**Evil Descends**

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**Target Audience**: Casual to core Gamers

**Gamer Type**: Gamers searching for entertainment

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

**Genre:** Adventure, Action

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

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

**Basic Story Outline**

Evil Descends is a unique 3D adventure genre based game wherein one plays a character who is imprisoned in a remote mountain top prison. The character is depicted to be a fierce female swashbuckler. She escapes from her prison and descends the mountain. 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 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 30 floors. So, every 3rd floor is a boss room. Each floor contains guards who form ranks below the celestial knights. Our anti-hero should defeat all these 30 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. Fortunately, she finds a boat on the sea shore. Unfortunately, there is a Leader of 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 gain 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 30 levels of dungeon to defeat the game. These levels won’t look or feel similar other than the fact that they are round. 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 non boss floors will be 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 (typically 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.

**Player Characters**

**Esmarelda**

Esmarelda is a pirate who has spent the better part of her life training to become the best pirate ever. She was very skillful from the start. Pirates were considered outcasts by the society. They were feared for their immense skills in wielding sharp swords and knifes. Their basic specialty is their agility. They would raid the villages at twilight trying to find as much loot as possible to ensure their survival. At dusk they sell it off to merchants for goods. Even the least powerful of the clan can easily damage a trained knight because of their inherent speeds. But the Celestial Knights are on a different level altogether. Even the least powerful of them can destroy half a dozen pirates by themselves. They were revered for the oath they have taken in protecting the people of the kingdom. Even though they vowed to protect the kingdom they can’t kill a soul. Their lord, The White God, forbid the celestial knights from killing even in a dreadful situation. So, with all their power put together they attacked the pirates’ clan and captured every single being there. Unfortunately, one of the Celestial Knight accidentally killed a boy by accident. The celestial knight was immediately punished for his doing. He lost both of his eyes. They were able to capture all the pirates and held them in prison, thus protecting the kingdom from harm. Maddened with rage, the boy’s twin sister, Esmarelda, even though she was captured, swore to kill every single one of the Knights’ Brotherhood along with their families. At a very young age she started training on the hardest to accomplish skill, the Duel Wield Swashbuckling. It was difficult since a person needs to hold two of those swords and also move fast in order to effectively attack. Since she was put in a prison she didn’t receive any special training. She had to teach herself everything. She started with two wooden pieces found in her cell. Every night after everyone has gone to sleep she would pick up the pieces and train as hard as no one has ever done. She also developed a strange ability to learn from others by just looking at their skills. In the day when she can’t be seen training she would look at the guards train with deep concentration. In the night she tries to replicate them as much as possible. People who pass by her stay away at a distance from her because they were afraid to look into her eyes. She had the eyes of a mad person who wants to destroy everything good. She soon became literally mad. After her training in her night she talks to the cell door thinking of it as her brother. People who heard her talk became too scared of her to even pity her situation. She was left alone in that cell to rot. But whatever might come by, she has not forgotten the promise she made to herself, to kill all the knights of the brotherhood along with their families.

Note: In the game, players will play as Esmarelda the mad swashbuckler who has a strange ability to capture others’ powers once they are dead. The story would similarly start in a way that makes the player believe that it was her brother who breaks her out of prison and accompanies her till the end. But the brother just guides her and acts as her companion doing no damage. In Co-op mode, the second player will be her brother who is actually a fiction of her imagination. In reality, it would be she killing the people that her brother kills. She just hallucinates him coming along with her while she escapes prison. In game, the brother has no name. He will be referred to as her brother since no one else can see him. Also, he can’t move away from her after a certain distance. These features help the gameplay align with the story. In the end when she meets the Celestial Commander she realizes that he was the one who killed her brother. In Single player mode, the brother disappears right after her realization. In Co-op mode, he stays on till after the fight, when they have a touching scene of separation after which she goes on to destroy the world.

**The Brother**

The brother of Esmarelda is long dead. He was killed accidentally when he was fighting the Celestial Commander during the battle to capture all the pirates. He then appears as a hallucination of Esmarelda who guides her out of the prison. In Co-op he can fight the battles but in story its actually Esmarelda who is fighting.

