Target audience/Gender – 16-25 both genders

Genre – Rouge lite/RPG

The idea for the game is a rouge lite RPG in which the character has to find their identity by going through a variety of levels there will be 2 characters to choose from 1 male and 1 female. The idea for this is for the character to have a standard weapon at the beginning and then having to traverse the level collect currency by killing enemies to upgrade the weapon. However, if the person wishes to upgrade their weapon they must go to a checkpoint and go back to the safe area to upgrade it this will in turn change the level design so that the player has to memorise the level again. At the end of the level the player will engage a boss that will be hard and if the player did not upgrade their weapon and kill the boss they will get even more currency. But if the player has upgraded there weapon they will not get enough requiring the player to kill an enemy on the next level.

Game title ideas:

Away from the known

The unseen truth

Game mechanics:

Difficult bosses/enemy’s

Upgrades/Currency/Items

Rouge lite/RNG

Backstory:

The backstory for the game is that the character awakes from a train crash in the mountains and has to find a way down whilst at the same time finding different pieces of information on who they are and how the crash happened and only has a knife to start with.