**Project:**

***Concept Document***

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**Title**: ???

**Genre**: First Person Shooter Adventure Game

**Platform**: PC (Windows) / OSX / Linux

**Premise**: Starting off as a young adventurer, you’ve decided to try your luck solving puzzles, defeating lonesome creatures of the deep, and discovering ancient treasures. Our adventurer will travel thought mountain landscapes, swampy wetlands, and into a dark caverns using whatever is found to way stay alive. It’s important to say alert, because you never know what lies in wait.

**Backstory**: The lands of Calredcen have been known for its rich soil and veins of precious metals and minerals. Many miners have taken their chances to be rich men, but as the easy pickings have been long since removed. Further up maintain, ones skill in geology chip away at the rock, but sometimes they never return. Stories of orcs and giants fill tavern of a now dwindling town that once served hundreds of miner. Now the adventures have moved in.

**Target Rating**: E for Everyone

**Target Market**: Casual to Hardcore Gamers from Ages 13-110

**Player Motivation**: If you’re in for an adventure game this one’s fill with surprises and entertainment. From beautiful landscapes and smooth flowing animation this game is designs with emersion and fun around every corner.

**USP**: What makes the particular adventure game different for the others is how the adversaries behave. Depending on the creature they will behave accordingly, for example if the creates are social they will work together (sometimes.) Another point is that this game comes in two flavors, normal PC mode and VR glasses mode for complete emersion.

**Competitive Analysis**: There are many good adventure games on the market, and we can’t complete with them all. Filled with rich storylines, well make riddles, beautiful graphics, and since of identity this game allows and promotes the player to adventure and not follow a linear path like most adventure games of today. Did we mention VR glasses mode?

**Goal**: This game never ends, but once the main quests are finished, there’s not much else to do. Of course the player can always hunt, and do other activities. There will be a chance to download more levels at some point.