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GAME CONCEPT "DREAM CATCHER" //

PITCH: VR Bow & Arrow Game where the terrain is procedurally generated and the character is predominately on horseback. The player "guides" the horse through various terrains (desert, mountain passes, wide open plains) while fighting off attacking rival tribes. The player has a sacred bow that releases infinite energy arrows. Players can search for Indian talismans to enhance powers. Also player has a g-shooter pistol. The bow can also be a shield. At nightfall, the enemies become more challenging & creatures possessed by the powerful evil shaman... A skin walker, these animals attack the player at random intervals. Along with the night animals, the player must fend off attacks from the "ghost riders," Indian braves that have traded their free will to the skin walker in order to be immortal.

Your horse also changes into a "spirit" animal at night with various skill perks.

The goal is to guide the horse to the hidden fortress of the skin walker shaman & ~~REVENGE~~ kill him & lift your own progressing curse









Example of the "Ghost Riders"