Game concept document :

experience and intentions :

the player is embedded in desertic land, where he will fight monster for accessing two buttons, that will open the door for the labyrinth of the temple.

Synopsis :

Enanatuna, is a young women, who want to became an holy warrior of Manat. For realizing this, she need to find the way to enter the temple of the goddess. But lot of people find the end of their destiny.

Will you find your way ? or your destiny ?

CFLC :

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| --- | --- | --- | --- |
| Holy warrior’s quest | | | |
| Cible | Lieu | Finalité | Cognition |
| All kind of public  /  Fan de Zelda-Like | Sur ordinateur | Embed the player in an oriental universe, making him discover a nabatean’s divinity | Make the player improve himself finding the way to exit the labyrinth |
| Resolving the opening of the labyrinth  Fighting monsters  Resolving the labyrinth  Fighting the boss  Praying behing | | | |

Boucle OCR :

Tétrade :

Synthèse Tétrade :

Moodboard :