

“Understanding Consequences”



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Core Idea

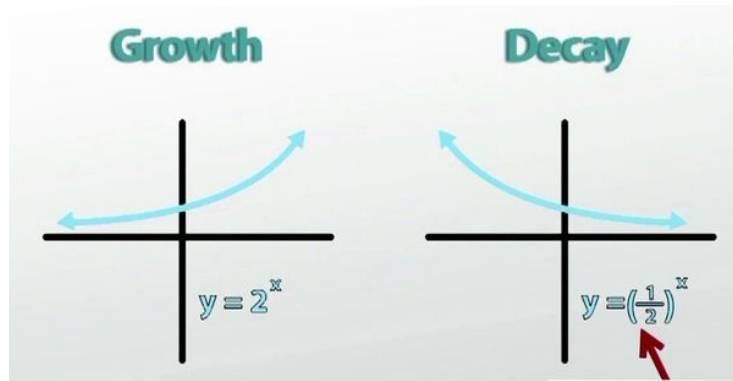
What happens to an RPG when its clichéd mechanics are inverted?



What's cool about our game?

Story above all!

- *You* are the *villain!?!*
 - What do you do?
 - Who do you become?
- Atypical experience system:
 - Growth and Decay



How our game fits in.

- Top-down story-based RPG
- Stardew Valley
- Cthulhu Saves The World
 - Pokemon (think Pallet Town)



Feasibility within our constraints

- Two Prongs:
 - Greatly limit scope
 - Use pre-made assets and reuse code



Our Audience

- Target Audience
 - Ourselves
 - Older teens
 - Adults
 - *People like you*
- Why?
 - Made this game for ourselves



Questions!?!?!?