## **Project “Dragon” 1-Page GDD**

*Diablo meets Monty Python*

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**Genre:** RPG, 3rd person fixed camera RPG.  
**Target Audience:** 13 yrs+ fans of old school RPGs like Diablo. People who like comedy. Rated T for Teens.

**Controls:** Mouse+keyboard and Controller will be implemented

**Thematic Setting:** Medieval Europe / Fantasy / Knights and Swords and Dragons and stuff

**Tech Stack:** Unity 5.5 with C#. Blender 2.7+. Gimp / Photoshop. Audacity.

**Platform(s):** Steam

**Game Moment:** 2 minutes of simple level flow, basic combat (hitting and taking damage) with multiple enemy types.

**Game Summary:** Project “Dragon” is a Diablo style RPG with the absurd humor of Monty Python and the Holy Grail. The game is set during the grubby phase of the medieval era when brave Sir Knights were bold and foolish and the unbathed peasants reeked of cabbage. As our unlikely, but clichéd hero, you must triumph through the fabled lands of Persistence by battling monsters, finding ancient weapons, leveling up your character, venture to far off lands (using special Wizerd magik known as “meta-map fast-travel”), and seeking answers to the ultimate riddle – “Why *are* dragons such jerks?”

**Core Player Experience:** Funny, Absurd, Comedic

**Central Theme:** Failure can’t tolerate persistence. Unlikely hero.

**Design Pillar:** Putting the player in absurd / funny / ridiculous situations.

**Anticipated Remarkability:** Comedy & Community-created content.

**Anticipated Steam Early Access Launch date:** Q4 2017 or earlier

**Feature Development Priorities:**

* Real-time combat with tons of different enemies to smash
* All the required RPG abilities and stats (upgradeable)
* Level building and game progression
* Branching dialogue system
* Inventory, loot, usable items

**Comparative Products:** Ember, BattleHeart: Legacy, Diablo, Torchlight 2