

GAME CONCEPT- TEAM SYNERGY

CORE IDEA:

The universe associated with game is phantasmagoric alter world and location where story is taking place is IIIT Kottayam in an alternate world. The place is dark, barren and in ruins. The world is called Graveyard of dreams and we want our world to represent dark and depressing emotions which people sometimes faces. The main protagonist is a fresh year who because of some bizarre events enter the game world. To win over this world the protagonist has to complete four quest and many sacrifices along the way to seek out the four truths of the world (four representing four years of college). What we want to do through this game is unravel the mindset of a student and to find out how he can win over his challenges.

MECHANICS:

GENRE: Action, Adventure and Psychological.

CAMERA ANGLE: The game will be 2D and to give full immersion to player we will take high angle camera approach during time of exploration and fights with mobs and during boss and some other best fights of the game we will use side view.

ENEMIES AND FIGHT: For mobs and easier enemies we want to keep combat less complex and a bit slow as compared to fight with bosses and other hard enemies. For melee we will use middle ages weapons and for ranged we will use sort of light magic.

As for important fights we will try to make them as immersive as we can with somewhat good graphics than rest of game and making fights a bit more complex.

IMMERSION: We will make game more immersive with other side characters, side quest and music.

ADDITIONAL FEATURES:

Error Reporting: There will be Additional side features like Crash reporting using Python library that will send an Email to the developers regarding crashes that happen while playing the Game, which will send a copy of the report to the update server which will be stored in a log.txt file.

Update Features: We will use sockets in python to send update files over the internet from the server-side script running on the developer's pc and the client-side program will update the game before launching the game.

Progress Saving: We will use File Handling with python to save the progress of the current player.