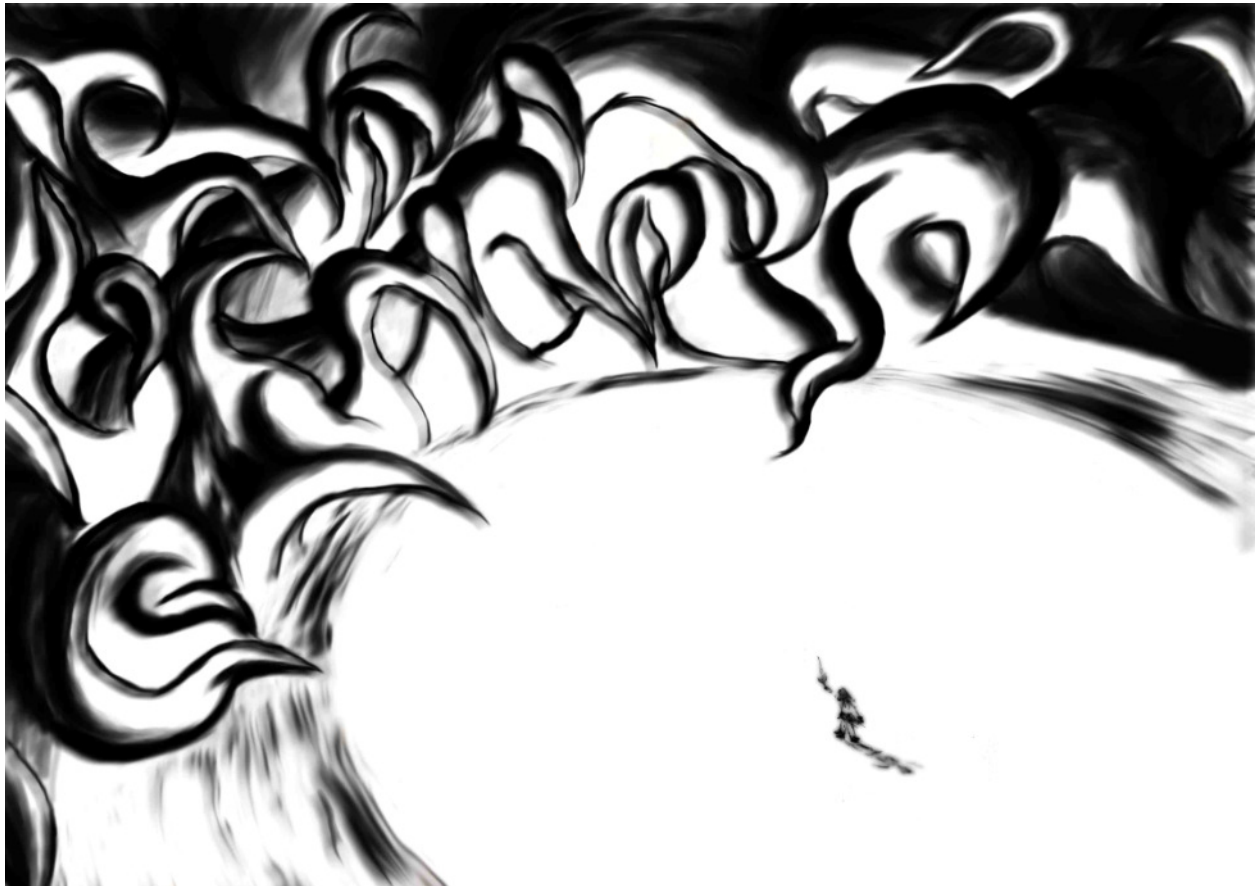


Shards of Light



The fear of death eternal, the evocation of choice and fate, Shards of Light is an action/rpg which focuses on fast swordplay, the balance of light and dark, and a world crafted by the players actions.

By

Jacob Browning

Summary

Platforms:	PS3, Xbox 360
Genre:	Action/RPG
Target Audience:	15 +, Fantasy
Art Direction:	3D HD with Classical, painterly art style
Players:	1 Player
Gameplay Time:	40 - 50 hours
Rating:	T
Payment model:	Standard \$50

High Concept

Shards of Light is the culmination of various action role playing designs. Players experience a world crafted by the choices they make both morally and by the style of their combat which directly influences the world around them. Rather than attempting to provide a structured environment to play in, Shards of Light creates a fluid world which reacts continuously to the player. All of this takes place in a world crafted entirely of light, darkness, and all shades in between.

