HARSH REALITY

DESIGN DOCUMENT

# Harsh Reality

After a long run, defeating bosses, the game may give you hope when you get a new item or resource meaning for you run, for your life.

The purpose of this is to give you hope and then right after break it with a harsh reality and enemies willing to **really kill you**.

If you be able to

## Phrases Examples

You were too kind, so

The world has became meaner

You were hopeful, so

The world showed his face, again

You had a beautiful life, so

They will try to take it back

You've come so far, so

They will certify it wont be worthy

You’ve become so strong, so

They will show your weakness

You've got many friends, so

Now you may lose all of them

You've discovered a lot of new things, so

They will make you take it to the grave

You've got so far, so

Now you will have to do everything once again

You know what will happen now

Suffering is inevitable.

Nothing lasts forever

As your existence will do

# Real Killing Will

One of the base states of the game. In this state, the entity will do anything to kill its enemies and overcome its objectives.

In this state the entity show its real face and become meaner, stronger than can ever be, faster than can ever be, brutal than can ever be.

# Story

# Overview

Skill Impact would be a game where the focus would be battles between two combatants.

## Main User Experience Objective

The user experience would mainly rely how the skills are affected when hit a shield, when hit a combatant with armor.

The more aggressivity, not necessarily blood and gore, the better user is rewarded.

## The Game Must Be Close To Real Life

The game would mainly rely in how things would behave in real life, even with powers, they must beave how actually it would in real life.

Including damage, in a world where powers exist, people would behave how they would if around powers in real life. The safety rules would need to change, health care rules would need to change.

## Inflicting and Receiving Damage Behavior

As when you can kill somebody by crushing their head in real life, in the game that would be an instant killer too, everybody is human, everybody suffers the same in this game, the only thing that most matters are to keep alive, and to survive.

Permanent damage also exists, if you break a leg, you must fix it if you can fix it, if you can’t it won’t bring to its original form. There would be power that could help you to regenerate or make pain less, but as medicine, everything has their own limitations, this world has its own limitations as real life.

# Concept Art

# Reference Examples



1Momodora: Reverie Under The Moonlight

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# Project Requirements

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| --- | --- |
| Battle System | Battle system would be a bit like momodora. |
| User Interface (UI) | 1. Main Menu with “Start”, “Settings” and “Exit” buttons    1. Settings       1. Audio Control |