

Videogame proposal

Name TBD

Target audience: players who are willing to put time into learning all the mechanics and tactics

Gamer type: Achiever, Killer

Target platforms: PC, Console

Genre: skill-based looter slasher in a semi open world

Number of players: 1 (+multiplayer)

Concept

The setting should be in a fantasy world situated in complete chaos. Multiple regions and factions fight each other with weapons close combat weapons and some spells. You would play as a character whose task it is to dethrone “the bad guys” who are causing the most chaos and bring peace to the world. You would begin as a talented but inexperienced fighter but you will slowly learn all you need to know to be the best. You would meet a lot of important high-ranking people who could help you. On the other hand, there would be a lot of people (from all ranks) that want you dead. Every region would bring new weapons, new styles of fighting, new spells, new enemies, and different perspectives of the world. That’s why your task will be difficult. You don’t need to only survive but keep going forward into more dangerous territory.

Core mechanics: Story->Fight->Improve->Explore

Features:

Story would be simple and linear with some plot twists and betrayals on the way.

Fight would be fast-paced, and would rely on timing and combinations of attacks. Numbers would not be such a big factor and the play style in combination with the weapons would play a much bigger role.

Improve would be simply by exploring new styles, learning them, adapting them, and incorporating them into your play style.

Exploration would be simple as it is a semi-open world and you would get an area where you can do whatever you want but you can progress further only if you grow stronger (usually by learning more powerful techniques).

Player's experience:

- Getting better by learning and not just spending points and suddenly dealing more damage
- Exploring new areas/cultures/styles/characters
- Watching you/your character grow powerful

The game would have a singleplayer that would not take much time to finish but would have great replayability because changing difficulty would make the enemies use new and more advanced combinations.

There would be also multiplayer so players can measure their skills against one another. It would have different arenas, number of players, and game modes. It can also contain some banners, skins, and other stuff.