

Game Title: Alkon, The Corrupted Empire

Genre: Action Platformer

I. Name of Game

Alkon Valley, Algenekon. Something along this line. Name of the game subject to change

II. Game Summary

Jax, the protagonist, work together with Kal to over throw the corrupted government, while discovering and developing his power.

III. Game Engine Architecture

*TBD

IV. Game Story

1. Overall Story

Jax and Kal work together to overthrow the king in this dystopian world. Along the way, Jax learns to trust his powers. Kal, on the other hand, learns that even the closest people can deceive you. It's up to you to decide who you trust.

2. Backstory (Known to players)

(Name of the world) is ruled by two opposing sides. There is the *Traditionalists* (name TBD), who worship the king and embrace traditional thinking. And the *Progressives* (name TBD), who believe in total equality and anything else that will benefit the country as a whole. Both sides have been relatively peaceful. However, when the king decides to step down, both sides break each other to impose their own ideals. The world has been divided into safe zones, wastelands, and lawless areas teeming with violent "neighbours".

In this world, some people are born with a certain *power* (name tbd). Around 46% of the population suffers from it. It is seen as a deform because no one knows how to control such power, and if they try to control it, it causes the body to spontaneously explode. Thankfully it is easily subdued with the government issued medical bracelet. It's free for all deforms.

Jax is a scavenger. He ventures the wastelands and, when short on money, the lawless zones to collect valuable junks and sell them to interested buyers in the safe zones.

Jax meets a stranger named *Kal* who share a common enemy with Jax.

3. *Backstory (Unknown to players)*

The king has planned a very evil plan to take over the world. He has found a way to control the power within people. However, he believes it's too powerful for normal citizens to control the power, so he's kept the secret to himself. He has selectively gave birth to 4 children who all have a very special kind of power. He has kept his kids out of the public eye and trained them to control the power since birth, intending to use them as a weapon.

One of those kids is *Kal*. Kal finds out about the king's plan and that the public doesn't not know about the secret to controlling the power. This motivates Kal to go rogue and overthrow the king. Along the way, he hears of a young man, Jax, who has survived an accident involving the power. Kal believes Jax is someone who could potentially learn to control the power, so he convinces him to help him usurp the king.

4. *Plot*

Exposition: We see into Jax's dream. We learn about Jax and the power he possess.

Conflict: Jax is out scavenging up north in the wasteland. He learns that it was a trap and gets captured by The King

He manages to escape with the help of Kal, who suggest they help each other since they have a common enemy.

Rising Action: Jax and Kal fight off many mercs and thugs to get fight Kal's siblings. Jax becomes more powerful and learns more skills. However, Kal becomes more and more devastated as he watches his family members die one by one.

Climax: Jax and Kal will face the king.

Falling Action: We hear from the king and how he views the world. He seems to be surrendering. Then, when Jax and Kal are caught off guard, he dominates their minds. Jax and Kal are stuck in a different reality: subconsciousness. They try to figure out a way to escape the domination, but it becomes difficult as phantom images of figures start appearing. Jax's friends appear and beg Jax for forgiveness, and that he stays here in the subconsciousness forever. Kal's siblings emerge from the image and embrace him.

However, Kal/Jax realizes that this is just a part of the king's power. They fight the phantom images of their friends and family and find their way deeper, locating link between their minds and the king's mind. They face the king (who is in a humanoid form) for the last time.

Resolution: Some time has passed. The world is slowly building its foundations. Jax is seen at the bar drinking again like usual. The TV is on and we can hear the news reporter... “The first meeting between the leaders of the two opposing sides...” You can see that Kal is on TV, representing the traditionalist. The bartender/crowd state their hatred towards the traditionalist and Kal. Jax, who’s been silent, interjects and says that Jax knows Kal in person... Then very quietly he exhales, “And he’s my friend.”

5. Game Progress in Relation to Story

1. Intro: Jax the Scavenger
2. First Encounter: Jax and Kal
3. Leader of the Marauders: Wickinson
4. Kal’s Sister
5. Mercenary
6. Kal’s brother
7. Kal’s younger brother
8. Bryan
9. The King
10. Dominated and Escape.

V. Game Play

1. Number of Players

One or two players

2. Nature of the Challenge(s) & Obstacle(s)

TBD

3. Game Objective(s)

The Player will choose a boss map they’d like and beat the level and the boss.

