HEAVEN'S EDGE

AWAKENING

Ian Wang

1   Overview

Heaven's Edge: Awakening is a 2D MMORPG in a classic fantasy setting. Players will have the choice of many races and professions to customize their characters, and band together with other players to fight their way through the evils of the world. The goal of the game would be to eventually defeat **EVIL BOSS NAME**, and more powerful forces can be added for expansion content.

2   Design Philosophies

There are 3 core design philosophies that the game revolves around.

1. The combat should feel smooth and fun; fighting should never feel boring

2. The game should encourage a strong sense of community

3. **SOMETHING ELSE I GUESS**

3   Story

Every player's character was once a minion of **EVIL BOSS NAME**. After a long and treacherous war, five heros were able to seal away **EVIL BOSS NAME** and the player's characters were able to regain control of their own bodies, allowing them to lead normal lives again. The player's characters are starting their lives from scratch again as adventureres, regaining their strength to prevent the same fate from happening again.

4   Level/Environment Design

5   Gameplay

A big part of the game will be combat, and the combat should feel fluid and nice to play. To aid this, dodge rolls will be a big part of combat, allowing the player to make smarter choices in combat rather than just tanking damage. Every encounter should require some thought from the player and not just be a mindless battle, no matter what stage of the game the player is at. Enemies have a variety of mechanics to make sure the combat never gets stale or boring.

Outside of combat, there will be some social aspects in the gameplay as well. Mainly, a guild feature should unite players together and encourage more social play.

6   Art

The art of the game is done in pixel art combined with some cinematic effects, similar to that of The Last Night.

7   Sound/Music