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EXECUTIVE SUMMARY

The game is going to take place in a medieval castle with a grim atmosphere. The fighting and exploration mechanics is what makes the game interesting. It’s a short and engaging game, it has a satisfying boss fight, it has fun mechanics such as the parry, attack and movement.

**OVERVIEW**

The genre of the game will be an RPG. So you will be playing a knight who is searching a castle to defeat a boss while collecting loot along the way.

Goal

The goal of the game is to defeat the boss of the castle at the end of the game.

Mechanics

For the fighting mechanics of the game, we will have 4 central mechanics:

The first one will be the basic attack, the basic attack will only be able to attack left and right depending on the direction that the character is facing. The basic/starting stats of the starting weapon will be a short range melee attack that is fast and need to attack a normal enemies about 5 times to kill them and it will take about approximately 60 attack hits to kill the boss.

The second one will be the movement. You will be able to move left and right, jump once, dash, dropping down a platform. You can move the character left by using the key “A” or “Left arrow” and you can move the character to the right by using the key “D” or “Right arrow”. The character can move the character left and right when he is on the ground or in the air, however on the ground the character will move at normal speed but in the air it will hinder the speed. The character can’t go through walls and when it is standing on a platform he will not fall through. However the character can fall down certain platform if they press “S” or “Down key” and “Space” . The jump can be used only once before touching the ground again. It will be activated by using the “Space” key. When the character jumps, he will go up and down with a gravity mechanic. Dashing in the game will be activated with the “Shift” and it has a small cooldown. During the dash phase you will be invulnerable and you will traverse a short distance very quickly and phase through enemies.

The Parry

Enemies

The boss is a lot more powerful than the normal enemies that you will encounter in the game.

**Target audience**  15+ Rated Teen

**Goal Beat the boss**

**Plays like** Blasphemous meets The Binding of Isaac

**Core Mechanics**

1. The Fighting Mechanics: attack, jump, parry, dash
2. Precision Timing Mechanic: Parry
3. Looting Chest: luck based, RNG
4. Title: Blasphemous Publisher: Team17 Genre: Rogue RPG Year: 2019
5. Title: Hollow Knight Publisher: Cherry Team Genre: Metroidvania Year: 2017
6. Title: The Binging of Isaac Publisher: Edmund McMillen Genre: Rogue Like Year: 2011

**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. Timing a parry for the first time lets you learn the main mechanic to defend yourself.
3. Looting chest to gets upgrades to your character. The first time getting an item that significantly makes the game easier.

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