

Title

Nightfall

High Concept Statement

Nightfall takes place in the Fictional Medieval Age of Japan and follows the revenge story of Umbra Nyx; heir to the Nyx Clan. Follow his story as he uncovers the mystery behind his parents' killers and dethrones a corrupt king.

Genre

Nightfall is a Stealth based Open World RPG.

Story Brief

Growing up as an orphan Umbra Nyx was always told his parents died in a war fighting for his freedom. But when his childhood friend dies before his eyes he learns the truth of war and understands how corrupt his King truly is. Umbra grows stealing and killing, sharpening his skills of deceit and disguise. All in the hope of bringing his parents, his clan, and his kingdom to justice.

Setting

Nightfall will be based in a fictional Medieval Age Japan in Hason Kingdom during the year 1459. Hason Kingdom will be sunny during the day but will have rain throughout the night. Hason Kingdom will be surrounded by 3 other Kingdoms that are at war with each other. The 3 Kingdoms being Pho, Bonda, and Teng.

Characters

- Umbra Nyx- The main character of the story, he will be using his expertise in stealth and deception to bring down the corrupt King of Hason Kingdom
- King Hason- The corrupt King and main antagonist of the story, he will be trying his best to foil the plans of Umbra throughout the story
- Benimaru Hason- The son of King Hason heir to the throne, he will also become "best friends" with Umbra who uses him to get to his father
- Nami Hitake- Umbra's childhood friend from the orphanage who died tragically in front of Umbra during an evacuation
- Captain Edmund- Umbra's military squad captain who Umbra kills during their prince rescue mission
- Squad 8- Umbra's military squad who he is forced to kill to get credit for solo rescuing Benimaru and befriend him

Features

- **2 Lives:** A unique feature of Nightfall will be how the night and day life of Umbra are contrasted, during the day Umbra works as a government officer doing whatever he must to keep his act and not blow his cover, but at night time Umbra shows his side that seeks vengeance as he turns into a mercenary who tries to uncover the secrets of his kingdom; players get to live both lives throughout the story helping Umbra keep his cover and bring down the King
- **Dreams of Past:** To keep the story from being too long Umbras childhood will be lived out through dreams he has during his adult days, during the rare occasion that he does sleep players will learn how Umbra became a mercenary
- **Clans:** In Nightfall there are many different clans that reside in the Hason Kingdom, different clans mean different features and powers for characters, for Umbra and his Nyx clan this means that he is a master of stealth and has shadow manipulation

Player Motivation

Players will get to control Umbra whose goal throughout the game is to kill the corrupt King Hason and bring Hason Kingdom to peace. With the thrill that Nightfall will bring players will imagine themselves as Umbra wanting to complete the story and free Hason Kingdom. During the day players will control Umbra as a military officer whose goal is to get close to the King without blowing his cover as an assassin. During the night players will now control Umbra as an assassin/spy in Hason whose goal is to get close to and dethrone King Hason.

Hook

The hook of Nightfall is the identity crisis that players will feel while playing as Umbra, never truly knowing if he is good or just seeks revenge as he makes controversial choices throughout the story to keep his cover from being blown.

Unique Selling Point

What makes Nightfall so unique will be its 2 Lives feature. With this feature players get to live essentially 2 lives in one character. During the day Umbra may be ruthless to those who are innocent and during night he might be their savior. This concept is one that not many if any games have.

Player Perspective

Nightfall will be in 3D. Players will see Umbra in a top down 3rd person POV.

Target Platforms

The target platforms for Nightfall are PC Windows 10 and up, PS5, and Xbox Series X. The reason for these platforms is because they will be best for the graphics and controls of Nightfall.

Target Audience

Nightfall is designed for players who love RPG story games and would like to live a life that they can't live in real life. Nightfall is also a very stealthy game so those who love strategizing and sneaking around will love that feature of the game. The target age group would likely be 15 - 38, this is because Nightfall will be gory and a very young community wouldn't be good.

Design Goals

- The goal behind Nightfall is to make players feel like they are themselves sneaking around trying to kill their enemies as quietly as possible, the player should feel nervous when someone spots them or hears them
- To create a nervous environment Nightfall will have an increased sound for enemies and Umbra when breathing with all other noises being very quiet. This will emphasize how nervous Umbra is himself, making the player nervous as well
- The idea of living as a secret spy is sure to attract the target audience, as they will wish to live a life they can't truly live. Players will also be attracted by the idea of being able to make choices that will control Umbra's actions and story.
- To make Nightfall more attractive it will have the best graphics possible to let players enjoy the open world environment they will play in.

Competitive Analysis

Assassins Creed: Assassins Creed is a very popular stealth game as the player plays as an assassin to complete missions. Nightfall will also have a lot of stealthy missions where strategy will be needed from players to advance through the story. Nightfall will exceed Assassin's Creed with its 2 lives feature as in Assassin's Creed once you're an Assassin you don't really live your past life ever again.

Skyrim: Skyrim is a very popular open world RPG game with amazing graphics, something that Nightfall will also be able to become. Skyrim also gives players the ability to choose what type of species or clan they want to be, giving the player different buffs or nerfs from their choices. Nightfall will also have clans and magic making it very similar to Skyrim but it will exceed it with the stealth and 2 lives element of the game.

Batman The Telltale Series: Batman Telltale Series showed the lives of both Batman and Bruce Wayne and how some choices players made as Bruce affected his life as Batman. This is a similar feature in Nightfall where players can make choices as a military Umbra that could affect his spy life. Where both games differ is how Nightfall will actually be open world while Batman Telltale Series was restricted heavily when it came to if the player could move around the map or not.