The combat system allows players to develop their own attack combinations and execute them as fast as the player chooses. Depending on how the player fights enemies, those enemies adapt to the player as the player progresses. The player's attack style corresponds both with how the player fights and the decisions they make in the story.

This system makes use of realistic swordplay mixed with fantastic flair and grand boss fights which also take place based on the player's actions, the goal of this being to make the sword the only necessary tool in the game while still providing enough variety from both a player, enemy, and environment standpoint to maintain focus.

The plot of the story has multiple paths split from a common beginning, and multiple endings to fully realize the player's choices at the end of the game. Player choice is a large part of this game, and actions which seem insignificant at the time may influence the game significantly later on. These choices almost never be a direct yes or no, true or false statement. Sometimes there may not even appear to be a choice, but the choice is made subconsciously by the player. This allows Shards of Light to

craft a truly unique user experience unlike any other action rpg.

Shards of Light is designed for anyone to begin playing, both hard core and casual. Because of its fluid structure, it can adapt to almost any level of experience or skill level. There is not even a standard level of difficulty. Shards of Light has a highly refined internal difficulty engine to meet all tiers of players. The game is as hard or easy as the player chooses it to be. This may mean that nearly every player fails at least once during the game, but there is not be a penalty for doing so, in fact, failing is used as a place to progress from. Defeat becomes victory. This unique system of progression allows for a very wide audience in terms of skill level.

Shards of Light is a very personal game because of its adaptive nature. What happens in one player's experience is different in some or a lot of ways from any other. For this reason, there is no reason to push for a multiplayer or online component whatsoever. Although many successful games today feature many forms of multiplayer gaming, there is still a lot of room for single player experiences, just as other forms of art are highly subjective to each individual. While not exactly a game to please the masses, Shards of Light is a worthy experience for individuals. Everyone needs to understand who they are as a person before they can truly understand each other.

In a word, the visual style of this game is parallax, as is the overall design. Light and dark interweave progressively as the perspective of each develops based on the player's actions. Similarly, the visual style of every environmental and character element changes progressively with the balance of the player's actions. This provides both emphasis in the equality or separation of the two extrema, and balance between the strength or weakness of each.

The purpose of this game is to develop a world designed by the developer to be manipulated by the player in a way that is meaningful to the individual, and to construct a new, unrestricted combat system which adapts fully to anyone's playing style while being simple enough for everyone to understand and use effectively.

Key Features

- Journey through a fluid, adaptive world of light and dark
- Fight using an intuitive, self directed combat system to create your own combinations and technique against a constantly changing environment
- Overcome the world and shape your own destiny as you progress in luminescence through every decision you make.

The World

The Balance of Power

Shards of Light seamlessly integrates the common level system into an open world environment. Rather than separating the individual parts of the game based on story or objectives, the relationship between the environment and the player serves as the one entire level playing field. The environment and the player form a pair. Every action of the player changes the environment with an equal and opposite effect. This relationship affects everything in Shards of Light.

Progression

Progression is handled through the players actions in combat, exploration, and story. Every action has a value. Some actions are great, others small, some are light and some are dark. The level and abilities of the player are determined by their actions in the game. Starting from a grey void, the player develops through their actions into a character of great light and/or darkness, with strengths, weaknesses, and abilities that reflect those actions.

The levels and abilities of the enemy, which represents the environment, are a direct reflection of the player's actions. They are always opposite to the actions of the player. Encounters will vary between different numbers and levels of enemies, always adding up to the level of the player at any given point in the game, even changing during combat to adapt to the player's skill.

There will be battles against bosses which represent the complete opposite of the player in a single foe. They will take place as the player overcomes a scale of lesser enemies throughout the exploration of the environment, and will have all the power and abilities of all the previous enemies.

There will be a final limit the player reaches in level, and a final enemy to overcome which will use everything the player has experienced, all the power and abilities of previous enemies. That will be the end of the game.

Combat

The combat system of Shards of Light is designed with complete freedom of the player in mind. There are no limitations upon how the player can use the sword to attack or defend, other than the number of buttons on the controller. Attacks are based upon the direction of the attack and pressure sensitivity. Light attacks are fast, short, and can quickly change direction, strong attacks are slower and have less flexibility, but can have a wider range. With that, players can chain attacks limitlessly and as fast as humanly possible.

