

Forsaken

Game Art and Design

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Mystery/ Action/ Science Fiction/ Adventure
Age Rating : 15+
Target Audience : Teens, Adults, 14-22

Game Concept

Forsaken is an adventure game that takes place in a corrupted futuristic themed world where kingdoms clash and our character faces challenges in order to fix the dying civilization. The purpose of the game is to take the players on a fantastical journey including mythical creatures and extraterrestrial beings. The aim is for the game to produce an adventurous, mysterious, and futuristic vibe.

-Setting

Futuristic and surreal world. Including cities, large and spacious terrains with mountains, and forests.

-Structure

The character will adventure to multiple kingdoms and landscapes with different aesthetics representing the culture of the people there. (Ex. Gold outlines for Kindad, bright and elegant style for Goran, and dark and mysterious for the Lost kingdom.) In each kingdom/city the character will have different objectives/tasks to complete. These can be tasks given by villagers, investigations, defeating monsters, or infiltrating. It is important for the discovery of assets, abilities, and knowledge of the places.

Game Mechanics

- Interactions with objects (such as “pickup,” “drop,” “talk,” “attack,” etc.) to get a better understanding of the world.
- Companions and dialogue to make challenges and missions easier to progress quicker.
- When specific objectives are completed it will make special combat skills available faster which deal more damage.
- Specific Objectives - Tasks given from different characters in the game, may include fighting a monster that troubles the villagers, etc.
- Failed challenge = restart or falter.
- Falter means you’ve failed to accomplish tasks and must complete an alternative / request help from companions at a cost of gold.

User Interface

- 3d for a more immersive and realistic experience.
- Health bar and map to show where you are and surrounding enemies.
- Action buttons for character movement.



Unique Selling Points

- The Guardian : Action adventure based game with mythical creatures.
- Final Fantasy : RPG with tasks and battles for players. Includes special techniques.
- Nier Automata : Specific architectural aesthetic. Battles with non-humans.
- Horizon Zero Dawn : Very visually appealing environments with a spacious world for exploration.
- Assassin's Creed : Infiltrate cities with assassins. Conflict between different civilizations.



