

Title and Developer Information:

Game Name: Pueblo Warrior

Name of developer: Matthew Dubuque, mdub@unm.edu

Overview of the game:

Title: Pueblo Warrior

Premise: Pueblo warrior is about a young pueblo Indian with no tribe of his own beginning a journey to conquer the great animal spirits and unite the tribes to defeat the invading soldiers.

Overall Purpose: Entertainment only

Platform: Windows

Genre of Game: Action shooter, puzzle

Target Demographic: This game will be geared towards male or female gamers ages teen and up.

Anticipated Rating: Teen

Player Mode: Single

Goal: The goal will be to complete all the missions to combine the great animal spirits and unite the tribes to drive out the soldiers.

Role of Player: The player will control the main character through the missions and storyline of the game.

User's POV: Third Person

Settings: This game will take place in different parts of New Mexico many years ago and will be loosely based on historical events.

Basic Storyline: The game will begin with your character as a young Native American being told about the legend of the Pueblo Warrior, the Native American hero who will conquer the great beasts of the world and use their strength to save the tribes. This will lead into a little intro mission to learn the controls but you will return to a destroyed village leaving you the last of your tribe. A nearby tribe will adopt you and the story will fast forward to adulthood. From this point you will begin to conquer the great beasts of the area and gain a special power

from each. As you go along the tribes will slowly begin to believe in the legend and so do the soldiers which will attempt to stop you along the way.

Major Challenges player must overcome: Each mission will become progressively harder and have a difficult boss fight at the end.

Characters: The player will control the main character the entire game which will be a premade avatar with a user chosen name. The character will gain special abilities as he defeats the bosses. The game play will be driven by NPC Indian Chiefs who will tell of a great beast in the area of their tribe.

Structure: The world will be mission based but the player may move around or ride his horse freely within the mission area. Each level will have side missions to complete and eventually you will face the final boss.

Game play:

Scoring: There will be no sort of scoring system although the character will progress as the game goes on and he completes missions and defeats bosses through new abilities/gear.

Player's Verb set: Player will be able to run, jump, shoot weapons, use melee weapons, and interact with environment through moving/throwing objects.

Core Game play: The player must kill enemies and bosses that require strategy. Some missions will require puzzle solving to keep moving forward.

Inventory: The player will collect items for their inventory. These items will include weapons from bow and arrows, tomahawk and a throw able spear. Other inventory items will include a map and trophies from the bosses he beats. Also the player will have an item that can be used for healing.

Time: Time will normally be irrelevant in this game however there may be timed side missions where the player has a ticking clock he has to beat in order to successfully complete the mission.

Lives and Powers of main character: Lives will not be a factor in this game if you die you will restart at your last checkpoint. There will be some sort of mana pool for the special powers you will acquire from bosses as you go along.

Interface: Control devices: The user will use the keyboard and mouse to control their actions in the game.

Navigation: The player will have a map to help them navigate the world.

Locomotion: The player will be able to run and ride his horse which he will call to him by simply whistling.

Head's Up Display: The HUD will show health and have a mana bar. Information will also be given through the inventory window.

Levels: The game will progress to different areas centered around Pueblo Indian Chiefs. Each chief will have a beast that has never been conquered and the player must progress through missions to fight the beast and make a believer out of the tribe. Once the final boss is beaten in an area you will be able to travel to the next Pueblo and speak the chief there.

Time interval: The game will be real time.

Audio and Video

Video: General Look of the Game: The game will be 3D.

Lighting Considerations: The game will be well lit for many of the missions although some have been envisioned occurring at night.

Audio: Sound Effects: Each weapon, item, and skill will have a unique sound effect to accompany it.

The Dialogue in the game at this point will be preset and voiced over. It would be neat to incorporate player selecting lines and possibly choosing to use powers for good or evil somehow.

Music: Theme music will play throughout the game I really think this adds a lot to game play.

The game world I am envisioning will be as dynamic as New Mexico. This means area of snow, desert, forests, mountains, rivers, cloudy skies and big blue skies. Also the Pueblos themselves will be an additional special element in this game.

The player will be able to interact with the environment and sometimes will need to do this to progress. For instance moving boulders, climbing rock walls, and swimming through water.