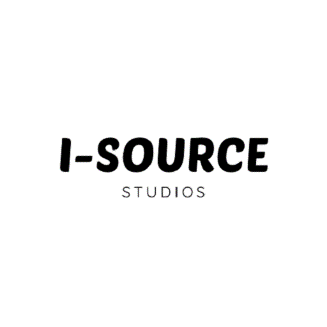
Project Name



Version 1.00

Developed by

# Revision List:

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Author(s) | Date | Comments |
| 1.00 |  |  | Initial Version |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

# Document History:

This section is for development and analysis purpose to understand the changes that Project Myth has undergone during its development.

# Disclaimer:

This is a work of fiction. Names, characters, places and incidents are either the product of the director’s imagination or are used fictitiously and any resemblance to any actual person living or dead, events and locales is entirely coincidental.

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# Overview:

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## Target

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## Genre

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## Category

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## Target Audience

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## Target Platform(s)

PC, PS5, Xbox Series S/X

## Business Model

Premium Business Model (Purchase to play, similar to most game titles on the target platforms).

Free-to-play (with Ads, In-app purchases)

## Design

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## Core Gameplay Mechanics

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* dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

## Visuals

Stunning 2D/3D environments powered by Unity Game Engine with heavy emphasis on graphical fidelity and high quality visuals for an immersive experience.

# Story:

## Setting

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## Backstory

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## Game Story Outline

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### General Outline

Act 1

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Act 2

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# Characters:

## (Player Character)

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## Character Name

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## Other Characters

### Character 1

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## NPCs Bosses

### Enemy 1

### Enemy 2

## Generics (Warriors, Demons, etc.)

# Game World:

## World Location 1

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## World Location 2

# Weapons:

## Weapon 1

## Weapon 2

# Game Systems:

## Player Character Control and Camera

## Special Ability

## Combat System

## Vehicles

## Puzzles

## Side Quests

## Side Activities

## Game Economy

# User Interface:

## Game Controls

|  |  |  |
| --- | --- | --- |
| Actions | Keyboard & Mouse | Gamepad |
| Movement | WASD | Left Stick |
| Look Around | Mouse Movement | Right Stick |
| Sprint | Hold Left Shift | LB/L1 |
| Toggle Walk/Jog | Caps Lock |  |
| Interact | E | A/X |
| Equip/Unequip Axe | 1 | Right D-Pad |
| Equip/Unequip Bow | 2 | Left D-Pad |
| Change Arrow Type | Mouse Wheel | Y/△ |
| Light Attack | Left Click | Right Trigger |
| Heavy Attack | Hold Left Click | Hold Right Trigger |
| Aim Weapon | Hold Right Click | Hold Left Trigger |
| Shoot/Throw | Left Click | Right Trigger |
| Block | Left Control | RB/R1 |
| Dodge | Space | B/O |
| Roll | Double-tap Space | Double-Tap B/O |
| Special Ability | F |  |
| Open Player Menu | Tab |  |
| Open Game Menu | Esc |  |
| Lock On |  |  |

## Menus and Screens

## HUD

# Music, Score and Sound Effects:

# Graphics:

# Game Flow:

# Localization:

## Audio

### English

### Hindi

## Subtitles

### English

### Hindi\*

### FIGS\*

# Assets and Tools Needed:

# Future Expansions:

# Marketing:

# Project Scope:

# Schedule:

# Associated Documents: