**Legend of Zelda: Dawn of Fire** – High Concept Doc

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*Define the experience the player is to take away from the game.*

“Legend of Zelda: Dawn of Fire” is all about making players feel like a conquering warlord on a path of conquest, overcoming a fantastical world with their own hands.

*Who is the player?*

Ganondorf, the sorcerer-king antagonist of the “Legend of Zelda” franchise and the incarnation of the Triforce of Power.

*What does the player do?*

The players use an army of allies at their back as a weapon in sieges of forts, drawing power from their number and skills, all the while themselves battling on the field.

1. Players select the village/fortress/temple that they want to besiege

2. Players select the units they want to take into battle

3. Players fight against the opposition

a. Combat for the player consists of (1) hand-to-hand combat with a great-sword & (2) “grabbing” allied units on the field, drawing them in close as a magical energy, and then “firing” their units towards enemies/emplacements as a wave of soldiers

b. Players can also sacrifice their units to regain their own health, or to summon their mount (a giant boar)

4. Players take their army through the different tiers of the location’s defences.

5. Players capture the location, take whatever reward is there, and add the souls of the defeated to their army.

*How does the player feel when playing the Product?*

We want players to feel powerful and in command. Players should feel that they are in control, know what they are doing at any given moment, and be able to alter the flow of the game’s events directly. Players will act as a conductor of forces greater than just themselves.

*Why will the player enjoy playing the game?*

They will feel a sense of agency while commanding their troops to storm the fortresses of the so called good doer Link , experience what it feels like to play the villain, and enjoy a different spin on the Zelda mythos.

*List and define the creative goals of the project.*

· Effectively blend two genres (3rd person tactical-action/RTS)

· Achieve a mid-level of play between the detachment of an RTS and the limited-perspective of a traditional 3rd person action-adventure

· Create an interface which allows the simple, raw execution of actions

· Make the player feel powerful, in command, and like the villain

· Responsive allied AI troops for a more lively battlefield

*What kind of game is the Developer planning to build?*

A 3rd person tactical-action game, with real-time-strategy battlefield command executed organically (a “boots on the ground” conquest game)

*What is the Developer trying to achieve, that if accomplished, will lead the project to being a creative success?*

A successful blending of two game genres enlivened by a natural and immediate interface, and a game from the perspective of a iconic gaming villain in a beloved fantasy world.

*Establish the priority of the project’s goals.*

· User Interface

· Player movement/Controls

· Artificial Intelligence

· Resource handling system

*Discuss what it means to achieve the goals and how those goals will be achieved. Generally, projects should have three to five goals of this nature.*

· A HUD and UI which allows players to effectively view the entire field of play and all pertinent information in a concise manner, so that they know what’s going on around them at any given moment

o A birds eye mini-map on the HUD, which will show the location and status of troops on the field, as well as their effective range

· Responsive and simple controls, which allow the player a sense of directness and immediacy crucial to making them feel powerful

o All complicated player actions can stem from a handful of basic systems – different powers are all initiated similarly with the “grab” system

· Meaningful interactions between allied troops and enemy troops (and the environment)

o Script the allies to do simple movement around the battlefield and attack when enemies enter their radius

· A system which successfully manages troop-count and converts that information, as the player’s powers, to the player

o Keep a count on the HUD of how many soldiers the player has, in addition to the map which represents them visually (color-coding, icons, etc…)

o A pop-up power wheel to select different powers when the player has a cluster of allies “grabbed”

*List and describe the important features of the game.*

· 3rd person combat, close and long-range

· Full troop control (deployment)

· Use troops on field as weapons/sacrifice as a resource for the player

· Simple but conveyant HUD for a multi-faceted battlefield

*What will it do that is new, different, or better than the competition?*

The game is attempting to have the sense of total-perspective that an RTS provides without sacrificing ownership-of-action, and given the immediate and satisfying gameplay of a 3rd person action game while expanding beyond the narrow individual limits of most similar titles.

*What about the game will lead a player to purchase and enjoy the Product?*

The game’s immediate and direct approach to large-scale battles, coupled with its narrative and aesthetic.

*For each feature, discuss how it contributes to the achievement of the project’s goals.*

· 3rd person combat: puts the player right in the action, makes every action their own

· Full troop control: a real sense of control over the course of the battle on a moment-to-moment basis

· Troops as weapon: gives the feeling of having power over others (playing as villain), and that every aspect of the battlefield is a tool in your hands

· HUD: allows control without tedium or frustration, conveys all pertinent information such that they know the scope of the battle at all times, and instantly plan accordingly

*Who does the Developer expect to play the game, and what about it will they like?*

Zelda fans/3rd person tactical-action gamers of all ages and genders will enjoy the raw and satisfying destruction they will unleash.

*Why will this particular demographic be interested in the game, and what features designed to ensure this?*

Zelda fans will be excited to play from Ganondorf’s perspective, as he is one of the equally important yet least explored members of the trifecta that included Zelda and Link, and to see a crucial but largely unexplored era in the Zelda timeline. Tactical-action gamers will enjoy the sense of involvement with every action on the battlefield, and the ease and satisfaction of execution will make them feel powerful.