

Game Design Concept and Pitch (Team Gra)

Working title

Your game's title should communicate the gameplay and the style of the game

Demonborne

High Level Concept/Design

Concept statement

The game in a tweet: one or two sentences at most that say what the game is and why it's fun.

An action platformer where the player is able to swing their weapon and defeat any upcoming enemies whilst dodging the variety of traps to make it toward an exit.

Genre(s)

Single genre is clearer but often less interesting. Genre combinations can be risky. Beware of 'tired' genres.

Action Platformer

Target audience

Motivations and relevant interests; potentially age, gender, etc.; and the desired ESRB rating for the game.

Teens/Adults into Victorian Era, Bloodborne/Demon Souls-esque gameplay on a 2D view.

Unique Selling Points

Critically important. *What makes your game stand out? How is it different from all other games?*

The games that inspired this and others in the same genre are often in three dimensional settings with a lack of platforming. More so like a metroidvania with the setting.

Player Experience and Game POV

Who is the player? What is the setting? What is the fantasy the game grants the player? What emotions do you want the player to feel? What keeps the player engaged for the duration of their play?

The player is a Hero/Knight in a Victorian setting where there are monsters and evil people that desire to kill the player. The world is dark and grimy but we want the player to feel like the shining light even in the darkest parts of this fictional universe. The player feels at odds with the world and we design the fights in a way that takes multiple attempts and is an uphill battle to make that victory more satisfying. The player would be entertained by the gameplay loop of either dealing with the platforming or the enemies.

Visual and Audio Style

What is the "look and feel" of the game? How does this support the desired player's experience? What Product Design concept art or reference art can you show to give the feel of the game?

A dark setting in the 19th Century/Medieval-esque theming. It should also have a noir-esque supernatural vibe/mood. Games of this genre are usually difficult or the setting is made to feel "hopeless" so either a catchy OST or good ambient sound is what we're looking for.



Game World Fiction

Briefly describe the game world and any narrative in player-relevant terms (as presented to the player).

A ruined world in the 19th century Victorian era, where the player needs to either survive the evil that has wrapped itself around humanity or die with it. In terms of player experience, means that the world is mostly hostile with small pockets of civilization and break areas left.

Monetization

Probably Indie-game price (\$10-\$15)

Platform(s), Technology, and Scope (brief)

PC or mobile? Table or phone? 2D or 3D? Game Engine? How long to make, and how big a team? How long to first playable? How long to complete the game? Major risks?

Using the tools that we know about from being in this class, it will be a 2D PC game on Unity. To be honest, the main part of the game being the platforming part combined with action elements needing to be generally finished will result in a playable demo. Probably a few weeks before we need to play the demo given we're working on it consistently. Preferably, we create a vertical slice of the game with one boss fight and one rest area fully polished. A major risk I worry about is that our game will be too complicated for us to understand and make feel good to control on the player's side.

Core Loops

How do game objects and the player's actions form loops? Why is this engaging? How does this support player goals? What emergent results do you expect/hope to see? If F2P, where are the monetization points?

During exploration, the player can interact with many obstacles like traps, platforms, and collectibles. Specifically, the player can explore the area collecting "mementos" which could have information of the lore of the world or memories. These would be specifically related to the boss of the area and help in the fight. We hope that this incentivizes players to explore the area at their given pace without feeling like they are forced to. It also gives the option that players can fight the boss without the mechanics.

Detailed & Game Systems Design (This should include your wireframes and

storyboard)

Objectives and Progression

How does the player move through the game, literally and figuratively, from tutorial to end? What are their short-term and long-term goals (explicit or implicit)? How do these support the game concept, style, and player-fantasy? Create a demo on figma, Blender, or create a video on premiere pro for your storyboard and through your wireframes demonstrate the potential game you plan to make.

Game Systems

What systems are needed to make this game? Which ones are internal (simulation, etc.) and which does the player interact with?

Since it'll be a 2D platformer, we don't really plan on messing with the perspective much like going into the foreground and back. Perhaps we can add perspective as a means for enhancing the environment with animated elements or moving backgrounds with some tilt-shift effects.

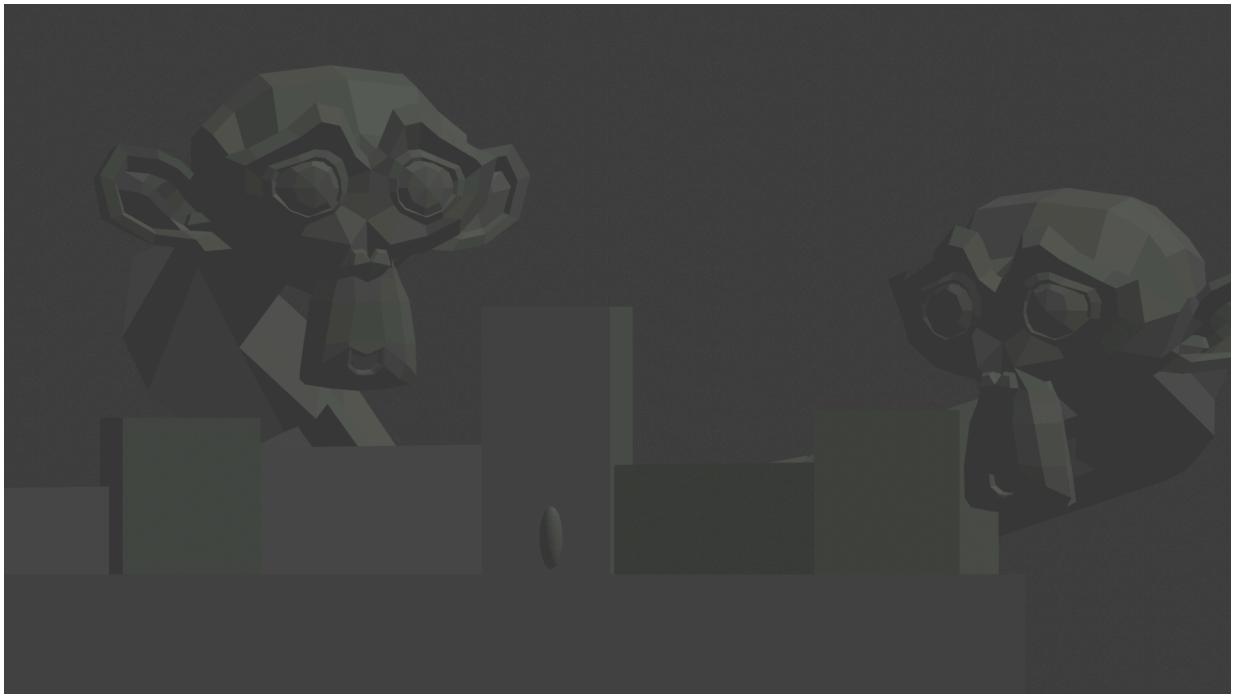
Interactivity

How are different kinds of interactivity used? (Action/Feedback, ST Cog, LT Cog, Emotional, Social, Cultural) What is the player doing moment-by-moment? How does the player move through the world? How does physics/combat/etc. work? A clear, professional-looking sketch of the primary game UX is helpful.

Player movement should be able to jump (maybe including a double jump) for platforming and a dodge roll (for enemies) as they move throughout the world. Rather than the tradition of older platformers, the player will swing their weapon forward and whatever form of attack/defense we intend to include further.

Wireframe





Storyboard

