Empty Scabbards:

- **Intended Platforms:** PC

- **Target Age of Players:** 13+

- **Intended ESRB rating:** Teen

- **Projected ship date:** September 25th, 2023

- **Story Summary:** Upon starting the game, the players will see a countdown to the start of the game, upon which it will be randomly determined who goes first. After the start of combat, they are greeted with a grid based map that they can move around and combat begins. The goal of the game is to defeat their opponent before they die themselves. They can do this using a variety of weapons and abilities they are given. This combat, for now, will be the main story of the game. Though, in the future, I would love to open up the game more to have a broader world for the players to explore, both in singleplayer and multiplayer.

Design:

- **UI:** For this game, I don't think much would be required for the UI most of the time. What you would need during combat would be to see your health, your enemy's health, and a bar with all of your current weapons and abilities. Additionally, a minimap could be useful. During combat this minimap could show the grid-based system and enemies, while it shows the general area while exploring.

- **Play Modes:** For now, there will only be one play mode; the multiplayer mode using the same keyboard. The game will have a top-down perspective that allows both players to

see the map and their characters at the same time from the same perspective. However, in the future, I could see this game having a remote multiplayer system as well as a mode where you could play against AI.

- **Characters:** The game will consist of two characters, those characters being the two player characters that are facing off against each other. Both of these characters will have similar combat abilities and have a similar design of an armored human. If I have time, I will add a character choosing menu to the start of the game so that the players can choose what they look like (and potentially some of their abilities).

- **Combat:** Combat will be the bulk of the game. Inspired by Dungeons and Dragons, combat and movement will use a grid-based system. The players will have a certain amount that they can move every turn. Additionally, the range of their abilities will be determined by their grid distance from their opponent. For example, a sword attack will likely require the player to be in a square adjacent to their enemy, while a ranged attack will require them to be within a certain longer distance. The attacks the players have access to would likely consist of a melee attack, ranged attack, and spell attack, while potentially allowing them to spend their turn doing other actions such as using potions or dashing a further distance. If time allows, I would also love to give my players a number of reaction abilities, such as making an opportunity attack when their opponent leaves their range.

- **Game World:** For now, the game world will consist of the arena that the players start in. This will be a large, open area with two entrances on either side that the players may enter through. It may also include a number of cover areas for the players to utilize during combat.

- **Mission Designs/Game Flow:** Two players start the game in an arena and must fight each other. The winner who slays their opponent wins at the end of the game. The only victory condition is being alive at the end of the game, while the only losing condition is being dead. The combat gameplay is what makes the story as it is what solely drives progression in the game.

- **Control Schemes:** For now, the game is controlled solely by keyboard and mouse (mostly with the mouse due to it being a turn-based combat). Additionally, the only platform will be PC.

- **Player Actions:** The main player actions will be melee and ranged attacks, such as with a sword and bow. If they forgo an attack on their turn, they may use actions such as dash to increase their move distance. Depending on how this project progresses and if it fits in with the balance of the game, the players may additionally have some magic capabilities (such as fireballs).

- **Storyline:** There's not much storyline to the game outside of what's actually happening in the arena. It can be summed up as "two warriors are pitted against each other in an arena and must fight to the death."

- **AI/NPC:** Currently, there is no AI or NPCs, however future modes of the game (or this one as a stretch goal) might have a mode where the player can face off against an AI enemy.

- **Tools/Inventory:** For now, the players will each have a sword, bow and arrow, and potentially a shield in their inventory. These will be the tools they use for the entirety of the game.

- **Cinematics:** I plan to use two camera angles in the game; an initial camera that follows the player in a third-person view and a later camera that is transitioned to as soon as combat starts. This second camera will show a top-down view of the arena so that both players can see their characters and battlemap at the same time from the same perspective.

Art:

- I'm hoping to have a more low-poly, stylized art style in this game. The main inspiration is the game For the King, of which some art is shown below. Much of the art and style will rely on what I can find in free assets to build upon for this game.
- Inspirations:

Technical:

- This game will be developed using Unity.