

Antique Hoop

Character Design Brief

Game Details

Overview, Narrative and Setting

A sword-swinging and magic slinging adventure in a dark fantasy land! *Antique Hoop* is the latest iteration in a series of games notorious for their oblique storytelling, brutal difficulty and death/revival system.

The player takes on the role of the *Chosen Unburnished*, a blank slate of a character who journeys to the *Realms Betwixt*. Like other *Burnished*, the *Chosen Burnished* seeks to claim the *Antique Hoop* of legend and become the *Top G* of the *Realms Betwixt*. Their kind were banished long ago by the *Empress Makira*.

The *Antique Hoop* was shattered by *Makira* for reasons unknown, after which she vanished. This led to a war between her offspring as they attempted to claim shards of the Hoop. The war lasted generations and was ultimately inconclusive. Now these *Scions of Makira* each rule a different area of the *Realms Betwixt*, and must be defeated by the *Chosen Unburnished* so that they can claim the throne of the *Top G*.

The setting for *Antique Hoop*, the *Realms Betwixt*, is a stunning open world of decaying grandeur.

Every part of the landscape tells the same story; a world which was utopian in nature and filled with wonder which is now slowly succumbing to neglect and decay.

It is filled with sprawling fields dotted with grand fortresses and mansions fallen to ruin. Dark forests infested with twisted creatures and dank swamps populated with rotting hovels. Meandering rivers along which tiny fishing communities of abhumans struggle to live – rivers which feed into pleasant lakes whose shores are littered with the detritus of long forgotten battles, whose waters hide the sunken corpses of thousands of the slain. Cliffs and mountains with ancient tombs dug into them, long since raided and looted as the heroes they are designed to honor fade into obscurity. Looming castles filled with the last cohorts of bitter, forgotten lords, as scarred by the years of turmoil as the stone walls they cower behind.

And towering over everything... the *Antique Mushrooms*, colossal fungi hundreds (and sometimes thousands) of metres tall, glowing with an otherworldly light. Their purpose is unknown – they grew as Empress Makira conquered the lands, and persist even after her disappearance.

Gameplay

The gameplay consists of 3rd person exploration of an open world. The combat is melee focused, with the player able to equip many different swords, axes, spears and shields to fight with the wildly varied array of hostile creatures and humanoids inhabiting this cursed world. They can also turn to magic via wands and staffs to cast spells which range between offensive, defensive and utility.

The game emphasizes exploration of the open world which leads to the discovery of dungeons – castles, fortresses and tombs – which contain valuable loot guarded by hostile ‘boss’ NPCs. These bosses are also worth a lot of experience points, which allow the player to grow stronger in order to take on more challenging regions of the game.

Chief among these bosses are the *Scions of Makira*. Not only do they provide many experience points, a minimum of 4 of them must be defeated before the player faces the final boss. Before then the player is free to go almost anywhere, including the final boss arena, but will be unable to finish the game.

Visual Style, tone & target audience

The visual style for *Antique Hoop* will be realistic, though the elements being rendered are fantastical. Models will be high-poly.

- Somber, muted tones for flesh, fur, armour and weapons as well as buildings/man made objects in the environment
 - o Everything artificial is worn, damaged and faded in some way
 - o Some colour remains: the surcoat of a knight or a crest on their shield might still be brightly painted in the theme of their House
 - o Contrasted with natural elements which are flourishing and vibrant
 - o Fields of flowers, grass and trees
 - o Some exceptions: the ground near man-made structures is barren or muddy with grass struggling to grow, and trees near man-made structures sick and unhealthy as if nature is being passively affected by the decline of civilization if it gets too close.
- Detailed models which either match as closely as possible to real world equivalents (humanoids, weapons, armour, buildings...) or are designed to appear as though they could be real (monsters with proportions which are physically possible)
- Textures which use normal and detail maps to provide as much detail as possible
 - o PBR textures

The game is targeted towards an older audience as well as fans of so-called ‘grimdark’ fantasy.

