and he is the main cause of the extinction of the royal clan of assassins since he knew the power that they had and what relic they had in their hands and wanted it for himself.
The antagonist is not a normal human but a High Human which has a span life different and bigger than a normal human.
The player will not encounter the main villain directly until later in the story. However, the Protagonist will encounter his subordinates throughout the story either being posed as enemies or teammates.
The antagonist's name is still unknown to the world, but people call him the Mad Emperor since his slaughtering of his people and anyone standing in its way.

Other Characters

There will be other important characters that will aid the Protagonist or trying to kill him

One of the important people it's the current leader of his clan (him not being yet the leader), in which case he is like a parent figure to him. Training him since he was small, he taught the Protagonist everything that the leader has learned and passed it to him to become the next leader which will lead the clan.

The second important ally is later in the series which is the previous Emperor before the main Villain which will help the Protagonist by a lot and build a trust between them.

Another ally will be his childhood friend which is part of his clan and a very trusted member also skilled.

Many NPC's that will give the Protagonist quests, chain-quests which can lead to important mission rewards, intel rewards.

Levels

Level 01 –
The first level will start after the Training level is successfully completed, the story will continue with a time skip of 5 years, Shin being 15 years old. The player will start when he is on his first assassination mission, and he will have to play stealth to kill his target. There will be few tips to show the player the actions. The player can fail the assassination and if he does, the story will continue with the mission, until he is dead. The difficulty will be harder if he fails, and more powerful guards will be assigned to protect him in a different place. If he succeeds, he will return to the clan, where the clan will be presented and some main buildings around the clan that are unlocked.

There will be multiple side quests the player can do them, each quest having different reward, and some might have some hidden chain quest that will continue the next levels.
The last mission will give a warning such as you will continue the next stages and not be able to continue this level(region) for some time.
The last quest the player will encounter a side villain which is a subordinate of the main Villain, the mission for the quest was primary to gain information on a certain NPC in the second region. The player travels there and needs to gather data that is stored within a castle and when the players gather the data, the side villain will encounter the player and a boss battle will begin.
The player is supposed to lose because of the difference of power between the two, since Shin hasn't had that much of combat experience and whatever the player will do the boss will win no matter what.
The boss close to kill the player the unknown power named Berserk comes in and able to strike the Boss, taking his left hand, then managed to run away.

Level 02 –
The player starts in the second region after the boss battle, unknown in the second region, the player encounters an important NPC which saves him and will have a big role in the upcoming events. The NPC called "Yosuke" teaches him the art of combat, improving his skills in every form and this is where the player learns more about the berserk power since he has it as well and will teach him in time how to control it.
The focus on the level will be Yosuke learning from him and helping him. Yosuke was son of the former leader of the region, and you must help him recover his status and family.
The player will begin in his berserk mode because of the injuries that he has taken, he battles Yosuke but, he destroys Shin and manages to subdue him without taking any injuries.
While recovering from the injuries Yosuke speaks about the Berserk power and finds that the Berserk power it's ancient power and some sort of demon is inside him controlling him while active in the form. To master that power, he must confront the demon inside him, and both must cooperate to achieve maximum potential. The power can be activated when in life danger since if Shin dies, he dies too.
Following quests and side quests that the player can take, the player will start gathering info on the current leader on the current region and eventually finds out

that the evil guy has fought it's the current leader and both Yosuke and Shin path align.

To be able to confront him, he must first gather an army on his side and there are multiple missions where the player must save the enslaved warriors that the current leader has imprisoned. The player can also look for other clans to fight with him for a price, but there is a risk of betrayal if you add the clan to your army.

After gaining the army the player can confront the leader, but first must defeat his 2 subordinates. The player will have a mini boss fight, fighting both of them at the same time (their HP is not shared, and each has his HP bar). Upon defeating them the battle on the castle will continue until you reach the throne and the confront the leader.

There can be 2 paths the player will take. The first one is defeating the current leader by killing him or the player gets defeated, and Yosuke will lose his hands at the cost of killing the leader.

Level 03 – The level starts with Shin getting news from his clan that it's going to be under attack and Shins heads as fast as he could to his clan to help him along with Yosuke and his people. As he managed to find his way back, he finds some of his clan massacred but no signs of the enemies.

