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Group 6

CSC 490

High Concept Document

**Project Name:** DMT-V

**High Concept Statement:** A strategic role playing game, where a group of players can take on entire dungeons teeming of vile minions and powerful bosses. Play with your friends, and choose a unique party set up. How far can you get in this seemingly endless dungeon?!

**Genre:** Action-Adventure, Multiplayer, RPG, Rogue-like, Dungeon-crawler.

**Player Characters:** As an RPG, the players will have a few different classes to choose from. At this point, we have not decided which type of RPG characters to use; however, it is reasonable to assume some variation of the standard warrior, hunter, and magic playable characters.

**Target Audience:** The targets of this game are those who enjoy playing RPGs in general. Furthermore, mixing multiplayer along with dungeon-crawler mechanics will appeal to those that enjoy “raid”-like mechanics in popular MMOs.

**Platform:** PC - Windows, no special equipment required.

**Licenses:** There will be no known licenses needed; outside, non-copyrighted assets may be needed and will be clearly marked as such (e.g. audio files, Unreal Engine 4).

**Game Modes:** The game will be balanced around a multiplayer group of 3 ~ 5 players. Single player will be possible, but may not be necessarily fair or balanced. No support for local multiplayer.

**Game Mechanics:** The game operates on a turn based system, where each player will be able to move and perform an action per turn. The allowed number of tiles a player can move as well as the possible actions depend on the player’s character. There will be hoard-style combat, where the players will have to fight a great number of small enemies, as well as epic boss fights. The importance of the game is in how the players use the strengths and weaknesses of their characters to fight as a team.

**What makes our game different?**

The RPG genre is longstanding, with many different approaches to gameplay, storyline, multiplayer, etc. It would be wrong to assume that we can make a game to completely redefine the RPG genre. Furthermore, as we are not art or literature majors, our focus would be misplaced in creating an epic storyline or compelling artwork. The focus in this project is on the gameplay and core mechanics of the game, and to make those as smooth as possible for the player’s enjoyment. The uniqueness of this game will come from the mix of features provided by the different genres. There are numerous rogue-like, dungeon-crawler games, but hardly any have multiplayer functionalities. In the few games that do, multiplayer is usually a tacked-on afterthought. In our game, multiplayer functionality will be a core concept in the gameplay, as players are expected to coordinate their actions to beat the dungeons. These genres will also appeal to those that enjoy the raiding mechanics in popular MMOs, such as World of Warcraft, Rift, Guild Wars, etc. However, in these popular games, players need to play for hours and hours before they can enter dungeons. In our game, players will be able to fight through dungeons with a group of friends from the very beginning.