The tone for the game is mournful and dark.

- Nobody – including the *Chosen Unburnished* – gets a happy ending
- NPCs who persist in this world inevitably meet a sad end if their stories are completed
- Nobody in this world is optimistic, but neither are they defeatist.
- Instead, characters – NPCs with stories unrelated to the main plot, characters who are trying to help the *Chosen Unburnished* and the enemies who stand in their way – simply accept the things that occur with stoic determination.

Similar titles

Elden Ring

Dark Souls

Dark Souls III

Main NPC Character/s

In this section list the characters which will play a larger role in the story, assisting the *Chosen Unburnished* in their quest.

Character Name/Role	Description
<i>Level Up NPC</i>	<ul style="list-style-type: none"> - Feminine humanoid - Appears to be either a teenager or very young adult - Not strictly speaking a human – has some kind of mystical property, or is maybe a demigod? - Long hair styled meticulously before being hidden by a hood - Conservative/modest clothing made from a rich material, slightly tarnished by time and travel - Their clothes almost entirely hide their form - Reserved and soft spoken, seemingly subservient but ultimately holds significant power over the <i>Chosen Unburnished</i> as they grant them power
<i>Weapon Smithing NPC</i>	<ul style="list-style-type: none"> - Masculine humanoid - Extremely powerful physically but soft spoken and kind - Appears mature, possibly even elderly, but like the <i>Level Up NPC</i> is most likely not entirely what they appear to be - Clothed in simple peasants garb and smith's apron/gloves – clean but worn material marred by burns from errant sparks.

Side NPC Character/s

In this section list the characters which have their own storylines and do not play a major role in the story

Character Name/Role	Description
Noble Wandering Warrior	<ul style="list-style-type: none"> - Feminine human (<i>Unburnished</i>, like the player) - Appears to be between 20 and 30 years of age

	<ul style="list-style-type: none"> - Mature outlook on life, with a determined attitude in the face of their struggles - Has their own quest to undertake but immediately offers assistance to the <i>Chosen Unburnished</i> as part of their warrior code - Clad in leather and steel armour along with travel gear - a large pack for supplies with a bedroll, cooking implements and other useful items hanging from it - Gruff but friendly
Jolly Noble Knight	<ul style="list-style-type: none"> - Masculine Humanoid - Appears to be mature, possibly over 40 - Is not <i>Unburnished</i> like the player – they are something else entirely - Wears extravagant armour and wields a huge weapon effortlessly - Doesn't appear to carry any supplies - Charming and cheerful, and willing to help out a stranger - Just so happens to turn up along the <i>Chosen Unburnished's</i> journey over and over again...

Monster/Enemy Character/s

In this section list the characters which will be regular hostile enemies

Character Name/Role	Description
Skeleton Warrior	<ul style="list-style-type: none"> - The skeleton of a humanoid - Wields a sword and shield - Their clothes have long since rotted away along with their flesh, and only a few random scraps of armour might still remain attached to them
Giant Wolf	<ul style="list-style-type: none"> - A wolf the size of a horse - Hugely muscled and intimidating - Has three eyes
Possessed Armour	<ul style="list-style-type: none"> - Literally just a suit of armour filled with a formless mist

	<ul style="list-style-type: none">- The armour is impeccable and shiny, except for near the joints where the mist filling it occasionally leaks out- Wields a large two handed axe
Samurai Lizardman	<ul style="list-style-type: none">- Genderless humanoid- Lower half is somewhat similar to a velociraptor, with digitigrade legs and a thick tail for balance- Upper body much more humanlike- Covered in fancy, intricate armour, including a helmet with a snarling face covering their own lizard face- Wields a samurai sword
Demonic Spider-aur	<ul style="list-style-type: none">- A mix between a spider and a humanoid- Spider body the size of a car, human torso projecting from just behind where the spider's head would be roughly twice to three times the size of a regular human- The torso wields a bow and arrow- Front two legs are crab like claws or pincers of some kind