**Montage: Concept Document**

*Section 1. High Concept*

Ten heroes have all had something taken from them. Each one must learn to overcome their difficulties to retrieve what was taken from them. The player will experience the pivotal experience that each character grows through, and all the stories come together at the end for an epic conclusion. This is Montage.

*Section 2. Player Role*

The role of the player in our game takes on a series of different enemies trying to find what was taken from him. The player will roam the world in order to find it. Along the way, the player will fight enemies and take their swords to gain power and strength. The player will also collect letters which guide him to the truth.

*Section 3. Primary Gameplay Mode*

Our primary gameplay mode is a 2D top down game.

*Section 4. Genre*

Action/Adventure

*Section 5. Target Audience*

Our game is rated E for everyone according to the ESRB rating summary. Our game has mild violence and infrequent use of mild language. Most people tend to like games where they are figuring out a mystery.

*Section 6. Platforms*

Target platforms include PC and all major consoles. The game will be playable with keyboard and mouse or any standard controller.

*Section 7. Licenses*

Our game does not need to obtain licenses.

*Section 8. Competition Modes*

The game is exclusively singleplayer.

*Section 9. Progression*

The player progresses through the world by collecting scrolls and sword upgrades. Each collectible allows the player to access a new area of the world by obtaining the ability to defeat the enemies that are in the way.

*Section 10. Game World*

Our game is based in an open world where the player can roam around. To start out, the player will start in the top right of our world. The player will then have to navigate their way through the world to find different swords and the letters which give the players clues(for example: as to what is going on in the next area, or what has happened to the missing persons). The swords and letters are implemented throughout the game world as they are both keys to the survival of the player. There will also be AI roaming around in the world at the ready to kill our player. The AI are important because one of them(in each area) will contain the sword that the player needs to survive the next area.

*Section 11. Features*

This game features the main character, powerfuls swords and letters. The main character starts the game by finding out that his master has been kidnapped. He takes this as a challenge to go and find him. The player must train and improve their skills in order to prove their worth and find the master. The player will gain skills by collecting different swords. The swords in this game give the player more strength so that when they proceed to the next area, the sword is powerful enough to kill the enemies. Swords will be owned by each enemy and character in the game. It is up to the player to find the correct ones because there are certain swords needed to kill boss characters. Another feature in our game is the letters. The letters will be spread amongst the world and inside the letters will reveal valuable information to the character. The player will want to find each letter as doing so will give them a special power up near the end of the game.

*Section 12. Competitive Analysis*

Our main competition is any other simple 2D top down adventure game. Zelda is strong competition for us because it uses strong mechanics that are well implemented. But we are able to compete with these games by making our game unique. Our game is unique because of the framework of the story. We intend to create many characters that users can play where they will train and improve skills.

*Section 13. Risk Analysis*

We have one main risk for our game and that is our competition. We have to make sure our game is unique and well executed. We are going to do this by having a feature to play different characters in the game. We feel that this will be a strong part of our game and will make it more interesting for the user.

*Section 14. Layered Tetrad*

The Inscribed Layer

1. **Mechanics**
   1. Objectives
      1. The players objective in this game is to train and improve his/her skills to find the master and prove his/her worthiness.
   2. Player Relationships
      1. This is a single player game, and is therefore a single player vs. the game
         1. Protagonist is main character, who roams the world in order to find the letters and swords which will lead him to his master.
         2. The competitor is the AI who roam certain areas ready to kill the player.
   3. Rules
      1. Player must keep the health above 0 or they will have to start over
      2. Player must have particular swords in order to kill the bosses
   4. Boundaries
      1. The boundaries are the limit of the world that the player is in
   5. Resources
      1. Attributes
         1. Health Bar
         2. Sword Equipped
         3. Letter Bar
      2. Assets
         1. Swords
         2. Letters
         3. Powerups
2. **Aesthetics**
   1. Visual Art
      1. Player
      2. Environment
      3. AI
      4. Swords
      5. Letters
   2. Sound and Music
      1. There is no sound or music in our game
3. **Technology**
   1. Players movement, interactive environment, AI
4. **Narrative**
   1. The narrative of this game is quite simple. Explore the world to find letters and swords in order to gain the strength to find your master. Use these swords and letter to guide you to him.

The Dynamic Layer

1. **Mechanics**
   1. Procedures
      1. User roams the world
      2. User kills the enemy and takes their sword
      3. Find letters which give valuable information
      4. Keep health above 0
   2. Meaningful Play
      1. Finding swords
      2. Finding letters
      3. Do not die
   3. Strategy
      1. Kill all the enemy
      2. Find the right swords
      3. Find all of the letters
   4. House Rules
      1. The player could possibly figure out other things to do in our world, but they would not make it long because the AI would be too powerful in certain areas and the player would be killed
   5. Player Intent
      1. Exploration of landscape for swords and letters
      2. Achieving satisfaction from player improving skill and finding the master
   6. Outcome
      1. Immediate- User kills AI and obtains swords, finds letters
      2. Cumulative- Knowledge, experience
2. **Aesthetics**
   1. Procedural Aesthetics
      1. Audio- There are no sound effects in our game
      2. Visual- AI characters move around in areas
   2. Environmental Procedures
      1. Visual Play- The visual in this game is different in each area according to its environment
      2. Auditory Play- There is no audio in our game
      3. Player Considerations- There will be no problems with epilepsy or migraine because our game does not include flashing or flickering of any sort
3. **Narrative**
   1. Interactive Fiction
      1. There is on main story for this game: Gain skill and find the master
   2. Emergent Narrative
      1. The user will get to experience what it is like to be the character in the game and improve their skill
4. **Technology**
   1. Paper Technologies
      1. Our game is strictly digital
   2. Digital Technologies
      1. The main components of our game have to do with the bounds of the game, the stationary objects and the non stationary objects which the player will destroy

The Cultural Layer

1. **Mechanics**
   1. Custom Characters
      1. The potential here to create custom characters as a feature could make our game even more popular as well as an option to share the characters that users have created with other users who play our game would be a huge hit
2. **Aesthetics**
   1. Game Art
      1. Our game art form fans has the potential to be really amazing
   2. Fan Art
      1. The fanart for this game would be really cool and there would be A LOT of different swords that fans could make which would look awesome
3. **Narrative**
   1. Fan Fiction
      1. I do not know how easy it would be for someone to connect with the situation our character is in, but it is also easy to get invested into a game like this
   2. Narrative Game Mods
      1. If in the future we create a feature to create custom characters, people could create themselves or people they know, and create a story with it and the possibilities would be endless
4. **Technology**
   1. Player-Made Game Tools
      1. It is possible for fans to create guides for players which could show what sword certain AI characters are holding. It could also include where each letter is.