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2-07-07

Title: Shadow's of god's

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Premise:

Betrayed by the god's, deprived of his memory, stories of defiance, a story of ones strive to surpass the god's, to remove their shadow.

Sirus, who was a demi-god with the ability to absorb the powers of the other god's, maintained a life of tranquility and Peace. The god's, in fear of Sirus' ability destroyed his life, his town and his memory. The god with the most power so far was the one with the greatest fear of all, Crises (the god of darkness and havoc); he is the one that made the god's fear. They failed to completely kill him like they were hoping to do, Sirus escaped with his life and nothing more. Later found by a young girl named Paxis, Sirus was nursed back to health. He once again began to enjoy his life with the girl but there was something telling him to remember his past. Pulling him to the god's for vengeance. Paxis refusing to leave Sirus, pleaded so she could go with him, this is the story of one mortal and one demi-god rising against the god's.

Purpose: Entertainment

Genre: Action/Adventure

Target Demographic: 16 and older

Rating: T for Teen

Player Mode: Single player with two playable characters (Sirus and Paxis)

Goal: Becoming the ultimate god

Role of Player: Control Sirus and Paisis through puzzles and challenges

Point of View: 3rd person

Setting: World: Acramadia Continent: Kristas and various towns ruled over by the god's

Challenges: Battles with the various gods' and their minions. Fire, Earth, Water, Wind, and Darkness.

Structure: Different areas ruled over by a certain god

Game play:

Scoring: Will be based mostly on what the player wants to do. There won't be any point system. For the people that choose to search there will be rewards like health boosts and weapons.

Verb Set: Running would be an automatic, walking could be done with the pressing of another button. Jumping will also be a function with a button. There would be an action icon that would pop up to let you know of an environment you can react with.

Core Game Play: Succeed to get the skills necessary to defeat Crises and the other god's.

Inventory: The player can collect items to recover health and mana. The amount that can be carried will be determined on what skill level you are playing. Also the payer can find items that can increase health and mana. There will also be key items to help you in certain areas.

Time: There will be no time limit except in certain challenges.

Lives and Powers: The player will only have saves as their lives. If you die and you didn't save it's too bad. Powers can be absorbed through battling and defeating the god's. Powers consume mana.

Interface: Keyboard based controls. A small map of the area can be bought with the souls acquired from defeated enemies or the player can walk and discover the map on their own. Teleports will be made so that the player can move in between the lands of different god's if the player does not find the teleport he cannot go back. HUD will have life and mana. Levels will be based on what god is ruling over the land that you are in: Land of Fire, Land of Earth, Land of Water, etc. The battles will be real time.

Audio and Video; tactile Feedback

Video: The game would be a sort of 3D Anime and the lighting would be based on where you are.

Audio: An audio cue would let you know you can react to the environment near where you are. Sound effects will be guys yelling when they are killed. Music will be based on the mood of the game at that moment. So if you are thinking you won't have death rock playing etc.

Special Elements: The terrain will be reactive to where you are if you are in the Land of Fire then there will be smoke dimming the sun and soot on the ground. If you are in the Land of Earth than there will be the blinding sun, etc.

Tactile Feedback: Due to the fact that computers can't use tactile feedback the game wont have any, Unless the game is eventually made to be on a game console (ps3, Xbox, etc.)

