# Game Concept English

The Hunter

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1. **General idea of the video game:**
2. What is the video game about?
3. What or what have been the references?
4. What makes it interesting and what key points define it as unique or attractive?
5. The video game is about a hunter of monsters where the player can move in many scenes and can interact with NPC and enemies.
6. Games like Final Fantasy, the old Legend of Zelda games.
7. The form of the game is merely immersive, where the player can move in the game and moving in scenarios and fighting with some enemies and talking with NPC
8. **Target Audience:**
   1. What characteristics of gender and age do they possess?
   2. What level of skill do the players have?
   3. Are they casual players or expert players?
9. The game is intended for all audiences as it is RPG game and the mechanics are very simple.
10. You don’t need a high level for the use of this video game because is a simple game and the controls are easy to learn.
11. The game is intended for anyone because it is a simple mechanics and does not contain any history since it is a game for make the best score.
12. **Platform:**
    1. Will the designed game be played on a game console or mobile devices?
    2. What is the most appropriate platform to publish the game according to the game idea?
    3. What advantages does this platform offer?
13. It is intended first for Windows and the next updates intended on Android.
14. The game is not planned to be published on any platform but a publication will be made on Medium informing the video game step by step.
15. When published in Medium, readers will be able to see the step by step of the game and they will be able to download it for free so that users can try it for themselves.
16. **Genre:**
    1. Is the video game defined in terms of a specific genre or the combination of any of them?
    2. Taking into account that it is a video game in the first person of third person, in what way is this genre viable according to this game modality?
17. The video game genre is RPG and Action game with 2D graphics.
18. It will be in third person since the game is in orthogonal camera and the user must make use of the screen to see the character movement.
19. **Visual style:**
    1. Does the video game take place in a real or fantastic world?
    2. Is framed in a bygone era or in the future?
    3. Is tin characterized by a realistic, surrealist or hyper realistic style?
    4. Is the world eminently 3D, 2D or is the combination of both dimensions?
20. It takes place in a fantastic world because the enemies in the game are enemies from fantasy tales also the world is fantasy because the NPC lives underground.
21. The world of the game is taking place in the past because the player use a sword and the environment is pure fantasy.
22. It has a surrealist style because the world and characters in the game take place in a fantastic world.
23. The world is 2D since the game map can be saw in one form and only move up or down.
24. **Characters:**

* **Hak:** The main and only protagonist of the game, he uses his sword to hunt every monster in every place on the world.
* **Slime:** These things will be moving in the world with a slow movement, have less HP but the slimes are dangerous for travelers.
* **Ghost:** One of the bravery monsters of the game have a good quantity of HP and hurts the travelers very much, also the ghosts can move very faster
* **Werewolf:** A though monster with a great velocity, deal a good damage to the player.
* **Skeleton:** A bravery skeleton with a slow velocity, this is a passive monster, but the player can banish.
* **NPC:** Characters than offers information to Hak, they only can see at the beginning of the game and some of them can provide quest for Hak