Mike Marchionda
Alex Gumz, Ryan Fuller, Passakorn Aramrueng
CSSE290 High Game Concept

HIGH GAME CONCEPT -In the midst of a civilization's revival, four unlikely heroes emerge. Playing as these four characters, you fight, explore, and discover how deeply intertwined their fates are as you attempt to save a planet from a demise 1000 years in the making.

GAMEPLAY - The player will control an avatar (representative of the entire party) while walking onscreen to interact with the world. This will be the primary interface between the game world and the player. In battles, the player controls the main party member, while the others are AI controlled.

CHALLENGES - The majority of the game experience will be the player exploring the world from a 3rd person perspective. The camera will follow the party as they go on their adventures. In this mode, the only real challenges are deciding where to go next. In battle the camera view is much the same, except that all party members will be onscreen simultaneously. The player controls one character, and the challenge will be to defeat all foes. Battle sequences will be fast paced and actions will be issued to characters in real time (like *Tales of…* series)

GENRE - The game will fit squarely into the JRPG genre.

TARGET MACHINE - The game can be made for virtually any system that has a standard game controller (like PlayStation, GameCube style controllers). PC would also work but having a gamepad is preferred.

LICENSES - Most likely the game will not rely on copyrighted material.

PLAYERS - The gameplay outside of battle is strictly single player, but other players may choose to control the other characters in battle.

PLOT SYNOPSIS - The game will start off with distinct story branches, each of which will follow one (or possibly two) of the main characters to get a feel for their backstory before the storylines merge later on. Some of what is contained in each character's story branch will be unique until this merge point. Unbeknownst to the main characters, they are actually the same person divided into 4 physical manifestations through a bizarre procedure carried out by the main antagonist. The procedure is a sort of purification process that takes an object (in this case a human infant) and removes the unwanted characteristics from it, leaving the object with the desired properties. As a result of this process, the unwanted properties manifest themselves as near clones of the original, but with one significant difference. Each character inherits one discarded trait (such as compassion or self-righteousness) and exhibits this to a relative extreme. The idea behind this process is to create the ideal soldier to lead an attack on an unsuspecting world. The party for the game will consist of the remnants of one of these procedures, thus there are 4 main characters. The characters are very different from each other in almost every possible way, except they share the indescribable bond of being the same

person. The main conflict the story will develop is self vs. self, as the characters have to cope with each other as well as the problems at hand. The main turning point is the discovery of their origins, after which they set out to stop the antagonist from completing his dark plans. The climax of the game is the face off against the 'purified' original version of the party.

GAME WORLD - The setting is a post-apocalyptic planet which had a fated encounter with a comet that ripped the planet in half. Prior to the impact the planet was a literal utopia. No wars, no disease. After the comet struck, what few people survived had to live underground to avoid being suffocated by the cosmic debris swirling around the surface. After nearly 100 years, people began returning to the surface to start anew. Prior advances in planetary technology had been able to keep the atmosphere intact, even though the planet itself was tattered (think how the reconstructed Death Star looked). The game takes place in this world, some 1000 years after the comet nearly destroyed the planet. By this time, however, the main antagonist's operations were drawing on the power supply needed to sustain this artificial atmosphere system. The result is a growing civilization on a dying world (and yet another, maybe more important goal for our heroes to fix).