# **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 even the masters can’t bring them back.
2. Design Challenges
   1. Finding a way to categorize the resources/monsters
   2. Balancing resources without time being a factor in the game
   3. Art Consistencies between different cultures and artists
   4. Getting Music and SFX to sound good in unison.
3. Design Pillars:
   1. Research mythical monsters from the real world and their histories and origins
   2. Playtesting and mathematical equations based on levels to keep resource distribution even
   3. Take style of lead artist and convert other assets without sacrificing consistency
   4. Get feedback from the artist on how the SFX and scores coincide with the aesthetic.
4. Conventions
   1. The plants are not being fully developed. They will be grown up to the vegetative state before being turned over to your master
   2. Necromancers, however, are still handling their tasks with apprenticeships and tutoring, as they have done for centuries
5. Elemental Tetrad
   1. Mechanics: Player will be tending to the plants in their graveyard garden and using resource gathering as their main source of income for the plants
   2. Aesthetics: Slightly pixelated art style with a light/dark theme. Based around the color scheme of Halloween.
   3. Narrative: It’s based in a world of fantasy. It’s magical and whimsical to be accepting of the life of the Necromancers. The role of the NPC’s will be used for expanding the narrative aspects of the game
   4. Technology: Mobile game that utilizes touch input for minigames and regular gameplay.
6. Unique Feature
   1. The unique aspect of this game comes from the players task of not completing the monster immediately. There are a lot of things that can go wrong with plants, gardening isn’t always an easy science. So giving the player the ability to fail and not get the monster plant grown is what makes this game a bit more unique