

The Lost Reality

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Target Audience: Players who are interested in a story.
Gamer Type: Explorer
Target Platform: PC, consoles
Genre: Slasher RPG with techno magic in techno-biblical setting
Number of players: 1
Project Release Date: Sometime in the future

Concept:

In a solar system with two inhabited planets, one looks like a large and prosperous city and the other like a desolate desert. There are two races: one is angelic, the other is demonic. And the war between them is raging for millennia. You are a hybrid, a demon created for war, destined to destroy the enemy once and for all. You can look like them, infiltrate their defenses and crush their leaders. But ultimately you are the one to decide the fates of all worlds.

The universe is quite thoroughly explained, and core mechanics are revolving around that. You will encounter tricky enemies, build up your skills, upgrade your gear, and make artifacts. But as the story progresses you will be given an opportunity to explore more options of plot development.

Core Mechanics: Story->Explore->Fight->Improve your gear->Progress the story.

Feature Set:

- **Story:** classic linear story with several paths, karma system, dialog variations.
- **Puzzles:** minor challenges in battles with bosses and level progression.
- **Combat system:** revolves around the concept of kinetic shields, that respond based on input energy.
 - A lot of emphasis is put on mobility and movement.
 - Sword skills and space control.
 - Combos and weapon switches.
- **Magic system:**
 - Game features a magic system, which is based around technology.
 - You are given two options: either choose from default spells or
 - Create your own spells and balance them using computers.
- **Progression:** There are several ways to develop your character, and several different skill paths you can take, that enhance magic, swordsmanship, and mobility.

Player experience goals:

- Fast pace/pressure => Combat/Bossfights
- Solving puzzles => Mazes, Levels

- Courage to have something more => spells, that can be configured, enhancement paths, that influence the playstyle
- Immersion => deep story, that is a part of a bigger universe. Different story paths, endings, and references to other universes.

Team Roles:

- Programmer
- Artists
- Designer

The Competition:

Inspiration for combat system resembles one from Devil may cry series of games. Story setting is inspired partially by Warhammer 40k universe but is quite distant in that regard. I will write books on that universe someday. For puzzles, those will not be complex, something similar may be seen in almost any game. Magic system is uniquely written but does not differ functionally from any other magic system, although because of kinetic shields, it will lean more towards traps and movement.

USP:

The game is all about telling the story, setting and combat are forming a unique mix of experiences, that will immerse in the world of the lost reality.