Defense is used in a similar manner. It is based on the player's direction and the time between the sword and the actual contact of the enemy's attack. The closer the player can react to the enemy, the faster the player's next attack will be, and the slower

the attack of the enemy. Attack and defense can be chained together to multiply their effectiveness. Skilled players will be able to defeat entire armies through a single chain of combat.

Enemies will adapt their level of skill and abilities to match the player, and even change tactics to maintain the challenge and variety during combat. However, their total level will not exceed the ability of the player to overcome the enemy, nor will their number increase from the start of an encounter.

Exploration

The landscape of the environment itself changes oppositely with the actions of the player. From the moment the player steps into the environment, the world changes from a void plane of nothingness to an environment which grows in light and darkness with the player. As these differences develop so will the landscape and environmental features develop in areas of light and/or dark in terms of shape, size, characteristics, and hue. The world will change in real time before the player's eyes, as will their character and the enemies opposing them, as the player explores, fights, and overcomes the environment.

The decisions the player makes in exploring the environment will involve the direction the player takes, whether into areas of light and/or dark. While there won't be much to look at during the early stages of the environment's development, the majority of that time will be spent in learning the combat system, which will in turn further accelerate the development of the environment. As the environment becomes more diverse, exploration will take a greater role, while encountering the enemy will take place less often, though on a grander scale, and in specific areas of the environment which must be located through exploration.

Preliminary Sound Concept

Think Dragonforce meets .Hack//. Dragonforce blends fantastic scope, technical expertise, and unmatched speed to create the most epic rock compositions ever known. The music of .Hack// has a mystical, deep, dreamlike quality which matches perfectly The imaginary World of its players. The musical score of Shards of Light makes use of powerful, lighting fast guitar riffs to emphasize attack sequences, and classical, haunting, ambient sound for environmental impact.

Preliminary Control Scheme



Battle Controls	
Left Analog Stick	Move Character
Right Analog Stick	Move Camera
Start Button	Game options menu
Select Button	View Attack Menu
R2 Button	Switch Locked Target
R1 Button	Dodge
L2 Button	Target Lock on/ Lock off
L1 Button	Charge Attack
▲ Button	Dash
○ Button	Defend
× Button	Attack
□ Button	Jump
X + Directional Buttons	Attack/Defend Combination
Left Analog + R1	Dodge in any direction

Menu Controls	
Left Analog	Select Command
X Button	Select
○ Button	Cancel

Conceptual Design

Key Features

Player > Sword

Enemies > evolving from basic animals to mythic beasts

Dynamic Environment > Shifts with the player's actions to reflect the antithesis

Combat System > Attack, Defense, abilities

Exploration System > open world, expands with the player's actions

Start Screen

Back Story

Appearance

Psychological survey

Fighting Style

Speed/Difficulty

Environment

A seamless open world structure.

Once the player obtains the sword, they are transported to the edge of the forest where they get their first glimpse of the main world, which at the beginning is a vast, grey, formless expanse of nothing. As the player steps into that void, ripples of change spread from the point of contact forming the world as the player continues, changing into varying areas of dark and light.

NPC's appear in these areas reflecting the areas shade of light. They range from nearly human to creature forms. The player can interact with them in many ways, mainly by destroying, capturing, or by enticing them to join with the player. As the areas are explored by the player, they will shift to the player's spectrum of light, and will grow more strongly the longer they are under the player's influence. NPC's are entirely autonomous. They grow in opposition to the player and will try to reclaim the player's territory. The player's goal is to change the world to their side, which becomes increasingly difficult as the player and environment grow in proportion to each other.

The landscape itself will shift and flow as the player changes it by their actions, and will take on the aspect of whatever occupies it at the time. The longer an area is controlled by any one type of character, the more it will reflect that character. As the player progresses further into the world, it will become increasingly polarized to the player.

Combat

The player must explore and engage NPC's to conquer new territory and progress through the game. Some characters will readily join the player's side, others will be indifferent, and many more will try to attack the player, more so as the player changes more of the world. As the territory controlled by the player increases, so do the player's abilities, strength, and luminescence, and so do that of the rest of the NPC's.

