High Concept Document

Necro Nursery

1. Core Experience: Take on your necromancy apprenticeship by helping your mentors raise the dead. It’s your job to get the living dead “sprouts” started before handing it off to the masters. Revel in the feeling of either bringing the dead back to life or making them so extra dead that even the masters can’t bring them back.
2. Design Challenges:
   1. Finding a way to categories the resources/monsters/other stuff
   2. Balancing the different resources, as we're not doing time based
   3. Art consistency between different cultures
   4. Getting all the music and SFX to sound nice together
3. Design Pillars:
   1. Research real-world monsters, figure out their wants/needs to base our categories on those
   2. Have to work out some math formulas for different levels and monster requirements to keep it as balanced as possible.
   3. Figure a coherent style that can convey the monster in context of the culture without sacrificing visual consistency.
   4. Make sure to get constant feedback on how they sound together, possibly consult the music/audio teachers on campus for their help.
4. Conventions:
   1. The idea that you are not fully developing each “plant” or corpse is being broken. Games with either planting or raising the dead usually require you to go all the way, while this one just wants you to get the hard part of starting the “sprout” over with.
   2. The convention being kept is the idea of necromancers dealing with apprenticeships and masters/elders .
5. Elemental Tetrad:
   1. Mechanics:
      1. The player will do the necromancy version of planting, watering, and tending to the “seeds” of the undead. So, they will pick a body in a grave and tend to their needs to help raise them from the dead.
      2. Aesthetics: Slightly pixelated art style, but it will have a light-dark type of theme. So, kind of like when Halloween time comes around and everything is dark and spooky themed but still relatively colorful.
      3. Narrative: The world the game takes place in is one of fantasy. It is also considered a magical world to be accepting of the necromancer’s ways. It helps the core experience because the character won’t have to face discrepancies or worry about big conflict in the game. “Story Time” is going to be a function used to expand on the narrative of the world.
      4. Technology: Needs to be easily playable and accessible by phone, along with proper formatting. This helps the core experience by keeping the gameplay smooth and allowing the player to enjoy the aesthetics the engine will provide.
6. Unique Feature:
   1. The uniqueness will come from not having to raise the dead the whole way. It is always challenging to raise a plant from the seed, and the same idea will be conveyed into raising the dead. Because when nothing is coming out of the dirt for days at a time you wonder if you are maybe over or underwatering. Are you giving them enough sunlight? Too much sunlight? It helps keep the player engaged because each type of undead monster you want to raise has its own challenges and conditions, just like different types of plants and seeds.