

# Game design proposal

## Enchanted Realms

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**Target Audience:** anyone without more experience who is willing to put some time into the rules and story and who wants to have fun  
**Gamer Type:** explorer, achiever, someone who wants to have fun  
**Target Platforms:** board game  
**Genre:** social, party game, fantasy  
**Number of Players:** 3 - 6  
**Projected Release Date:** 2024?

### High Concept Statement:

In the once-glorious Enchanted Realms, a shadowy menace has emerged, its insidious darkness swallowing entire realms. Legend speaks of an ancient prophecy foretelling the arrival of a group of heroes destined to stop this looming darkness before it consumes the whole land. Some formerly good and kind animals and mythical creatures are also trapped in the clutches of darkness, who are currently trying to ruin the lives of anyone who crosses their path. Players, chosen by fate, must embark on a dangerous quest in different realms to save the land from growing darkness and restore all creatures to their loving characteristics, completing challenges set by various creatures they encounter along the way. But the darkness advances quickly and the players must be quick with it, so they can't wait for anything when completing the individual challenges, because they are running out of time!

**Core mechanics:** Simple story → Explore → Challenge → Movement → Auction/Bidding

### Feature Set:

- **Simple story** introducing the player to the context of what will happen in a given part of the game
- **Explore** what your options are in a given turn (what you can do at the moment)
- **Challenge** - complete a challenge or make an agreement that can help you during the game
- **Movement** - roll the dice and move forward
- **Auction/Bidding** - exchange earned points for tokens that help you win

### Player experience goals:

- **adrenalin** - during completing challenges and exchanging points for tokens

- exploring - the background story and the place where the players are currently located
- maintaining a balance between competition and fun (promoting laughter and enjoyment)
- completing the challenges and getting points

#### **Team Roles:**

- **Coder** (everything)
- **Artists** (concept, 2D, 3D)
- **Designer / Tester** (how the story fits into the whole game, points for challenges, complexity of challenges)
- **Writer** (overall story, plot, characters, variants)

#### **The Competition:**

The inspiration consists of various board party games interlinked with elements of fantasy and the supernatural. With added story and points exchanged for tokens that players use to save creatures. The game has common elements, for example, with games such as Activity, Dixit, Unicorn Fever, ...

#### **Compelling aspects / USP:**

The game is a social board game that allows the player to experience a certain competitiveness but at the same time laugh and have fun. The game provides the opportunity to complete certain challenges, which are sometimes based on cooperation with teammates, but at the same time are embedded throughout the game in the story that develops during the game. The player will also experience adrenaline when thinking about how many creatures can be saved from the approaching darkness.