

**Title** Shadow of the Wind

**Tag line** “Fight or Flight!”

**Your name** Etienne Pham Do

**Genre** Action

**Platform** PS4, PS5

**Market** M for Mature

**Setting** Island during Medieval Japan

**Plays like** Assassin’s Creed meets Shadow of the Colossus

*Popular Game A*

*Popular Game B or twist*



*Logo or Box Art*

**Mechanics**

1. Wall Climbing
2. Character Skill Customization
3. Open World
4. Real Time Combat Reflex

**Reference Art**

1. The Last Samurai 2003
2. Naruto
3. Bleach
4. Sekiro
5. 47 Ronin 2013
6. Witcher 3

### Related Games

1. Assassin's Creed Odyssey	Ubisoft	Action/PS4 Xbox 1	2019
<i>Title</i>	<i>Publisher or Developer</i>	<i>Genre/Platform</i>	<i>Year</i>

Cassandra, granddaughter of the legendary Leonidas from Sparta, travels through Ancient Greece to track down and assassinate the Cult of Kosmos who ordered an assassination attempt on her head. This game is similar to "Shadow of the Wind" in its game mechanics. In fact, both are open world games where the main character dismantles enemy outposts for example, and incorporate real time combat and stealth assassination as their combat mechanics.

2. Shadow of the Colossus	Bluepoint Games	Fantasy/PS4	2018
<i>Title</i>	<i>Publisher or Developer</i>	<i>Genre/Platform</i>	<i>Year</i>

Wander, a young boy carrying the dead body of a young girl sets out to kill 16 giant creatures spread out across the land in order to resurrect the girl. This game is similar to "Shadow of the Wind" in its game mechanics. In fact, both games don't offer weapon customization, meaning the character doesn't unlock and equip new weapons during the entire game. Moreover, both games, to allow player immersion, don't incorporate a minimap. For guidance, the main characters have to use their sense of observation on their environment to guide themselves in the right direction.

*Supporting Screenshot or Mechanic Analysis Diagram (for the proposed game)*