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The Legend of Zelda:

Dawn of Fire

**Game Concept Document**

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# **Premise**

In “The Legend of Zelda: Dawn of Fire,” for the first time in the Zelda franchise players will experience the eternal tale through the eyes of the mysterious and evil Ganondorf. Starting from nothing as a child in the Gerudo Desert, players will carve a rag-tag tribe of thieves into an unstoppable powerhouse, conquering the wilds of Outer-Hyrule and assembling a massive dark army with which to march on Hyrule Castle. Wield the golden Power of the gods and fulfill your destiny, and set in motion the wheels of time itself…

# **DESCRIPTION**

The mythology of “Legend of Zelda” franchise is built around the concept of the Triforce, a tripartite heavenly force divided into Courage, Wisdom, and Power, with each third hidden inside the successive reincarnations of three people. The “Zelda” franchise traditionally casts players in the role of Link, the incarnation of Courage, with the gameplay following from this; “Zelda” games so far are all about facing the unknown, conquering fear, and becoming a hero. “LoZ: Dawn of Fire”, on the other hand, casts the player as Ganondorf, the incarnation of Power; thus, Power is the driving focus of the story and gameplay.

“LoZ: Dawn of Fire” begins with Ganondorf as a young child growing up in the harsh Gerudo Desert, and progresses through his life into adulthood. Over the course of the game, players are building a massive army with which to conquer Hyrule; they will assemble their forces by conquering region by region of a huge world map, claiming territory and bringing the non-Hylian races into their thrall. Gameplay in “LoZ: Dawn of Fire” deviates from the traditional one-man dungeon crawling of “Zelda” games past; gameplay focus is more weighted towards combat, with players leading a strike-force of allies through fortresses and temples. Players will channel the life force of those whom they command into powerful moves, which will change depending on the allies present; a nimble strike of Gerudo ninjas and a pincer movement of a pack of Moblins will play differently on the battlefield. Ganondorf himself will have these magical powers augmented by his own weaponry, as well as the ability to summon his loyal boar-mount to his aid, which he can charge around the battlefield upon.

With each fortress knocked over or temple raided (which can be completed in a relatively open order, from the game’s overworld), players will grow the power of their army, and capture sacred relics that will bring them new powers. In order to conquer Hyrule Castle itself, the ultimate goal, players will have to locate and capture the Seven Sages, so that the protective spells guarding the Castle will fall. Thus, the endgame will see players mount an all out-campaign against the high and mighty Hyrule, storming the gates and fighting up to the room where the Triforce, and their ultimate destiny, awaits.

“LoZ: Dawn of Fire” is all about Power, and the things people do to get it. Ganondorf changes from a child yearning for a drink of water in a cruel desert to the dark conqueror of the world, with what starts out as a quest to save his own people and raise them up to equal the glorified Hylian race slowly turning into an obsession with Power and fate. “LoZ: Dawn of Fire” gives Zelda fans the chance to flesh out the most under-explored character in the core trio that defines the mythology of the “Zelda” franchise.

# **FEATURES**

“LoZ: Dawn of Fire” is about placing huge power at the disposal of players, and letting them stomp around in a huge fantasy world.

· Command an evil army as you expand your influence over the land

· Lead a strike-force of interesting and unique allies in long, dynamic raids

· Wield incredible powers earned by expanding your army and conquering your enemies

· Explore a rich and untapped “Zelda” narrative

· Experience a classic game world through the eyes of its iconic villain

# **GENRE**

“LoZ: Dawn of Fire” is a tactical action-adventure game with a strong single-player experience, founded in a massive beat-em-up battles, tactical territory conquering, and open-world exploration.

# **PLATFORM**

“LoZ: Dawn of Fire” is designed for the WiiU console from Nintendo, the classic home of the “Zelda” franchise. The WiiU gamepad allows for a tactical view of the battlefield on its secondary screen, as well as for quick RTS-like direction for teams of allies and unique power-executions.

# **ESRB RATING**

“LoZ: Dawn of Fire” is rated E10+, for fantasy violence, dark imagery, and suggestive themes.

# **TARGET MARKET**

The target market for “LoZ: Dawn of Fire” is first and foremost “Zelda” fans of all ages and genders, who are invested in the rich mythology and characters of the “Zelda” franchise. “LoZ: Dawn of Fire” is also aimed at fans of the tactical action-adventure and open-world genres.