4. Game Flow

It's a linear game. Levels will have some puzzles but it will mostly be stylish action and platforming. You can choose the levels at the bar (it acts like a central hub). At the bar, you can buy food and drinks that you could consume during your fights (Think of mix of Megaman, Castle Crasher, and Dungeoned)

VI. Game Mechanics

1. Rules/Affordances & Visible/Invisible to Player

- Skill system: Jax and Kal will learn new skills as they defeat bosses.
- Inventory system: Jax and Kal will come across items as they play the game. Some are consumable items such as first aid kit, alcohol, food, etc. Some are clothes or weapon parts, which may affect your skills, health, and overall damage.

Only Jax can equip clothes, whereas only Kal can equip weapon parts.

For example:

Item: Windbreaker (Chest)(Uncommon)

Jax gains +15% speed and -15% health.

"Oh god I look so sexy in this!" - Bryan

Item: Energy Amplifier (Adaptor)(Rare)

Kal's Energy Blade gains +20% damage and 5% chance to overheat (Can't perform basic attacks for a short time)

There is a tape with a writing on it that says, "THIS IS A PROTOTYPE DO NOT TOUCH".

Item: Osman's Adana with Rice (Food)(Uncommon)

Heal 50% health.

"I thought you said this wasn't spicy..." - Kal

You cannot access your equipped items while playing in a level. You can only access clothes and weapon parts in Osman's back room, where you can basically customize your set up. However, your consumables will be available in the HUD.

*I'll explain this part.

- Map and Zones: In an attempt to give it an open-world feel, the game will have areas. These are basically levels, but you can choose which ones to do first. If you want to go to an area that's hostile or story related, you have to go to the bar and choose it.
- Combat: It will work like a traditional fighting game. For example, certain commands will trigger a skill. You could have a few skills hot keyed, but the game will reward you for memorizing the commands. (So you get the feeling that you are actually learning to control the power). You can (or should be able to) play combination of skills to continuously damage enemies. (Just think about a fighting game!!)

*Many ideas for skills will be added here later on.

