

Pitch 1 - Amrit

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Genre:

Story Genre:

- Dark Fantasy, Technopunk
- mystery, adventure
- Fitness
- mythological

Game Genre:

- Augmented reality
- Exergaming, Fitness Adventure

One-Line Description:

- One man's journey through a mysterious rift uncovering the secrets of his underground city bound by a curse.

Game Story Summary:

- The narrative takes place in an underground city that has only limited access to the above ground (for food and water). It is ruled by a council comprising members from the top clans of the city. The city is powered by a special rare resource known as {Amrit}, which acts as the power source for the city as well as a form of currency for the city's economy. The city's population is connected by a special registry that records everyone's details and is used to exchange {amrit}. All the data that flows within the city resides in a central database that's under the control of the council.
- The conflict of the story arises when the main character is mysteriously erased from the central server's records, causing them to lose their home and means of exchange of currency, making them an outcast. As an outcast, they are thrown into a death pit meant for undesirables but manage to escape and discover an ancient cave with old technology and a floating orb.
- They learn about some of the lost history of the city and how it came to be; they also learn that their precious resource {amrit} can be generated out of thin air. This could potentially solve the city's resource scarcity problem, but the council views this as a threat to their continued control of the city, and hence they mark the MC and the ORB as a threat. The story follows the main character's journey to find a way to free the city from the council's control.

Player Character:

- The main character of the story is a member of one of the mid-level clans, and for most of their lives, they haven't had to face any major difficulties that come with living in the Underground City. So they don't much care for bringing about changes. However, when they are deregistered and cast out and left to die, anger fuels them to destroy the system. What kind of path will they go down? Will they be able to finally understand the plight of the underprivileged and work to help them, or will they let their anger consume them and expose the entire city to chaos?

Intrigue:

- Why was MC deregistered?
- How does the ancient floating orb and its technology relate to the central registry and amrit?
- What's the history of the people who were forced to come underground and become dependent on the precious resource known as Amrit?
- Who were the ancients?

Themes:

Traditional emotional Themes:

- What do you do when society throws you away after not caring about you?
- Self-improvement
- There is nothing wrong in asking for help
- Class system
- Resource wastage
- Tradition for tradition's sake
- Stagnancy

World Themes:

- Strange world,
- Techno-magic,
- Blockchain tech,
- Fantasy creatures,
- Underground world
- Mysterious origins
- Ancient technology
- Hindu Mythology

Broader Themes:

- Dark
- Dreary
- Underground
- Mystical
- Ornamental
- Red
- Neon Cyber Punk
- Glowing lights

Narrative Theory for Camera:

- An ancient system that was designed to help generate energy from the surrounding environment. The camera exists to make sure you are performing the routines as efficiently as possible to generate the most amount of energy. Why? Need to figure out the mystery later (it will take more time)

Gameplay:

- The tracking system can be improved by purchasing or finding equipment.
- There will be periodic hub worlds on specified levels.
- Player would have to earn currency to move forward in levels
- branching path narrative (multiple endings) would allow for us to give the player a choice in deciding how they want to direct the character's path in their journey of self-improvement.

Mood Board:

