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RINGS AND ASHES

Game Design by Abdullah Alhilali and Luis Hernandez

Programming Design by William Swicki

23 April 2024

For PC, and Console

Ages: 13 - Up

Ship Date: TBD

**Rings and Ashes concept overview**

**Platform:** PC/Console

**Target Age:** 13-up

**Rating:** Teen

**High Concept Statement:** Ring and Ashes is a 2D Side-scroller arena game that takes place in a temple where powerful legendary demons exist. The player, an Arabic warrior named Rakem Ibn Qamar is tasked with killing all of the powerful demons inside the temple he was captured in.

**Game Summary: Rakem Ibn Qamar**, an Arabic warrior known for his ferocious fighting and his willingness to not give up fighting anyone or anything has suddenly found himself trapped by a demon and his army of humans inside a temple. Rakem managed to slip off the cuffs and kill the demon, giving him an all-powerful ring gun gifted by an unknown entity. That gun is called Ghubar. (Ash) After managing to fight off a single demon. An unknown prisoner informs Rakem that this gun can disable any demon, giving him a chance to attack. Now Rakem has to fight off each demon in the temple.

**Game Outline:** As Rakem, the player will be tasked with taking out every enemy they encounter, by using all the abilities they will be taught to kill all enemies and demons. Able to move left, right, up, sprint, shoot their gun, attack via sword in a heavy slow attack, or a light and fast attack, and dodge. There will be two types of enemies. A heavy human enemy that has a shield, and a sword. And a light demon enemy that has one sword to fight back. There will be at least 5 to 6 bosses in the game.

**USP:** **(Unique Selling Points)**

* Bloodborne-inspired Souls 2D game.
* Arabian mythology and legendary demons/monsters.
* Arena fights.

**Similar competitive Products:**

Blasphemous, Bloodborne, Prince Of Persia, etc.