# **MARKETING POSITION**

Sometimes known as the ‘unique selling position’. What makes your game unique? Different? Why will your audience choose those game over competing titles? This is what makes your game stand out – explain why this game should be developed. Be specific. Back up your assertions.

“LoZ: Dawn of Fire” offers players the chance to walk in the shoes of an iconic videogame villain, and enjoy sprawling tactical-action with a true sense of progress and overall world-narrative, all tied together with stunning HD fantasy visuals.

# **COMPETATIVE ANALYSIS**

Choose 3 game titles currently on the market that could be considered competitors of your game. Describe each of these titles (1 paragraph per title), and discuss why your game can attract the same audience and establish a competitive edge over the other titles.

1. **Brutal Legend**: This game featured an RTS-like troop commanding system while players controlled a character, in real-time, on the same battlefield. However, “Brutal Legend” did not have the same focus that “LoZ: Dawn of Fire” has on the player character themselves, and its large battlefields were static two-sided fields without a sense of progress or motion through environments.

2. **Metal Gear Solid V**: The forthcoming entry in the “Metal Gear” franchise offers open world gameplay with a focus on building and utilizing an army to empower the single-player experience. However, in “LoZ: Dawn of Fire”, the relationship between the player and their forces is more direct, and the gameplay is more large-scale-action oriented than the stealth-combat of the “MGS” games.

3.

4. **Hyrule Warriors**: This forthcoming game is the cross-product of the “Zelda” and “Dynasty Warriors” franchise, which features large battles and big, powerful attacks against tons of enemies. However, “Hyrule Warriors” is not set within the mythology or canon of the “Zelda” franchise, and features the same ‘flat’ arena beat-‘em-up action of the “Dynasty Warriors” games. “LoZ: Dawn of Fire” places the action within a narrative and a total world, rather than discrete sequences of challenges, and ties the player’s power to their progress in building an army.

# **BACKSTORY**

The game begins with a long prologue (which also serves as the game’s tutorial) where the player gets to play as a young child Ganondorf. Born the first male in the last 100-year cycle to the desert-dwelling Gerudo race, Ganondorf is signaled by prophecy to rule the Gerudo and lead them forth to greater heights than even the Wizard-Kings that preceded him. The Gerudo are considered thieves and vagrants by the rest of Hyrule, and scrape together a meager existence in the Gerudo Valley desert, where water, food, and extreme weather are constant challenges. The women of the Gerudo raise the young Ganondorf with the hardened self-sufficiency that life demands of them, but being marked by destiny, and being the only boy in a race of women, he grows up apart from even his friends. The prologue will play through the trauma of his early years in the Desert, leading into his quest to conquer the world and use the Triforce to elevate his people’s lot.

# **RISK ANALYSIS**

What are the dangers in this production, the risk areas? List them, along with possible solutions.

The key production risks for “LoZ: Dawn of Fire” are:

· **Combat**: Since the game is so combat focused, and the battles are so large and varied, making sure that the battlefields are dynamic and legible will be important; in addition, managing the different powers gained from the army that you bring with you such that they are balanced and applicable to all combat scenarios will take priority.

· **Open World**: “LoZ: Dawn of Fire” features a somewhat non-linear approach to conquering, where the player can choose in which order they wish to go about claiming the world (capped by the forces they have at their disposal). The ability to choose the order will mean that each fortress will have to be designed to be approachable regardless of which fortresses you have already faced.

· **Armies**: Giving each type of allied army different characteristics, both as powers for Ganondorf and as background AI allies, while not unbalancing the challenge of different fortresses with certain forces equipped, will need attention. Perhaps gating the order in which you can add new armies, while keeping the missions open, will not stifle the sense of freedom of choice while still keeping the player’s armies lean and not overpowered.

# **SUMMARY**

“LoZ: Dawn of Fire” lets players experience the “Zelda” universe from the point of view of its villain, and illuminates a key moment in the mythology’s timeline which has only ever been gestured at by the previous games. From its huge battles to its territory-conquering, this game lets “Zelda” fans run riot over the vast and colorful kingdom of Hyrule. “LoZ: Dawn of Fire” is all about Power, forged by battle and guided by destiny, wielded to great and terrible effect.