

# Adventure in the Lost Cities



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# SUMMARY

**"Adventure in the Lost Cities"** is An epic quest game where players embark on a thrilling journey to explore mysterious, forgotten cities in search for the ancient treasures in every cities. As they navigate through different islands, each filled with untold riches, they must face fierce monsters and bizarre creatures unlike anything they've ever seen. Each island have some kind of powerful monsters that they need to defeated to win the treasure and to save the lost cities . Only the bravest adventurers will survive the dangers and uncover the hidden secrets of the lost cities.



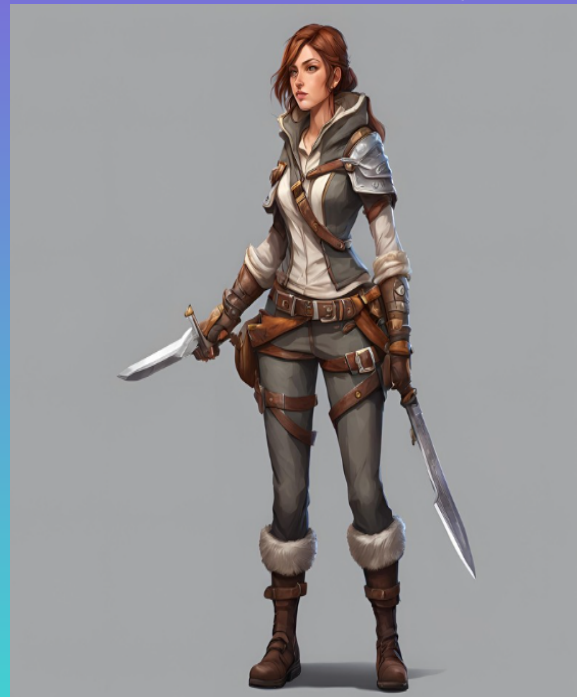
# MAIN CHARACTERS



Eliot



Gunnar



Kaela



# CORE FEATURES

- ❖ **Exploration:** Players embark on a journey across mysterious islands, each with a unique and unknown environment. After defeating a boss and finding a piece of the map inside the treasure box, the next island is revealed and each new location remains a mystery until the map piece is uncovered. This keeps the adventure exciting as players never know what kind of island they will face next.
- ❖ **Combat:** Engage in real-time combat with fierce monsters and bosses guarding the treasures on each island.
- ❖ **Boss Battles:** Each island culminates in a battle with a powerful boss. Defeating these bosses is key to winning the treasure and progressing in the game.
- ❖ **Treasure Hunting:** After defeating a boss, players are rewarded with a treasure box containing new weapons, special abilities, and a missing piece of the map. Collecting all the map pieces is essential to unlock access to the next island.
- ❖ **Multiplayer:** Play solo or team up with friends in multiplayer mode to tackle islands and defeat bosses together.
- ❖ **Character Progression:** As players progress, they unlock new weapons, abilities, and gear to become stronger adventurers.
- ❖ **Saving the Lost Cities:** Restoring the lost cities unlocks new quests and reveals hidden mystery and treasure of the island.



# GAME FLOW

- ❖ **Starting Out:** Players select a character and go through a brief tutorial.
- ❖ **Island Exploration:** Navigate through each island, facing enemies, solving puzzles, and collecting treasures.
- ❖ **Boss Encounters:** At the end of each island, players face a challenging boss fight to unlock the island's treasure.
- ❖ **Collect Rewards:** Use collected treasures to upgrade your character and unlock new abilities.
- ❖ **Save the Cities:** After completing each island, players restore the lost city, unlocking new quests and areas to explore.



# AESTHETICS and ART DIRECTIONS

- ❖ **Visual Style:** Colorful and detailed environments, with each island having its own unique theme, like jungles, volcanoes, icy areas, or underwater landscapes.
- ❖ **Characters and Monsters:** Adventurers look brave and strong, while the monsters are creative and intimidating.
- ❖ **Soundtrack:** Engaging music that enhances the adventure and becomes more intense during battles.
- ❖ **User Interface:** Simple and easy to use, helping players navigate the game smoothly.



# TARGET PLATFORMS

**Consoles**  
**(PlayStation,**  
**Xbox)**

**PC (Windows, Mac)**

**Mobile (iOS, Android)**





# PROJECT TIMELINE

## ❖ **Pre-production (Months 1-3)**

Finalize the game concept, mechanics, and story. Develop the game design document. Create initial concept art and prototype gameplay.

## ❖ **Alpha Development (Months 4-8)**

Focus on core gameplay development, including combat mechanics, map collection systems, and AI. Create basic art, sound design, and assets. Begin early testing and gather feedback.

## ❖ **Beta Development (Months 9-12)**

Refine gameplay, add multiplayer co-op. Implement final art, animations, and detailed environments. Conduct open beta testing for player feedback.

## ❖ **Launch Prep (Months 13-15)**

Polish gameplay and visuals. Prepare marketing and community engagement. Submit to platforms and run final testing.

## ❖ **Post-launch (Ongoing)**

Release patches, bug fixes, and updates. Introduce new content such as expansion packs with new monsters, environments, and challenges.

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