

**Dragontale - Game Concept**

Desenvolvimento de Jogos de Computador

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# **Premise (High Concept)**

Be the knight in shining armor that saves a princess in trouble, but instead of a knight, be actually a dragon, in an exciting 3D RPG adventure, with a gorgeous world to explore and challenging battles to fight.

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# **Player Motivation**

Experience a unique narrative and gameplay combination that will challenge the player’s ability to navigate in an open world full of surprises and test his battelling skills.

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# **Unique Selling Proposition (USP)**

Our element distinguishes itself by the non conventional storyline where we have a dragon as the main character that has to fight a prince. We also want to build our uniqueness around the artwork, which is based in a rather simplistic style. We used exaggerated anatomy to aid a visual perception of each and every character at first glance. The colors are slightly desaturated and not too luminous, focusing on a fantasy and earthy feel, giving off a medieval yet magical aesthetic.

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# **Target Market**

Despite the simple and cartoony appearance, we will target all audiences, trying to not limit the game to gender, age ranges or other factors, as long as they enjoy RPG adventure games.

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# **Genre**

The genre we've chosen for the game is role-playing/adventure fantasy game.

# **Target Rating**

We plan to target the following ratings:

* Under PEGI: PEGI 7
* Under ESRB: ESRB Everyone 10+

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# **Target Platform and HW Requirements**

We'll target the personal computer platforms (Windows, MacOS, Linux). We're not aware of the hardware requirements that the end program might have yet, but we'll target realistic hardware configurations.

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# **Licence**

We won't require any special license for the assets used. All assets will be created by the development team during the game's development time.

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# **Competitive Analysis**

To perform competitive analysis we first must mention similar products, namely similar RPGs. The most similar family of games is the Final Fantasy franchise. Very similar battle mechanics, world navigation and also using a story-driven approach.

Our game has some differences:

* The art style we'll employ will have a more cartoonish approach compared to those games. This will appeal to some players and make us visually distinguishable.
* Despite sharing the world navigation mechanic, in our game the enemies exist physically in the world, requiring physical collision in order to begin the battle sequence, whereas in the Final Fantasy franchise these are random triggers without any cause, which can be frustrating and unexpected.
* In Final Fantasy games the protagonists are for the most part very close to humans. In our game will give an unusual opportunity to play as a more distinct character, a dragon.

# **Goals**

Our main goal is to make the player connect to our characters and enjoy the story through the story-telling components and enjoy the combat system through balanced mechanics.

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# **Hook**

We'll try to use a story driven narrative and an immersing artwork to keep the player interested in playing the game and discovering new parts of the world.

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# **Gameplay**

The gameplay will have two main components:

1. The world, which will be a 3D open world scenario with well defined paths in which the player can navigate and interact with NPCs to discover new pieces of the story or to start battles.
2. The battles, which will happen in an instanced 3D scenario that is independent from the world, where opponents will take turns attacking and using skills until one is declared the victor.

To complement these mechanics there is also:

1. A leveling system with different stats the player can invest in.
2. A simple skill system that will affect not only the battles but will serve as a base to unlock certain areas of the map

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# **Technology**

The development team will use Unity as the game engine, git to version and sync the project, Blender for 3D modelling, Adobe Photoshop for textures and sprites, Adobe Illustrator for icons, Fruity Loops for arranging the score and Pro Tools HD for sound design.

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# **Audio Features**

The game will have an adaptive soundtrack to the environments and game zones to reinforce gameplay with seamless transitions between different themes, realistic soundscapes and sound effects for all the main characters and npcs.

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# **Art Features**

The characters feature a stylized look in order to make it easier to convey personality through the character models.

Despite the simplified anatomy, the head and hands are enlarged compared to a normal human to display facial features and body language more prominently.

The characters may also display other enlarged body or clothing parts to improve their silhouette, such as shoulders or skirts.

This enhances the player's perception on the character's alignment, aggressiveness towards the main character and the need to fight or protect said character at first glance.

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# **Production Details**

The team will be composed by 4 programmers, 4 graphical designers and 2 sound designers. Financially, we don’t plan on spending any money. Timewise, we'll have a month and a half to develop the prototype.

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# **Backstory**

The only way to save a prince from bankruptcy would be to marry a wealthy princess.

A family of dragons, seeing that a princess was about to marry by force with a greedy prince, promised to welcome and protect the princess in their cave. However the prince found the cave and the princess, taking her to his tower, killing the parents of our little dragon.

Keeping his promise, our dragon goes on an adventure avenging the death of his parents by saving the princess and slaying the prince.

# **Story Synopsis**

Throughout the game, the protagonist will progress through the zones, taking down the enemies and reaching the final enemy. It may also find friendly characters that give some deeper insight into the story.

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# **Risk Analysis**

A risk that has been identified is in the case the game is poorly optimized, it could not run optimally in realistic computer hardware, because we can only test for a limited amount of devices and have a restricted development time.

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# **Development Budget**

Our time budget is of a month and a half and we have no financial budget.

# **Concept Art**







