

Hollow Knight – Boháč Chris

Target Audience: Gamers who likes hard game with simple and few mechanics

Gamer Type: Tryhard, One who likes challenges, Explorer

Target Platform: PC, played on keyboard other thinks feel way off

Number of Players: 1

High Concept Statement (I made up some statements)

You are a hollow, and you are trying to become hollow knight, which is a protector of the hollownest, so that is your ultimate goal. The plot is happening mostly under the ground in canals and caves where almost nothing friendly expects you. During the gameplay major event will happen and the main part of the map is going to change and you can not reverse it. This event as i call infects all local creatures and makes them more angry, dangerous, and explosive. As the enemies are getting harder you need to get stronger. There are plenty of NPC's that can help you with that and help you reach your ultimate goal of becoming the hollow knight. After you become it the game lets you play as well as fight the last boss again.

Core mechanics: Dialogue -> Plan/Explore -> Fight -> Upgrade

Feature Set:

Dialogue – linear dialogue which occurs as you press certain button at an NPC, the same dialogue is played if no progress was made connected with their story

Plan/Explore – If you know where to go and where is it you plan the way and get there if you dont know the location you need to explore. The exploring can fell rough because some parts are almost like a maze

Fights are souls like - based on precise timing and ability to press certain combinations of keys needed for the action, the skill to do so can be more important than strength of equipment - also you are fighting many bosses a dozen of times just before you find a easiest and sometimes the only way to beat them

Upgrade - gradually you find new spells which you can upgrade (usually only once), than you upgrade your needle (primary weapon), and lastry you equip newly found talismans which give you each and everyone unique effect which you chose based on you playstyle and how they fit together

Player experience goals:

Feeling like there is always something more in this way if you come in future with some upgrade

Getting better -> mastering your skills, upgrading one of few spells you have

Love with the symplicity and beauty of the world of hallow

Enjoyment of beautifull music which completes the atmosphere of Hallownest

Team Roles

Musician (the music there needs team full of music artists)

Story writer

Testers

Graphic designer (2D, animations, effects)

Leader (to care about holding the main idea same over the process of creation)

Competitions

Only some 2D hard, boss games like cuphead or jumpking. I would not say any other soulslike game because the experience from the 3D ones is totally different

Compelling aspects

I dont know if there is anything unique, but converting 3D soulslike games into 2D spaces which makes it more simple, but in difficulty compared to Dark Souls etc.