Game design proposal

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The Lost Relic

Target Audience:	newcomers, but also for experiences players
Gamer Type:	explorer, inquisitive, achiever, adventurouse
Target Platforms:	board game with the possibility of turning it into a PC game
Genre:	cooperative adventure board game with puzzle-solving mysteries and dash of magic
Number of Players:	2
Projected Release Date:	as soon as posibble, 2024

High Concept Statement

„The Lost Relic" is an immersive board game designed for two players, who step into the roles of relic seekers and unveil the mystery of an enchanting fantasy world where the only way to survive and find the forgotten relic is to cooperate with the partner. The fantasy world is crumbling down and the only way to stop it is by working together and using the power of a long-forgotten relic. You are adventurers, newcomers to this realm seeking a bit of challenge in your life. You heard of an enchanted world in desperate need of help. This journey will provide you with solve-puzzle mysteries, and navigate you through an erratic phenomena of the magical world for you to outwit the game and uncover the place where the relic is hidden. But will it be enough…..

Core mechanics: Simple story → Exploration → Puzzle solving/challenge → Movement → Event cards

Feature Set:

Simple story – Introducing the players to the world and its mechanics. It will prepare the players for the whole game

Exploration -– Exploring the board of the game and its paths when it is the player's turn to play

Puzzle-solving/challenge – Complete your task to move forward

Movement – Roll the dice and find out your next move based on the previous task

Event cards – Take a card and see what happens

Player experience goals:

Exploring – the player should be driven to want to explore more of this game and its world

Adrenaline – during completion of the tasks

Improving – during the game by solving the puzzles and completing the tasks

Finding an artifact – ending

Team Roles

Artist – concept,2D, 3D design

Designer / Tester – tasks, points, movement of the story and its compplexity

Writer – overal story, plot, characters

The Competition

This game is inspired by various board games with the addition of fantasy and adventure elements. This game brings the players a new experience with its complex story which distinguishes this game from others. This game shares elements with board games such as Game of Thrones, Cluedo, and Catan, ...

Compelling aspects / USP

"Seekers of the Lost Relic" offers a one-of-a-kind board game experience, uniting two players in an immersive cooperative adventure set in a captivating fantasy world. With a dynamic game board, simple yet engaging core mechanics, and a rich story base that offers intriguing historical facts, it's the ideal game for those seeking a thrilling journey of discovery and puzzle-solving. Unearth the lost relic, and forge an unbreakable bond with your fellow seeker in a world filled with secrets waiting to be unveiled.