

Game Pitch Document

Team 5

SPACKE Games

Obsidian Bones

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Version 1.0

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# Executive Summary

## High Concept

Obsidian Bones is an action platformer where you have to time travel through different eras to save the world. Slash and blast through each stage, picking up enemies’ loot and upgrading your skills along the way. Face foes from various time periods and beat each stage’s boss to advance.

## Core Gameplay: Mechanics and Dynamics

Fight through each era to save the planet and humanity from their most perilous foes. Use your sword and daggers to defeat enemies on your path before confronting their respective boss. Upgrade those weapons after each era to evolve and become stronger.

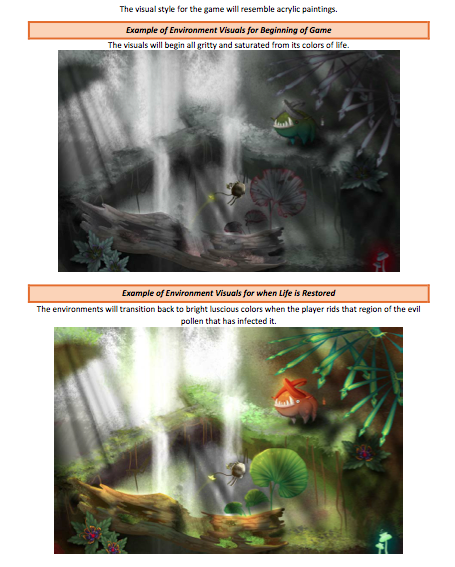
The game uses the following mechanics: As the hero you can move left or right, jump, shield, pick up items, and use your skills to kill enemies. Your first skill has no cooldown and consists in swinging/stabbing with your sword (M1). Your other skill has a 2 seconds cooldown and consists in throwing your daggers for long-range damage (M2). Killing enemies drops items that you can pick up to either regenerate your life as your fighting or later use to improve your health and skills. You have a better chance of defeating the final boss with more items which help you get those improvements. Jumping is used to dodge enemy attacks and to move more smoothly through the levels. Another method to defend yourself against enemies is to use shielding to parry attacks.

## Core Gameplay Aesthetic

< What sort of feelings is the game trying to evoke in the player? Use the gameplay aesthetics as guides but drill down to be make the general category specific for your game, e.g. enactment challenge occurs when players are jumping between platforms, which requires a high degree of eye-hand coordination.>

## Look and Feel Aesthetic

The game is really trying to immerse the hero in each era to give the player a sense of progression and time traveling as he/she defeats the bosses and progresses through the eras. By having appropriate and characteristic backgrounds (and enemies) for each era (Pre-Historic, Middle Ages/Renaissance, WWII, Modern Era, Future/Robot Revolution) the player will be able to feel as if he/she is revisiting the past (looking back at history) for the first 3 levels, but will also get to experience a fantasy in the last level by being plunged into a futuristic world. An important detail to not neglect is that the hero will not change weapons nor clothes to fully give the player a time traveler’s perspective.



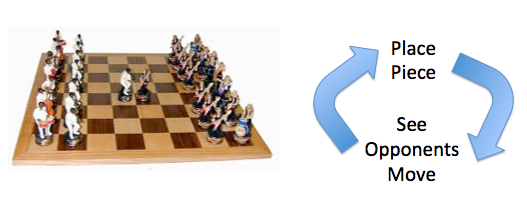
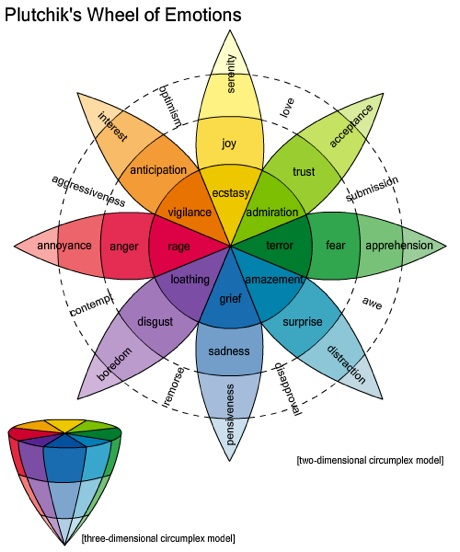


Figure : Medieval War – Brightly Colored Armies

<Use the following to help with the words…





### Genre, Platform, and ESRB

This game will be browser-based. The expected ESRB rating is E10+. The game falls under the genres of action-adventure, platformer and role-playing.

### Audience and Targeted Customers

The target audience for this game primarily fits under the categories of ‘achievers’ and ‘explorers.’ This game is targeted at a solid middle ground between hardcore/casual gamers, as the game is single player and narrative-based, but still requires some mechanical skill to complete. Target players would primarily be young adults who enjoy action and adventure style games that do not focus too heavily on competition. Given the single-player nature, the persona of this game’s audience is as follows:

* Introverted
* Intuitive
* Thinking
* Judging

Motivations to play this game would involve the satisfaction of controlling a character with a clear hero’s journey laid before them and engaging in combat with defined strength progression and improvement. The mechanics and combat are fairly straightforward, giving players a fairly easy learning curve with a reasonable ceiling they can achieve and feel accomplished about.

## Game Differentiators/Unique Selling Points

* Time traveling plot progression through various epochs.
* Different enemies, settings, and bosses for each age.

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