

THE BAIT

Game Design Proposal

Description:

To find out The Truth behind the truth, YOU will have to become The Bait.

Setting:

The Bait is set in a fantasy world where all humans are essentially Tom Thumbs and Thumbelinas. Apart from humans, the other creatures in the story would be insects, birds, animals and even mythical beasts. The setting as such will be in a medieval forest like the ones we see in all the fairytales, the only difference being- everything will be BIG.

Different Races in the game:

humans: They live near the edge of the forest and are the fewest in number.

wood eaters: They are like termites and they live in vast mountain like castles made of mud and stone.

formidons: They are like ants and they live underground

nectadons: They are like bees and live on the tallest of the trees.

vespans: They are like wasps and they keep moving from place to place.

gors: These include the bloodsuckers, centipedes and other such creatures and they live in the depths of the forest in darkness.

mythical creatures: These are the creatures you will come across when you journey to distant lands in search of truth.

animals

names of the races are just the scientific names changed in a funny way.

Story so far:

It's been 2000 years since the last great wars. People have long since forgotten what fear is. But now, after almost 2000 years of continuous peace and serenity, something evil is taking shape.

The first indication of this creeping darkness came about 2 years back. But no one took notice of that,...and now the time has come for them to repent.

Mysterious disappearances of miners have been reported in the kingdom of humans. The long standing truce between the wood eaters and formidons is on the verge of collapse. The once neutral vespans are now taking sides with our greatest enemy the gors and attacking our allies the nectadons. Are these all just coincidences, or is there a dark secret behind all these seemingly unrelated events?Its in this hour of darkness that a young man by name N goes on a quest to find the truth behind the happenings and stop the darkness from spreading. But to do that he would have to leave the safety of the human kingdom and go into vastness of the outer word and become The Bait to capture the dark secret.

The Game Play:

The story revolves around a young man who is ordered by the king to find out the truth behind the happenings. Here you will have to play the part of N, and try to find the hidden Truth. This will involve a series of adventures and quests where you will have to face many dangers, travel to distant lands, encounter new enemies, make new allies and finally solve the mystery.

The whole game play as such will be divided into quests having narrations, and once a quest is complete, further story will be told in the form of a animated movie. The quests as such will include lots of travelling to gain new clues, and while this is going on, if a adversary comes you might have to fight. Here adversary can mean anything from insects to animals and sometime even mythical creatures.

But be careful about fighting since sometimes you might end up fighting someone who is actually good.

The story as such wont have a single ending and the ending will depend on the choices you make throughout the game(but finally it will be more or less similar.)

Target Audience:

age group 10 to 15 (boys and girls)

Rating:

E

Genre:

Role playing action set in a fantasy world.

Type of Hardware to be played on:

Game consoles and PC's