The only weapon the player can use is a sword to physically attack. Abilities can be gained as the player grows in power, or by learning from other creatures. Fighting is entirely freeform, allowing the player to fight in the most natural way to them. Enemies will adapt to the player and increase in their own strength and abilities as the player progresses.

The player can either attack or defend. Enemies will have patterns of attack and defense, and will adapt them to the player. Attack and defense can be combined infinitely in limitless combinations to defeat enemies. This causes a constant change in strategy. Abilities only add to the variety. If an enemy is not completely opposed to the player, it can be captured until it is destroyed.

Story Concept

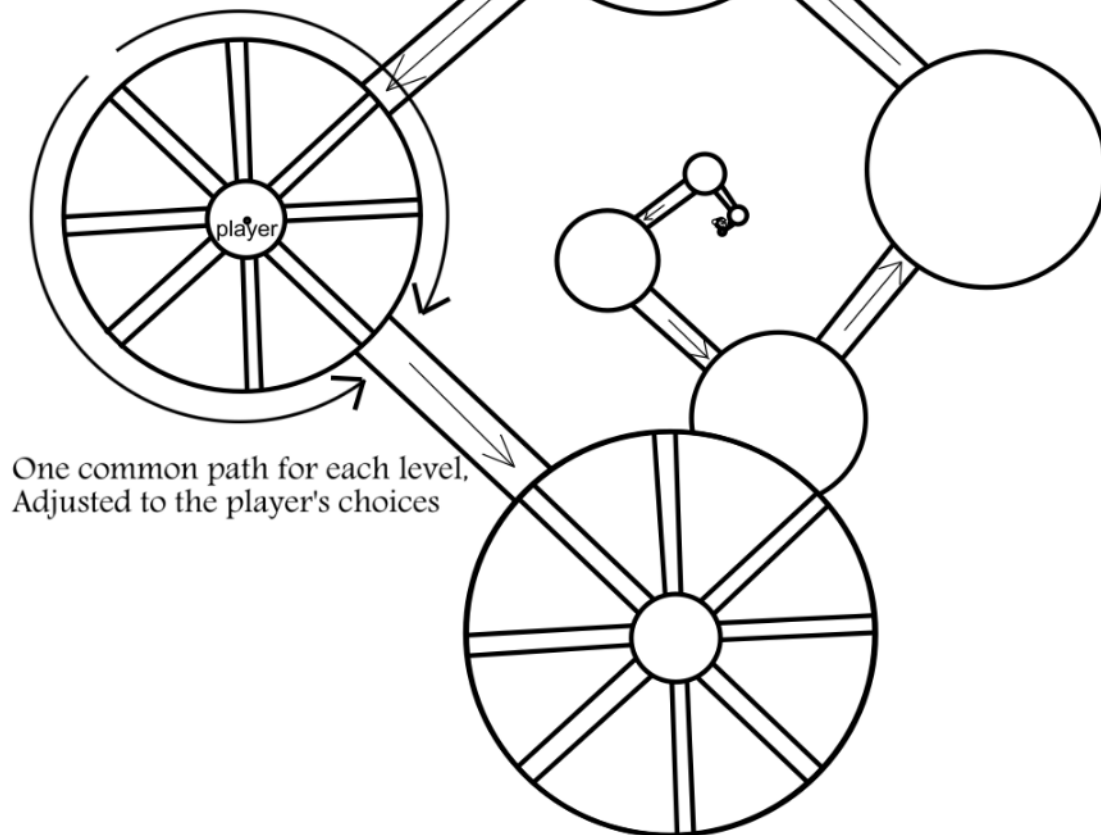
The entire story takes place in Guf, the mythical vault of souls where life is said to be created. All souls are created in guf and return to guf when they die. When a soul is created, it must be defined uniquely from others to exist in life. Guf is a place of trial which tests and develops new souls for life. A soul's characteristics, abilities, and potential are determined here through interactions with other souls and with guf itself. Guf is itself a soul which thrives upon the experiences returned to it by living souls and the interactions of new souls. It grows and develops from them.

Guf must maintain balance in order to create new souls. As new souls gain experience and characteristics, they also unsettle the balance within guf. To compensate for this imbalance, guf will shift accordingly to oppose whatever changes the balance. When a soul becomes strong enough, it is returned to life.

