

Concept Statement

A free-to-play isometric looter RPG where players embody a Water Slime destined to become the True Spirit King by mastering flexible skill combinations and adaptive combat challenges.

Through exploration, combat, and progression across elemental kingdoms, the game delivers a continuous sense of growth, discovery, and heroic destiny.

Genre

- Looter, Roleplay, Story

Target Audience

- Potential age: 6 and above with gender being indiscriminate
- Rating: Everyone (E)
- The motivation of the target audience is to follow a hero's character's growth, through overcoming obstacles.
- An interest in living the chosen one's experience, an interest in proving oneself.

Unique Selling Points

- Freedom of skill combination, repeatable content to grow stronger while not overpowering the enemies regardless of the stage level achieving a power check and a vivid experience every time
- As a looter the level of enemies on each stage are usually fixed, in this game case, the level on enemy is frozen on the level it was cleared on, and the next stage level will adapt to the players strength even after long period of grind*

*Grind : Repeated farm of resources and/or experience to get strong through easy and fast content

Player Experience and Game POV

The player is a Water Slime, Last descendant of the Water Spirit Queen that was forced to return to the spiritual plane by the corrupted fire spirit king, on his path to free the spirit guardians of the different elements attempting to meet and exceed the expectations of his ancestor the Water Spirit Queen that communicates with him from beyond the veil, the story gives the player an attachment to the character and keeps them engaged in growing him stronger to become the True Spirit King according to the prophecy he's unveiling through the puzzles in the different strongholds scattered around the world.

Visual and Audio Style

Everything is about living the experience, fighting, crafting, solving puzzles, growing stronger and discovering more about the destiny of the hero, to achieve a great experience a User Interface with minimal coverage on the screen is used, and layered to access the different aspects of the game.

A couple of soundtracks defined for the different parts of the game, outpost fighting, Stronghold boss fighting, Level selection, Story unfolding

Game World Fiction

The game world is split into 5 sections in a roughly circular shape, the center being the now fallen water kingdom, surrounded by the 4 other kingdoms (Fire, Thunder, Earth, Wind), waking up from an old protective cocoon hidden under the Old Castle in the water kingdom, the hero learns how to navigate the world, fight with his weapons, use his skills to attack, defend and regenerate, and craft relics to upgrade/level up his skills, as he starts exploring the neighboring lands he fight against fire soldiers, gaining experience, leveling himself up to distribute characteristics such as strength intelligence and dexterity, each affecting an aspect in the game, Strength for Damage, Intelligence for Mana and Dexterity for Attack speed and Skill cooldown.

Monetization

The game is Free to play and will generate revenue from 2 sources, first : direct in-app purchases that will permanently cancel the ADS system and boost the player game play by 20%, second : through ADS, that give a 30min boost of 10% to the player.

Platform(s), Technology, Scope

Mobile, on both Table and Phone with Table being a better candidate, the game will be 3D using Unity and Blender, taking around 1 month and 2 weeks to make with a team of 5, with the first-playable in a month with no date for a complete game yet, there are possible difficulties that can be faced being related to time-issues and team efficiency.

Core Loops

The core loop revolves around the hero's growth and the strengthening of his skills, it starts by exploring the outpost - locating enemies - fighting & defeating enemies - acquiring EXP - finishing the stage - leveling up - strengthening characteristics - moving to the next stage (outpost or stronghold) or replaying the same stage.

The loop is engaging thanks to the loot system that contains item fragments to enhance items and in stronghold spirit cores to enhance skills, aligning the core loop to the player experience of hero growth.

With the freedom to change skills that are acquired from spirit guardians liberated in the strongholds, we expect a large variation in emergent results that will be within our scope of consideration.

As a F2P with ADS system we decided to offer the option of doubling the rewards at the end of each stage by watching an AD and another option of watching an AD outside the stage that boost the characteristics of the hero for a set duration, the parameters are still to be defined.

Objectives and Progression

The progress of the player is clearly tracked through the map that is acting as a game menu, that is to say that when the player isn't in a stage he is in an idle state with all non-fighting functions available (Items Enhancement, Skill change, Characteristics boost and reassignment, Hero Equipment, Inventory, Story review, etc.).

The player is introduced to all the functions available in the game during the tutorial and only guided or rather nudged occasionally with small requirements between stages to either introduce a new elements or redirect the player's focus toward the story, outside of these actions the player is free to roam the stages, fight or escape the enemies, clear the stage without exiting and exploring to look for puzzle or hidden easter eggs, the short term goal is to reward the player for the attention given during the play session and over the long-term to attach the player to the hero and his story and giving him a sense of accomplishment with an achievement system.

Ultimately reaching the end of the story and becoming said "True Spirit King" liberating all the fire kingdom from corruption and the other kingdoms from captivity.

Game Systems

Internal system contains the following :

- Combat System to handle damage calculations, hit or miss logic (defined by range and hitbox), critical hits (defined by element affinity and combinations), resistances (defined by element affinity/combinations and Vitality Characteristic), and cooldowns.
- AI Behavior System to control enemy actions, movement and range of detection to engage fight with the hero.
- Character Stats & Progression System to manage attributes and their actual impact (Vitality, Strength, Intelligence, Dexterity), experience gain, spirit power gain, leveling, and stat scaling and skill leveling + coefficient scaling.
- World Simulation System to oversee time progression, environmental effects, NPC schedules along the storyline advancement, and world state changes.

- Loot & Reward System to generate item drops, rarity tiers, skill shards (for skill upgrade) and quest rewards.
- Quest State System to track quest progression, objectives, branching outcomes, and completion conditions.
- Save / Load System to store player progress, world states, inventory, and character data.

Interactive systems contain the following :

- Movement & Navigation System for the isometric movement using directional input, with pathfinding and obstacle avoidance for enemies.
- Combat & Ability System for the player-controlled attacks, skills, skills interaction (affinity) skills cooldowns.
- Character Customization & Progression System for the skill trees, skill selection, attribute allocation, and weapon choices.
- Inventory & Equipment System for item management, equipping gear, item comparison, and consumable usage.
- Dialogue System for NPC interactions and storyline development.
- User Interface (UI) System for health and resource bars, minimap, skill hotbars, inventory screens, quest guiding and menus.
- Quest Log & Journal System to display active quests, objectives, and narrative context.

Interactivity

Interactivity in the game focuses on the player engagement through exploration, combat, and progression, the player navigates the world using directional input, with pathfinding and environmental obstacles influencing movement and positioning for enemies; interactive elements and NPCs are clearly signaled through visual cues to support readability and flow.

Combat occurs in real time and emphasizes timing, positioning, and ability usage; player actions are executed via hotkeys or contextual input, while enemy AI responds dynamically or systematically; clear audiovisual feedback—animations, sound effects, UI indicators, and damage values—reinforces action and outcome.

Short-term cognitive engagement involves decision-making during encounters, such as resource management, cooldown awareness, and reacting to enemy behavior. Long-term cognitive engagement is driven by character progression, skill selection, equipment optimization, and meaningful resource farming aiming at story development.

Emotional engagement is supported through narrative progression, character growth, and visible consequences of player decisions.

The primary UX flow follows a continuous loop: **Explore** → **Engage** → **Combat** → **Feedback** → **Progress**, supported by a clear, unobtrusive interface that maintains immersion while enabling efficient player control.