

## CSC423: GAMING FOR COMPUTER SCIENTISTS 2

Kutztown University, [Computer Science and Information Technology Department](#)

### HIGH LEVEL GAME STORY

**Team Name:** Chimera

**Game Name:** PSYBRAWL

<b>Brief Game Objective:</b>	Navigate through a distorted, dream-like world with altered physics and solve puzzles to overpower your opponent's psychic ability.
<b>Game Story/Background:</b> (ADD SPACES AS NEEDED)	In the magical fantast realm of Shazar, psionic warriors do battle in their minds. In one of the greatest battles of the age, one psionic mage, a force for good, tackles the mind of a warrior for evil. The mages attempt to breach each other's minds, an attack which sends them to an alternate reality that defies physics and sense. In a disjointed dreamlike world, the mages must attempt to navigate a disjointed world and complete "mind games" to gain the upper hand.
<b>Describe the hero(es) in detail</b> (For example: name, age, family/personal history, legacy, unique look, occupation, etc.):	Guardian Mage Al'Thiel, veteran guardian of Shazar and high psionic mage, meets on the battlefield with Arissa, formidable opponent and greatly feared mage for the forces of evil. Al'Thiel's honors are numerous, and his will is strong; he must do all he can to survive his upcoming mental battle.
<b>Describe the main villain(s) in detail</b> (For example: name, age, family/personal history, legacy, unique look, occupation, etc.):	Arissa is a cruel, callous mage who fights for the forces of evil. She utilizes her psionic abilities for destruction and personal gain, for reasons unknown. After tearing her way across the continent and gathering an army of bandits, monsters, and other miscreants, she faces Al'Thiel across and physical and mental battlefield that will determine the fate of Shazar.
<b>Describe the setting in detail</b> (For example: name of town, describe it, race, religion, ethnicity, etc.)	The fantasy continent of Shazar spans a great deal of environments, ruled by mankind and governed by the magic elite. Some include great forests, firey volcanic wastes, and icy plains. The aristocracy is marked by psychic ability, and many battles are fought with the mind instead of the sword.
<b>Outcome</b> (winning/losing)	Failure: Al'Thiel dies after falling to his death in the psychic battleground, or falls prey to one of Arissa's many traps.  Success: Al'Thiel breaks through all of Arissa's mental barriers and defeats

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