Logo

Description automatically generated**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

*Logo or Box Art*

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

*Popular Game A Popular Game B or twist*

**Mechanics**

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

1. The Last Samurai 2003 4. Sekiro

**Reference** **Art**

2. Naruto 5. 47 Ronin 2013

3. Bleach 6. Witcher 3

**Related Games**

1. Assassin’s Creed Odyssey Ubisoft Action/PS4 Xbox 1 2019

*Title Publisher or Developer Genre/Platform Year*

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 dismantle 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

*Title Publisher or Developer Genre/Platform Year*

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)*