**Armalia Design Documentation**



Section: #1

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# Concept Document

This section’s purpose is to describe the key concepts of the game Armalia.

## Title Page

* Game Name: **Armalia**
* Game Catch Phrase: **When war dies, revenge is born**
* Document Type: **Design Document**
* Version: **1.0**
* Logo



## Introduction

Armalia will be a Role Playing Game (or RPG) that will be based off the use of magic spells. It’ll be a single player game. It will roughly base off classic Legend of Zelda game play mixed with use of magic and spells.

* Genre: **RPG**
* Player Type: **Single Player**
* Game Play: **Top-Down RPG**
* Technical Form: **Story-based RPG**
* History: **TBD**
* Reference: **TBD**
* Theme: **RPG that around a fantasy world with magic**
* Designed Intentions: **Cloned with some originality**

## Game Analysis

Table - Game Analysis

|  |  |
| --- | --- |
| **Game Description** |  |
| Genre: | * Basic   + Role-play   + Adventure   + Puzzle |
| Game Elements: | * Collecting * Puzzle * Story Comprehension * *Luck* * *Fighting* * Maze |

|  |  |
| --- | --- |
| Game Content: | * *Humor* * *Action* |
| Theme: | * *Fantasy* |
| Style: | * *Old School* |
| Game Sequence: | * *Linear Storyline* |
| Player: | * One |
| **Game Reference** |  |
| Game Taxonomy: | * Play   + Story     - Fiction   + Chance     - Fiction |
| Player Immersion: | * *Narrative* * *Tactical* * *Strategy* |
| Reference: | * The game will have a similar game play of classical Legend of Zelda games. * This game will also have elements from the classical Final Fantasy games. |

|  |  |
| --- | --- |
| **Game Technical** |  |
| Technical Form: | * 2D graphics |
| View: | * Top Down |
| Platform: | * C# |
| Device: | * PC, Console (possible) |
| **Game Sales** |  |
| Consumer Group: | * Ages 10+ (Rated E) |
| Payment: | * This a good point to talk a person from marketing |
| Estimated Price: | * This a good point to talk a person from marketing |
| Device Support List | * See Appendix A |

## Game Atmosphere

## Game Play