
Vision-document

The Secret of the Titans (my concept for practice)

Product Description:

Platform: PC

Segment: Casual (individuals who primarily play and launch anything they desire, prioritizing a good time)

Monetization Model: Buy-to-play

Genre: Side-scrolling game with horror elements and item searching

Setting: Contemporary times (from the newest world in 1914 to the present day) and ancient world (Ancient Greece). A goddess is incarnated into a mortal body and must recall all events to prove worthy of the throne. Events involve the myth of Kronos.

Engine: Unreal Engine

Art Style: 2D

Target Audience:

TA Segment: Primarily male/female 17+, enthusiasts of adventure and games with historical and mythological themes.

Gender/Age: 15+ male/female

Behavior: The TA enjoys thrilling nerves with horror sounds and doesn't mind a mythical monster jumping out of nowhere.

Channels: Social media and streaming services (Instagram, TikTok, Twitch, YouTube, etc.)

TA References: Game references include Apotheon (male TA), The Romance Club (female TA). Backgrounds and memories from past lives will resemble this game, but in my game, one needs to move and fight, not just choose spoken words.

Franchise Existence: No

Target Market: Western world, Eastern Europe.

USP (Unique Selling Proposition) of the Game: Developing a product based on proven mechanics.

Game Design and More:

Game Cycle: Level Exploration - Artifact Collection - Defeating Monsters - Puzzle Solving - Transition to the Next Level

Gameplay and Mechanics References: Apotheon, Trine 4

Desired Budget and Timeline: Development timeline of 1 year, based on the reference of an average of 4000 purchases on Steam at \$15 each = \$60,000

Publisher: Not specified

Risks: The game will be developed by an indie team with minimal investment, focusing on gaining valuable experience, which is the most important aspect.