**Evil Descends**

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**Target Audience**: Casual and challenge seeking Gamers

**Target Platforms**: Windows, PS4, Xbox

**Genre:** Adventure, Action

**Number of Players:** Single Player, Co-op (Future)

**Projected Release Date:** 22-May-2017

**High Concept Statement**

Evil Descends is a unique adventure genre based game wherein one play as the anti-hero is was imprisoned in a remote mountain top prison. The character is depicted to be a fierce female swashbuckler. She somehow escapes from her prison and tries to descend the mountain on which it is located. While climbing down the mountain she faces innumerous problems in the form of the Celestial Knights who swore to protect the world from dangerous beings locked up in the prison if they ever try to escape. Each floor she climbs down is a level of the game. There are typically 10 celestial knights and there are 100 floors. So, every 10th floor is a boss room. Each floor contains guards who form ranks below the celestial knights. Our anti-hero should defeat all these 100 floors to escape. Finally, when she does so if she does so since this is a game, she realizes that she is actually on an island surrounded by sea as far as eyes can see. This is when its revealed that there is a to the Celestial Knights, The Celestial Commander, who is also the 11th celestial knight, is yet to be defeated. In order to escape the island, she must first defeat him and get access to the only boat at the shore. The final battle takes place in the sea shore. This battle will be very difficult to overcome as the Celestial Commander is undefeated.

The main goal of the player is to complete all 100 levels of dungeon to defeat the game. The main motivation of the player comes from the ability of our character to learn skills from each of the celestial knight she defeats. Defeating the levels which are not a multiple of 10 is easy. But the boss levels will pose considerable difficulty. Every player playing the game will be curious to learn what kind of spell each of the celestial knight holds that they can acquire for themselves and this serves as an intrinsic reward for the game. This will propel the player to continue playing the game. The location is set in a remote island (not known until the end) where there is a prison located on top of a mountain. Since this is a mountain, the increase in level will be directly proportional to the spread (area) of levels. So as the character climbs down the mountain the levels become bigger.

The character is a swashbuckler (a dual sword wielder). So damage attacks mostly are melee. But acquired powers can be ranged attacks. The player gets the feel of playing as the anti-hero who is a ruthless killer. Gone are the days where people liked heroes and wanted them to succeed. The new era loves anti-heroes more than heroes who save the world. Not many games make use of this concept. This creates a unique feel of the game. I find this game similar to the game called Furi where a character escapes prison and fights villains who have more skills than him. But the game basically focuses on boss fights and they are very hard to overcome. So players quickly get bored. Also there is no extrinsic reward given by the game even when defeating a villain.

**Feature Set**

* Swashbuckler melee attacks
* Acquire powers from defeated bosses (These may be ranged)
* Size of levels increase as the player completes and goes down
* Isometric view of each level makes the player more comfortable to play the game
* Environment becomes hotter as the player descends
* Final boss fight there will be constant decrease in life
* Maze like design of levels keep players entertained of what is to come
* Health bar is basically set to 100 for the player.
* Normal guards sometime drop armor which is basically considered as extra health
* As player gets armor his max health can go up to 200
* Player can pick up food to increase health (Max 100)
* Co-op play to play with friends. (Story changed as twin brothers of death as the players)
* Traps to kill player instantly.
* A Mysterious shadow that sells armor and health portion for gold collected during battle.
* Gold as a currency for killing guards

**Team Roles**

There are basically 5 roles:

**The Model Maker**: Makes the models of the characters and terrain of the game.

**Programmer**: Creates the dynamics of the game. Creates the gameplay

**Sound Artist**: Creates compelling sounds for the game

**Testers**: Tests how well the game turns out

**Debuggers**: Plays the game and reports errors

**The Competition**

A Game considered to be in competition with Evil Descends is Furi. This game has a similar Storyline wherein the player escapes from prison and kills the prison guards. But this game lacks the fun of gameplay and was designed for players who simply like to defeat bosses and clear levels. On that note this game failed to impress a lot of audience. Also other than boss fights there is nothing significant to the game. There are no common mobs to kill either. The bosses are very hard to defeat even in normal game play difficulty.

Evil Descends on the other hand comprises of a lot of game play interactions and dynamics to keep gamers busy. It is designed in such a way that gamers wouldn’t feel bored even when they have 100 levels to complete. Unique skills acquired from each boss would slowly increase the skill level of the players. Thus, Evil Descends is better on many levels than Furi.

**Innovation/Creativity**

This story basically focuses on how the character escapes from her life imprisonment. The game story from the point of view of an anti-hero is rare to find. Moreover, the character has the ability to learn skills from defeated enemies. This skill may be found in some games with battle arena based settings but has never been used in a role playing game before. It brings a unique twist to the game. The more she defeats the stronger she gets and the more skillful she becomes. But as the levels decrease from 100 to 0 she faces stronger opponents thus keeping the game flow linear. Note that the final level is 0 and not 1 since she has to face the Celestial Commander finally.

Added to that since the character is a female, this game has the possibility to attract female population of players thus strengthening its popularity. Co-op features twin brother and sister together trying to escape.

**Scope Management**

The highlighted features are important in defining the uniqueness of Evil Descends. So, these must be in the green light list of features. Features like health bars and armor are essential in creating interactive gameplay for the player and thus are also added to the green light features of the game. Similarly maze like designs are necessary aesthetics for the game and thus are also added to the green light set of features.

Ability to collect gold from the dead guards and bosses to buy portions and armor is an extra feature of the game and thus can be neglected if sufficient time is not available. Similarly, traps to kill players are an extra measure to keep the player focused on the game. If it’s hard to set traps for every level it could be done frugally. Thus, these extra features can be added to the yellow light features.

Co-op play may become quite hard to achieve if the deadline is not met by the team and could prove detrimental to the whole development process. Thus, it is added to the red light feature of the game. If possible, background story of the character and each celestial knight could be provided to increase the depth of the game. Thus, this could also be added to the red light features of the game.

**Conclusion**

Evil Descends is a story of a female swashbuckler who is trying her best to escape prison. It is fun to play and is very interactive. It has the potential to attract a lot of casual to core gamers to become immersed in it.