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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 skinwalker in order to be immortal. Your horse also changes into a "spirit" animal at night with various skill perks. ... to guide the horse to the hidden

AT NIGHT WITH VARIOUS SKILL TESTS.

THE GOAL IS TO GUIDE THE KARSE TO THE HIDDEN  
FORTRESS OF THE SKINWALKER SHAMAN & ~~KILL~~  
KILL HIM & LIFT YOUR OWN PROGRESSING CURSE





Example of the "Ghost Riders"