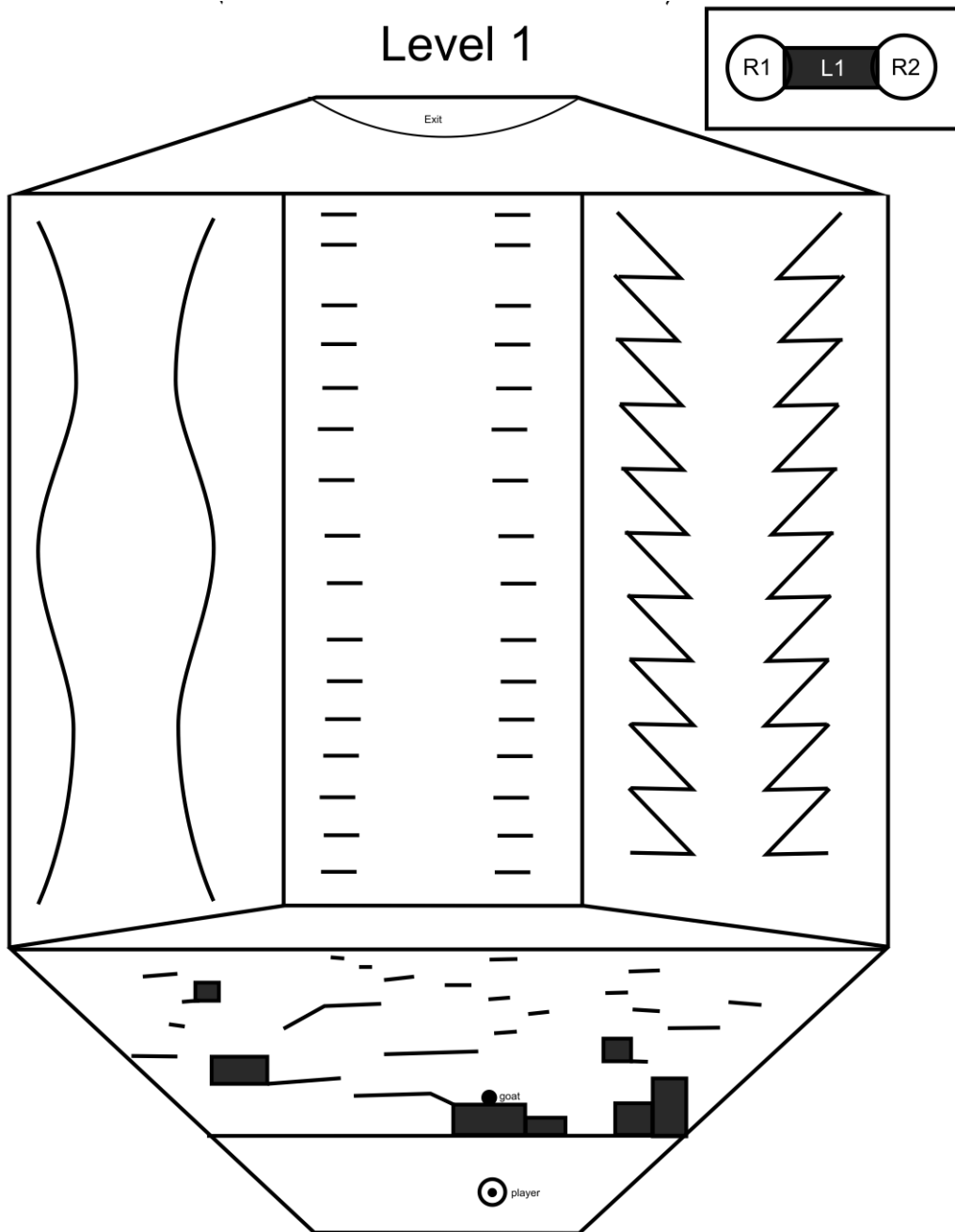
You, the player are a new soul created in guf.

First Level Layout Concept

Multiple paths from dark to light



This is how the gateway to Guf will be set up. The player will start out in an area with multiple paths to choose from. The path chosen will change the next level accordingly, affecting how creatures in the level respond to the player and how certain parts of the layout are set up. It will also affect the player's matrix value. Each level will show the player the skills they will need in the main world and will initially define the player's matrix.

