**WTF**

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**High Concept**

This is a Chinese martial fighting game with nontraditional playing control. Player will need to move the mouse to make the character swing the sword to slash the enemy. Player can also use the mouse to draw particular patterns according to the prompts on the screen to cast spells.

**Genre**

Fighting.

**Main Features**

* The game is played in third-person view mode. The environment of the game is a tavern and the characters are dressed in Chinese martial art style.
* The game plays with a player character and an enemy character in the tavern and are ready to fight. The player character is centered at the screen and the enemy character is some distance away in front of the player.
* The enemy will approach and attack periodically and player will swing the sword to a position by moving the mouse to block the attack. As you successfully block the attack, you might be given an instruction to draw a particular pattern on the screen and if you draw it correctly, the player character will perform some effective counterattack.
* The player can also control the character to approach the enemy and attack. At this time, player will need to move to mouse either horizontally, vertically, or diagonally, and the sword will follow the path accordingly. So player will need to move the mouse as fast and accurately as possible to make an attack deal more damage to the enemy.
* A successful attack can force the enemy to back off involuntarily and player again might be given instructions on drawing patterns to perform extra special attack.
* Speed of mouse moving affects attack damage. Spells have different elementary effect like slow down, burn, and lower attack and so on.

**Player Challenge/Motivation**

The game requires good eye/hand coordination to block enemy attacks accurately, to perform fast attack and to draw patterns correctly. The follow-up attack system is quite motivating because continuous operation requires high concentration and swift movement. Players getting better at playing the game will gain great satisfaction from the game.

**Design Goals**

Players will gain great fun from fighting enemy, especially due to the way of control, and feeling of achievement because it requires continuous operation and eye/hand coordination to play the game well.

**Target Customer**

Game players looking for fighting games with nontraditional playing control.

**Unique Selling Points**

* Mouse movement based dynamics
* Draw pattern to perform skills

**Competition**

None

**Target Hardware**

PC