Title: Abdication

AI Component: A\* Pathfinding

Engine: Unity

Genre: Action/Adventure/Hack N Slash

Platform: PC

Type: 2D/Side Scroller

Basic Mechanics: Lateral movement using AD, potential ducking mechanic using S, jumping will be done with W, and an attack function will be attached to Mouse 1.

Description: The player is placed in the position of a king who is forced to abdicate his throne after his citizens and knights go against him for unknown reasons. The king will then fight his way through his castle/kingdom, taking down his once loyal knights, all so he can escape the danger that is a kingdom turned treacherous. After his escape he begins to question what the true cause of his peoples’ betrayal was as he was a benevolent king who was beloved by all his people. He will travel through the land in search of answers while combating rogue knights followed by mages, all who’re hunting him down throughout his journey. Towards his journey’s end it will be revealed that an evil spirit has corrupted the land and the minds of its inhabitants, which was the source of their sudden betrayal. The king will then confront and kill the spirit; however, the spirit will reveal that it couldn’t have swayed the citizens if they were absolute in their loyalty towards him. This final realization will leave the king wandering as he refuses to take up the throne of a people who weren’t truly loyal to him. (Also, a lot of dead knights)