Game Pitch

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| **Name** | Drakkh |
| **Platform** | Windows PC |
| **Art Style** | Low Poly, 3D Assets, Exaggerated Art |
| **Gameplay Style** | Open World, Simple Combat, Resource Gathering, RPG Elements |
| **Visuals** | Flat Shaded, Basic Colour Scheme |
| **Story** | Create your own story as you play through the world of Drakkh. Become wealthy by gathering resources, earn glory by defeating evil, or try to accomplish both. |
| **Gameplay** | The player will take control of their character in a “Click-To-Move” styled RPG game.  Players will be able to interact with objects around the world to gain items & progress a particular skill, for example, cutting a tree will provide the player will some “Logs” & progress the “Logging” skill.  Combat will be based around a “Tick-Based” mechanic, in which each attack will take a certain amount of time to perform. This time can be modified by items such as weapons, armours, potions or buffs.  The following is a list of exploration skills available   * **Logging** – Chopping Trees * **Mining** – Mining Ores & Minerals * **Smelting** – Creating Solid Bars from Ores * **Crafting** – Creating Armour & Weapons from Ores & Wood * **Farming** – Growing/Harvesting Crops * **Apothecary** – Mixing Ingredients to Create Potions   The following is a list of combat skills available   * **Accuracy** – How accurate an attack will be * **Strength** – How strong an attack will be * **Defence** – How much damage will be deflected * **Archery** – How strong a ranged-based attack will be * **Magic** – How strong a magic-based attack will be |