



Genre

Kuji is a 2D top-down single-player, Ninja stealth, hack & slash game.

Elevator Pitch

The Samurai are relentless in their violent pursuit of exterminating the ninja at all costs after a failed assassination attempt. Chaos & devastation ensues & your family is targeted & burnt alive. You are one of the last remaining ninja's & must pursue the legendary abilities of kuji if you hope to survive.

Unique Selling Points

Kuji: As you progress you gain back the lost Art of the Ninja through honor. Skills develop from the basic fundamentals all the way up to your ancestry's legendary abilities of Kuji. Tread lightly & choose your path wisely as you try to survive the night.

Samurai raids: Evade waves of Samurai enraged to exterminate the ninja ancestry forever...

Setting: 15th Century feudal Japan with forest and small villages.

Inspirations

American Ninja movies. Tenchu Stealth Assassins video game on PS2. Mortal Kombat. Japanese culture.

Intended audience

Mature themes 15+. Any fans of Japanese culture, martial arts, martial arts movies or TV series, or martial arts video games - particularly Ninja related.

Storyline

You play as Shintarō, a teenage farm boy in 15th century feudal Japan who was trained in the art of Ninjutsu since being born by his grandfather. As you approached fighting age you were summoned earlier than usual to perform your first assassination. You return home as a man having tasted battle but at the same time dishonouring your family by failing in your attempt.

You later learn from your grandfather that the Head of the Samurai tricked you into assassinating an honorable figure. Luckily, you failed in your attempt. You vowed never to be a Ninja again as it brought nothing but shame to your family in the presence of the more “honorable” Samurai.

Your farm & home is burnt to the ground with the intention of killing everyone inside by a local Samurai raid. Their purpose: to exterminate all roots of the ninja after the shameful attempted assassination of a strong tie to the Samurai.

Your family perishes alive - but you manage to narrowly escape. You choose reluctantly out of revenge, survival instincts & honor to once again pursue the way of the Ninja as it is your only choice.

Gameplay description

A ninja's greatest weapon is stealth. Initially, you must do anything you can to survive in the Japanese forest close to your burnt down farm - your abilities are limited to running & throwing a Shuriken. As you survive longer & defeat the rival Samurai you will gain power.

Try to evade your enemies by avoiding, blending into the shadows, or out-maneuvering them. As more abilities become available you may also climb, jump or double-jump. Later on, if you are undetected you can perform an assassin move delivering a fatal blow if within range of your opponent.

However, at some point you may be detected. In which case you may choose to attack, block, or inflict a counter-strike. A counter-strike inflicts more damage - therefore timing in a fight is important.

You must do everything you can to survive wave after wave of Samurai with your ancestry's legendary Kuji abilities.

Controls

Run/Sprint	WASD/Lshift + WASD
Jump/double-jump	Spacebar/spacebar + spacebar
Climb	TAB + WASD
Attack/Assassin move	Enter / Enter (if undetected)
Block	LCtrl
Counter-attack	Enter (after having blocked)

*Change weapons by pressing 1, 2

Core features

Weapons: Katana (ninja sword), Shuriken (ninja stars)

Stealth: Evade being spotted by blending into the shadows. Can go around completely unnoticed OR can fight an enemy - but if other enemies spot you it may become a much bigger fight. If undetected and within range of your chosen weapon it will become much more effective.

Intelligent AI: If slain enemies are spotted AI will act appropriately honoring their fallen.

Action: Although you do your best to avoid being detected from time to time you may need to react, or act swiftly. Use your Katana or Shuriken at the opportune moment. Avoid being detected whilst needing to react & engage in fast flowing combat.

Line of Fish: When outnumbered the line of fish tactic can be used causing wounded enemies to stumble into other enemies momentarily stunning them.

Win & Lose states

Win by surviving as long as you can. **Lose** by death.

Game Production Adaptability

Scale-down suggestions: Climbing optional. Line of Fish fighting feature optional. If necessary combat could be reduced to attack, block & assassin move.

Scale-up suggestions: Horses. Two swords for Samurai (Katana & Wakizashi). More attack combos. More stealth features such as a grappling hook or swimming. More ways to gain honor such as saving victims. Different types of Samurai warriors. Bosses.