MONARCH

GAMES

Dungeon Crawler

BLACK BASTILLE

THEME

A heavy metal dungeon crawler with soul

+ Dark disney

Inspiration

- Diablo series (3) spiritual successor

- Action rpg, arcade style, medieval

- Gauntlet

- marvel ultimate alliance

- Soul reaver

- Heavy metal (80's genre)

FEATURES

- 90 minute campaign

- Level up characters

- Play as barbarian, elf, wizard, or shinobi

- Procedural dungeons

- Thoughtful Story

- High replay

- Fast

- Fatalities (super kills)

PREMISE

Manar the mage needs your help. She experimented with forbidden spells and created a portal into another realm near the center of the earth. She sent a group of powerful warriors and never heard back. Your task is to find them and learn of their fate... you will be handsomely rewarded.

PRIORITIES

1.Gameplay

2.Story

3.Art

4.Sound

CONSIDER

"Great gameplay with bad graphics, you can forgive;
but good graphics cannot save bad gameplay."

-   Antoine Dechamps (colleague at naughty dog)

CONSIDER

"A delayed game is eventually a good one. But a bad game is bad forever"

- Shigeru miyamoto (creator of mario and zelda)

VISION

1. INSPIRED BY HEAVY METAL: fonts, colors, album covers, when it comes to ui + sound

2. REFERENCE DIABLO 3: game design, architecture, and layout

3. MEDIEVAL FRENCH + FUTURISM: for real life examples, textures, and ornaments from

    both the ancient times combined with accents of futuristic elements to emphasize magic or

    otherworldliness (post modern medieval)

A principle driven game

In the following pages, we will cover the ideas, principles, and guiding forces behind what defines the style, gameplay, and magic to the game's core experience.

PHILOSOPHY

1. <u>Simplicity</u> – every screenshot makes it clear where to go, what to destroy

2. <u>Story cohesion</u> – every element fits with the story and theme

3. <u>Use the entire buffalo</u> – reuse every element or concept to its utmost before introducing a new one

4. <u>Video frendly</u> - keep it interesting for the passive viewer as for the player you can always tell what's going on through proper staging and layout

Scarcity, Salvage, and Suggestion

The way to achieve full immersion is to master indication.
Instead of making every detail possible, we suggest the
detail and let the player's imagination fill the rest. By
reusing elements and allowing purposeful, meaningful
gaps in sound, art, and story, the player will see more than
what's there and be full immersed in our world.

Use the entire buffalo

The principle of salvage: Never introduce anything new without first making the most of what you already have in every aspect of the game. Renew, reuse, recycle.

High End Graphic Design

Layout, space, staging, palette, and composition plays a heavy role in all aspects of the game from the camera, character, and environment details to the gui, hud, and menu. Design layout will be key.

Heavy metal opera

Making use of heavy metal samples composed in key

moments of the game as an opera: story or event based

pacing; fast, slow, detailed, simple, the track would layer

like a symphonic orchestra but play into the style of the

game's crude dungeon feel with guitar, drums, and classic

riffs timed with player action

SUCCINCT STORY

Telling story through sound, image, environment details and full exploiting every character, name, moment, location, and prop. Every aspect of the game's world will integrate story into one cohesive unit. Nothing new or novel would be mentioned in dialogue or narrative without fully exploiting previous revelations.

QUALITY > QUANTITY

LESS WITH GREATER QUALITY WILL BE BETTER THAN MORE OF LESSER

STYLE & AUTHORITY

Certain sounds, shapes, colors, textures, fashion, and details have a boldness about them that makes them iconic, a transcendent quality making them feel more important and visceral than others. If a shape, sound, layout, or color really sticks out and haunts you, that's what needs to be in the game. A catchy riff, a fancy jacket, an iconic shape.

DESIGN GUIDE

A graphic, prop, form, texture, and shape design guide will be put together similar to ones used in high-end graphic design shops to layout important shapes, patterns, colors, and also things to avoid that define the uniqueness and style of bastille. Limitations create innovation and distinction. It defines style.

GRAPHIC DESIGNER BLOCKMESH

From the very beginning, block mesh, props, and NPC's will use the same lighting, color, shape, and layout as if it were featured in an infographic or graphic design magazine in order to drive home the importance of hue, style, shape, tone and mood in gameplay, marrying with art as one, something not often found in games, when designers are not thoughtful of choosing careful palettes into their gameplay language and thinking, a powerful and often neglected tool in gaming's early direction.

THE ILLUSION OF LIFE

One of the key ingredients to disney-esque magic, even with the crude style of a heavy-metal game is the illusion of life as if the elements, characters, and locations are alive with a will and life of their own. Attention to detail and telling story through env detail, menu, animation, AI, etc., where every aspect of the game either reveals character, advances plot, or makes you believe there's a reality or life or self-will in the game is key to giving it a sense of magic and will bring about high immersion. Also, details should allude to npc everyday life.

EXPERIMENTS

1. **MUSIC DRIVEN GAME DESIGN** – MUSIC PLAYS A ROLE IN BOTH MOOD AND GAMEPLAY;

   A SPECIFIC SOUNDTRACK WHEN A DUNGEON CONTAINS HIDDEN TREASURE OR TRAPS OR BOTH

2. **DEEP LEARNING LAYOUT** – USING MODERN AI + DEEP LEARNING TO LAYOUT FURNITURE,

   ENEMIES, AND NPC'S WITH EACH DUNGEON PROCEDURE

BOSSES

16 different bosses, randomly added based on player experience. At the start we release with 4 (maybe 6), and then the others with expansions and updates. The demo will feature 1 or 2, depending on how well it goes by the next update.

DEADLINE

END OF 2019