2. Physics

**TBD*

3. Player(s') Actions

**TBD*

4. Player(s') Interactions

**TBD*

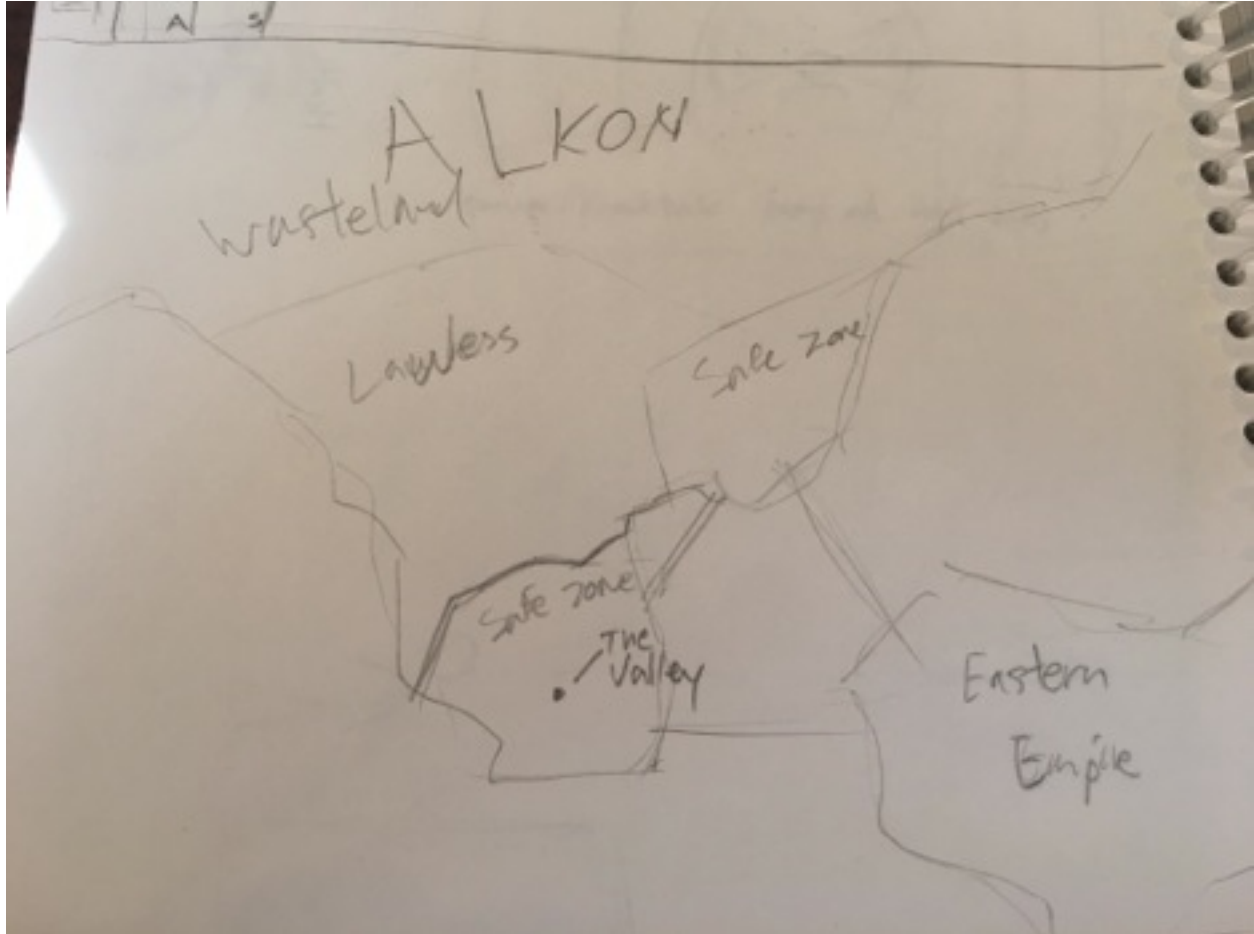
VII.Game Setting

1. Setting Game World (context)

Some ideas for the world:

1. Turkish culture with technology
2. More modern/fallout-ish look for the safe zones and progressives.
3. Multi-coloured culture overall

2. Game World (areas)



- Safe Zones: These central areas. These areas are relevantly civilized. It's basically downtown city.. You can visit them at your own leisure. If you choose to go beyond the safe zones, you will automatically go to your map where you will select other safe zones you'd like to travel to. In fact, you can always open up your map and travel to any safe zones you'd like.
- Wasteland: abandoned zones outside of the main area. Wasteland encompasses the every area you could visit in the game. You cannot travel to Wasteland. Think of deserts.
- Lawless Zones: These are areas where you might find sub bosses and some level requirement items. Maybe one of the main bosses can be here if the story calls for it. It's super dirty. Think of any towns in any Fallout games.
- King's Zone: Areas run by the traditionalists. You will go to these zones for bosses. These areas look a lot cleaner and a lot more "old fashioned". (Think of Wakanda from Black Panther)

- Eastern Empire: Unavailable to enter or interact with. However, you will come across many characters from that area in Alkon.

3. *Game World (look and feel)*

4. *Game World (level progress)*

5. *Tangible*

6. *Non-tangible*

VIII.Character(s)

1. Character Names

- Jax
- Kal
- Kal's 3 siblings (Names TBD)
- The King (Name TBD)
- The Bartender, Osman
- Bryan
- Wickinson
-
- Side characters: Bar singer, merchants, Mercenaries, etc

2. Backstory

- **Jax:** Jax was born in a humble family with nothing much to ask for. He was born a deform with an unknown power, but that hardly bothered him.

In his teen years, Jax went on a camping trip with his friends. Everything was good and everything, until he starts to feel sick and passes out. The next thing you know, he is standing in the middle of what seems to be an aftermath of a big explosion. It was his deform power that did it. He's killed his friends and family. Usually, deform power explosion kills the deform person, but for some reason, Jax lived through it. He is special. The power is compatible to him.

Ever since then, Jax has a tough time trusting anybody around him. He is afraid he is gonna do the same thing.

This isn't the only time he's accidentally unleashed his power. He thinks because of who he is, he can't have any friends.

- **Kal:** Kal is the 3rd child of the King. He was taught that he will some day serve the country as the honour-bound Knight. He firmly believed everything his father said. He trained his sword skills and his deformed-power to the maximum. However, one day he finds out that something was very strange.

His father will always keep his children out of the public eye. The only time they will ever make an appearance is when they broadcast the King and he will acknowledge his kids as the "Four Honourable Knights who will restore peace to his world". Kal wanted to see the outside world, so one night, he snuck out of the palace. This is when he learns the truth about the world.