Level 04 –

Training Level

There will be a tutorial available in the beginning of the game where the player will experience some of Shin's past and what he went through. The player will see some remnants of memories giving him a sense of mystery.

The player will experience some of his training and in that time the tutorial will begin showing the player the ropes such as attack, sprint, jump and more basic skills. One major ability that will be in the first tutorial will be his unique ability which is still "unknown" to him or the others which causes him to go into a berserk state, but his looks change as if he were a demon.

The player will be starting the tutorial with the current leader of the clan training him and after some time while training an enemy ambush is happening where the player will encounter someone dangerous nearly killing him which activates the "berserk power".

The tutorial will be linked with the narrative and there will not be a "special" training where everything will be shown in the first tutorial and being separate from the narrative. The berserk state will be later introduced properly at the right time and the player will not be able to access the power.

Interfaces

Game User Interface (GUI)

Within the game one of the main important UI (User Interface) that will be used is Meta UI.

Meta – This is on a 2D space while it still maintains the game narrative. In the game one use of Meta UI will be a circle menu overlay which the user will be able to see, and the character is not being aware of it. The circle will have multiple uses such as able to select the weapon of choice. The player will be able to store up to 2 items (3 if it's a small weapon), this being displayed on the characters back or clothes and the player will be able to select one of them and when selected the character will perform that action.

The second meta-UI is when you are on combat or stealth. When performing stealth killing actions blood will appear on the screen depending on who is taking damage. If the enemy is taking damage blood will be splashed on the floor and the enemy will start bleeding.

If is the character taking damage some blood will appear on the screen as well as on the characters body.

Controls

The player will be able to use either controller or keyboard depending on the platform he uses and what he wants. The game will be on multiple platform that supports it such as PC, PS4/PS5, XBOX. The controls will vary depending on the what the user will be on.

Audio, Music and Sound Effects

Music throughout the game will be played, ambiance across the gameplay depending on the area the player is, when on combat, combat music will be played depending on the narrative such as immersive music when fighting a boss or main villain.

There will be Audio available in the settings and able to change the music, subtitles, sound effects, master volume.

Help System

Tutorial available at the start of the game and throughout the game at some points when new mechanics are introduced for the first time. There will also be a help system that tips what should he do if he has been stuck on the same puzzle for a long time.

Settings
 Player will be able to adjust the graphics, language subtitles, accessibility, audio

Game information

The player will see the quests, the information about the quest such as level, difficulty, location (on most quests) and the rewards (some or hidden).
There will be lore data around the map when befriending a new important NPC and find new relics, discover cities. Upon discovering the NPC or city, you will gain some information about the lore of the city NPC and able to find more while playing and even have some quests based on the lore.
The accessibility help system will be the main help system because some people with some disabilities may play the game and the game will have the ability to help them.

Technical Specifications

Target Hardware
 Aimrolk is like the Assassin Creed Odyssey requirements only some of them being a bit higher

PC Requirements:
Minimum required:

OS Version: Windows8, Windows 10(64bit versions only)
Processor: Intel Core i5 2400 @ 3.1 GHz
Memory: 8 GB RAM
Graphics: NVIDIA GeForce GTX 1060(2 VRAM)
DirectX: Version 11
Storage: 50+ GB available space

Recommended:

 OS Version: Windows 10(64bit versions only)
Processor: Intel Core i7-3770 @ 3.5 GHz or better
Memory: 8 GB RAM or better
Graphics: NVIDIA GeForce RTX 1080(4 VRAM) or better
DirectX: Version 11
Storage: 50+ GB available space

Development Hardware and Software
In the Development Hardware there will be needed multiple powerful PC's with at least i7-10700k or around that and the GPU being around RTX 2060 Super 6 or 8 VRAM depending on the department that it is using.
Animator department will need a better CPU because they will only animate the characters and the surroundings and need the power to do that.
The modelling department and Concept art will need to have decent PC at their hand but also tablets for modelling and doing art style.
The coding and Level Designers will be powerful PC such as a decent GPU such as RTX 2060 with 8 VRAM or better.
The software that it's going to be used for the game engine will be made in Unreal Engine.

Network Requirements

The game being a single player, it still requires connection to the internet, because there will be certain shops that give special rewards for a higher price but those

required connection with our client and without that there will not be access to the shop.
Another reason as why the network is needed is because if you have a DLC, that DLC will need network connection to play it.