**Team Members**: Hanson Yang Oliver D’Avino Yaniv Lazar

**Title** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Tag line** “\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_”

**Genre** RPG

**Target**  15+ Rated Teen

**Goal Beat the boss**

*Draft of Box Art*

**Plays like** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ meets \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

*Popular Game A Popular Game B or twist*

**Core Mechanics**

1. The Fighting Mechanics: attack, jump, parry, dash
2. Precision Timing Mechanic: Parry
3. Looting Chest: luck based, rng

**Related Games (Optional, remove section if you don’t use it)**

1. Title: Blasphemous Publisher: Team17 Genre: Rogue RPG Year: 2019
2. Title: Hollow Knight Publisher: Cherry Team Genre: Metroidvania Year: 2017

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**Game Project Summary**

*Supporting Screenshot / Drawings / Collage for Worlds / Levels / Characters / Game Items*

Setting: In a Castle, dark, medieval, grim

Reference

1. Game: Blasphemous
2. Game: Hollow Knight
3. Movie: Lord of The Ring
4. Game: Elden Ring
5. Game: The Binding of Isaac
6. Game: Fear & Hunger

Key Experiences

1. Trying to defeat the boss using everything that you have learned and upgraded
2. Learning to parry attacks for the first time against some of the dungeon enemies
3. Looting chest to get upgrade to your characters

Selling Point:

1. Short and engaging
2. Challenging fighting mechanics
3. Fun Learning the mechanics
4. Thrill of getting a good equipment
5. Satisfying boss fight
6. Good music

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*Supporting Screenshot / Drawings / Collage for Worlds / Levels / Characters / Game Items*