**Non Player Characters**

**The Celestial Knights**

Born from a noble background, the celestial knights are the best of the best of all the knights who underwent religious training. They possess special power in return for their vow to not kill a single soul in their lifetime. Also, there is a rule that only 11 of them can exist at a time. These were considered to be a religious secret and was not known publicly. Every time a celestial knight dies of age or tragically in battle, a new celestial knight will be appointed by a ceremony which is overseen by The White God.

**The Celestial Commander**

The first time the vow was broken was when the celestial knights tried to capture the pirates. He was at the time the eldest and the wisest of all the celestial knights, the celestial commander, he was called. While fighting a young boy he accidentally stabs him in the boy’s heart killing him instantly. He then lost both his eyes as a punishment. Guilty of his grave mistake the knight began training even more every day yearning to earn the blessings of The White God again, apologizing to his mistake every day. He is finally relieved of his guilt when The White God saw that no one else can stop Esmarelda from her rampage.

Note: As the final boss The Celestial Commander will first fight without his eyes. But Esmarelda would prove difficult to stop. Seeing this The White God gives back his eyes. Brimming with feeling blessed he fights dominantly after that, almost unstoppable. If the player were to defeat The Celestial Commander, The White God ceases to exist as no one would worship him. Thus, the end of the Knight’s Brotherhood leads to a new era where Esmarelda takes the world for herself, turning more dark than ever. The kingdom becomes plagued with bad luck and the remaining survivors pledge their lives to her. This could lead to the release of a next chapter to the game telling the story of a herald who tries to save the world from demise. He awakens The White God and revives the Knights’ Brotherhood again.

**Settings**

The location is set in a remote island which contains a mountain. The top of the mountain is where the most guarded prison in the world. The mountain is made of 30 levels which were made by the celestial knights to serve as their base of operation.

Each of the levels are designed as a maze to give added depth to the game. Each maze is different from one another. The boss rooms contain added scenery to fit the nature of the boss. For example, a boss which has the ability to call rain of chaos will have a hole on top of the room to allow the rain to hit the floor.

**Other Important Narrative Elements**

This game doesn’t kill Esmarelda. Instead if her life reduces below a point she is captured. Then the game starts back from checkpoint. Check points are usually the start of each level.

**Equipment or "Legendary" Items**

As of now any equipment dropped from guards, when taken, goes into the armor stat. But each boss drops swords which can be equipped to increase the damage of melee attacks. The thing is they usually drop only one sword. So you get two swords by killing two bosses. But the 10th boss is a duel wielder, so at the end of all dungeon levels you get two legendary swords. They are called Aurum and Argentum. The final boss, though, has the legendary sword known to all of mankind, The Excalibur. Finally, after killing the Commander you get the sword as a kind of parting gift. Before exiting the scene, you will be allowed to test the working of the sword. That is, instead of walking to the exit, you can perform combos in the new sword to admire the aesthetics. Maybe, in the next chapter of the game, if it gets released, you get to see the sword in action.

**Animal Creatures in the World**

The white hounds are considered to be sacred animals to The White God. They don’t kill anyone and are a peaceful set of creatures. Some of the knights have the blessings to get one white hound. The Hounds select the knights. Not the other way around. These hounds protect the knights by attacking anyone who tries to kill them. Their saliva is known to cause paralysis for a short period of time.

**Historical Lore**

The history of the characters is in the characters’ explanation. The world as we know it came into existence because of The Mother. She gave birth to The White God and The Dark God. Soon after that she died. The brothers were close to each other and ruled over the world. But one day, The Dark God started supporting the dire wolves who were kind to him over the course of his life. The dire wolves attack anyone they see and eat them. This was not supported by The White God. He wanted the race to become extinct and thus he willed it. He assembled the human race under the name of Celestial Knights to set an end to the reign of dire wolves. The Dark God interfered directly in the battle aiding the dire wolves. The White God, filled with rage also entered the battlefield and slayed his brother. Since he was the bigger brother he had no problem except for the plethora of guilt that followed after the battle. He willed his existence to end. He didn’t want to live anymore. He tried to kill himself, but all in vain. He then resorted to peace devoting his life to stop killings from occurring. He ordered the Celestial Knights to take a sacred oath that forbid them from killing in turn for a power as a reward. Then on, till date life continues.