

Dark Times

Ryan Fuller, Alex Gumz, Passakorn Aramrueng, Michael Marchionda

High Concept

The game is about adventure. Battle through your enemies, gain experience, enhance your equipment, and protect your kingdom.

Features

- The player will control a number of different characters in battle, each having their own personalities and fighting styles. Out of battle, the player controls the kings, whose goal is to stop the gathering of forces that are bent on dethroning him.
- This JRPG type game has a 3rd person camera system. The skeleton of the environment can be viewed through a “map”.
- Only one player can play at a time (single-player), but there can be many saved instances of different games.
- The king learns of a plot to destroy his kingdom. He must recruit members to his party, explore the area, and defeat his enemies.
- Gain experience, gather resources and money and use these to buy or create new equipment and weapons, and learn new abilities.
- The player has the choice of which characters to improve by fighting with them and giving them better items. Be careful with who you choose to improve. Certain character combinations have strengths and weaknesses.
- Side quests are offered with special rewards for completing the quests.
- The game takes place in medieval times. Settings include the kingdom, wilderness, and villages.

Overview

- **Player Motivation** – Player chooses which party members to fight with and which to improve. Battle through your enemies to defend the kingdom.
- **Genre** – Best described as a Japanese style Role Playing Game.
- **Target Customer** – Gamers who are age 12 and older and enjoy choosing how your characters are improved.
- **Competition** – Final Fantasy series.
- **Unique Selling Points** – Dark Times gives the player more choices on how to continue on their quest. The player can choose which quests to undergo and how to improve their characters.
- **Target Hardware** – Playstation 3.

- **Design Goals** – The game provides the player with some tension and suspense. There are boss fights which provide challenges and excitement. Strategy is important in winning as the player can pick his/her paths, which characters to improve and fight with, and even choose how to improve the characters. This aspect to the game gives the player a feeling that they are controlling the flow of the game and creating something of their own. There are humorous parts in the storyline, as well as twists in the plot which may catch the player off-guard.

Further Details

- *Characters* – There are a wide variety of characters to have on your party. These characters are provided by the kingdom or are found through exploration and quests. Each character has their own fighting style, as chosen by the player.
- *Music* – The music in the game changes depending on where the player is located (music in the kingdom is different than the music in the forest).
- *Plot* – The king receives news of an army gathering to take down his kingdom. He gathers a few fighters and begins his journey to purge the uprising. The king ventures through wilderness, caves, villages, and other places to gather supplies and fighters. Side quests are offered and rewards are given for completing them. The king must be careful with where to go and who to trust in his perilous journey to defend his kingdom.