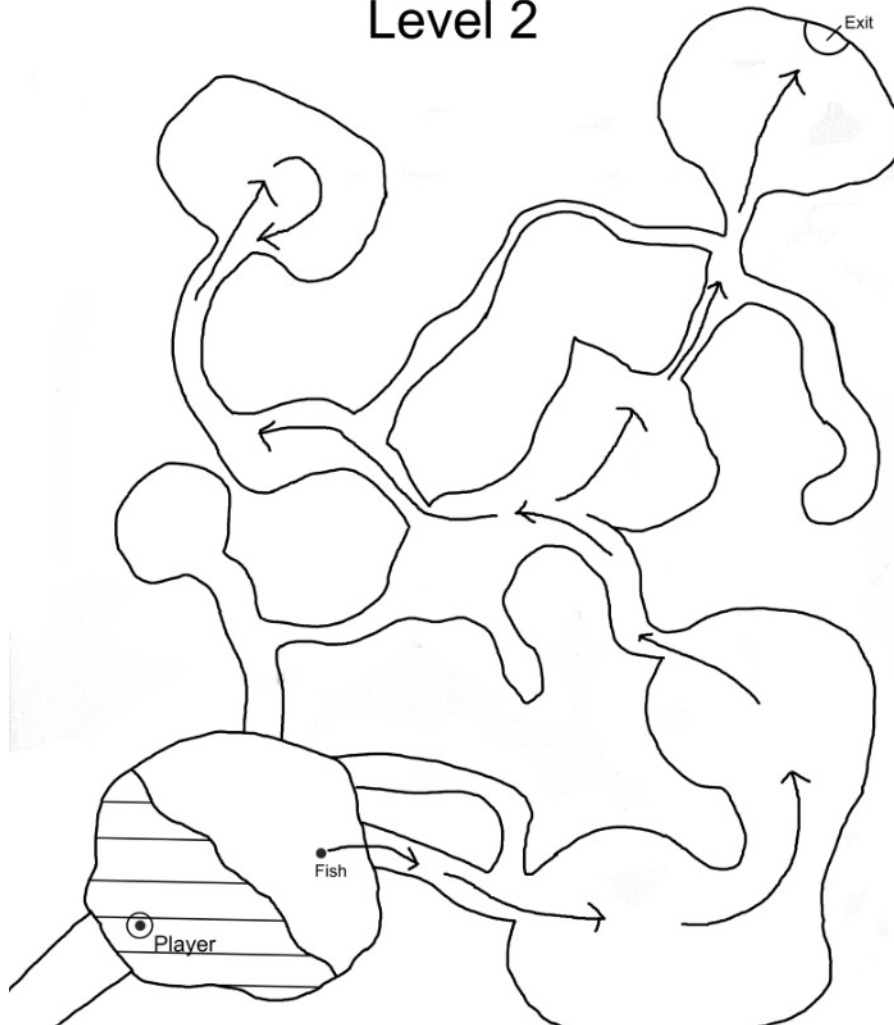


The first road shows the player basic movement skills including walking, running, climbing, and jumping.

Objective: Reach the top of the valley.

There are three main paths to choose from, but they do cross each other at times. The middle is the hardest, which the goat will follow. The left side is the easiest, and the right is normal. The player will be awarded matrix points based on the path they chose and the time it took to reach the top. If the player can get to the top before the goat, the goat will automatically be on the player's side in the main world.

Level 2



The second level shows the player how to navigate underwater including swimming, diving, surfacing, and basic movement.

Objective, reach the exit.

This is an underwater maze. The environment is an underwater cavern and it is very dark. There is an angler fish which will light the way for the player, or the player can try to find their own path. The player will be awarded matrix points based on the time and path taken. Getting to the end before the fish will give the player the light ability.

Development

<u>Developers:</u>	Team Ico, Project Dragonsphere, Climax Group
<u>Support and Management:</u>	TBD
<u>Development Time:</u>	TBD
<u>Budget:</u>	TBD
<u>Production:</u>	Jacob Browning, TBD
<u>Licensors:</u>	None
<u>Publishers:</u>	Square Enix, Konami
<u>Target Release Date:</u>	TBD

Contact Information:

Jacob Browning

116 Aspen Court

Woodstock, GA 30188

678-848-6676

browning48908@yahoo.com