Kal sees that the world is broken, divided, and cruel. Most importantly, he sees that the public is not aware of the secret to controlling deformed-powers, which he was taught a common knowledge. This led Kal to pry his father and he learns that his father is only using his kids as a weapon to take over the world. Heartbroken by the lies, Kal decides to go rogue and overthrow the King.

- **The King (aka Kal's Father):** He was born in a time when the world was divided into two sides. He wanted to unite the world under one leadership, hoping it will bring ultimate peace... He despises both political sides, but to gain power, he sides with the traditionalists. He became a pretty prominent figure, but he was still lied to and used as nothing but a puppet. He was not satisfied with this, so he started to act on his own. He wanted to bring peace to the world in his own way.

One night, he was approached by a several members from his party. They tried to sabotage him. They beat him to the ground, threatening him to give up... or else. Then, out of sheer anger and determination, he grabs a hold of one of them. He unintentionally let's out a string of his power, which dominates the minds of people... This is when he realizes that he is a deform, and that he could control his power... The power of one's will and mind. He is the first to discover this.

He practiced his power while working his way up to the political ladder, controlling people's minds if he had to. One by one, the number of his puppets would grow. He was finally not the one playing the puppet, he was the master with strings on his fingers.

After many years, he crowns himself the king, but he was not done with his plan. He wanted to dominate the entire world with his mind... The world under one mind means peace for

all. However, he was aging, and the more people he dominates, the harder it becomes. So he decides to “step down” from his seat and build a powerful weapon to take over the world.

He has been secretly developing tech to help control the power. He teaches his kids how to control the power, planning his complete world domination. The only thing he can trust is his kids and himself.



-Kal's oldest sister: She has the power of elements. She's the most traditional in the family and also the most stubborn one. Tough-love figure to Kal. (Wizard type build. Slow, but deadly elemental power)(Wears traditional robes, but you can see she has some technical augmentations done to her body)



- **Kal's older brother:** They have the power of the storm and lightning. Rival/best friend figure to Kal. Low key emo. (Thor type of build. Uses spear and channel lightning. Fast. Similar to Kal's ability)
- **Kal's younger sibling (unknown gender):** They are the most innocent one in the family. They believe everything his father says anyways... Because they are so pure at heart! They have the power to shine light on people. (Can blind people and stuff). They think Kal should come back to the family and they want to make everyone happy. Cute little bro figure to Kal. (soldier look. armour and tech all around. assault rifle and grenades. Leads a group of elites)

- **Bryan:** Networks with scavengers and mercenaries. Sorta like an agent for them. Worked with Jax for years. He betrays Jax. Money talks for him.
- **Wickinson:** Young leader of the Marauders. Fast and agile. Parkour and dual pistols.
- **The Bartender (Osman):** A Turkish man. Big personality. Broken English. His specialty is Adana with rice. He also helps Jax and Kal on their missions. He has a back-room for them.
- **The Bar Singer(Side character):** Big dreamer. You can pay her in the game to make her sing. (We'll write a fun song)

*More to come

Enemies (disposable)

1. **Mercenaries:** Hired guns. Usually from the lawless zones. Organized and skilled professionals. Some are ex-soldiers.
2. **Marauders and bandits:** Usually from the lawless zones and wastelands. Unorganized, but large in number.
3. **Legionnaires:** Kings army. Honour-bound.
4. *More to come

3. *Personality*

4. *Physical Appearance*

**Discuss with the artist.*

- Jax: Jeans, jacket, goggles. Casual, but some belts and straps for his scavenging purposes.
- Kal: Mix of his soldier outfit and modern tech look. Should have a small essence of the traditional side.
- Kal's oldest sibling: Robes and few tech and armour pieces.
- Kal's older sibling: More modern look. (Jeans and more tech) Light armour for movement. A bit of "worn out" look. Looks like someone who would ride a motorcycle
- Kal's younger sibling: Full armour. Shield. Look most like a soldier.
- The King: Dress like a king.

5. *Abilities*

**TBD*

6. *Relationship (to other characters)*

IX. Levels

1. *Level Synopsis/Details*
2. *Introductory Material*
3. *Objectives*
4. *Player Path*

X. User Interface

1. *Game Scene Interface*
2. *Meditation Menu*
3. *Opening/Pause Menu*

XI. Platform