

Game Pitch Design Document

General Information:

Working Title: Stone Song

Platform: PC or Console

Engine: TBD

Genre: Action/Adventure, Role Play, Two-Player Co-op.

Gameplay: Role play, third-person perspective. Players can interact with people and objects as well as battle foes.

Target Audience: Teens/12+

Estimated Play Time: 50hrs full, 10 mins for vert. slice

Art Style: Fable meets Diablo.

Reference: Robin Hood, Willow, Warhammer, The Chronicles of Prydain, LOTR

Plot Points:

Player is introduced to Co-player (Player can choose which character, TOM or Kiri, they control) Party Support Player (Polla) is introduced in game when difficulty severely increases.

Player(s) Travel, and fight enemies.

Player(s) reach the next Town, communicate with NPCs, use Shops to upgrade weapons, abilities, and armor, and receive the next objective.

Player(s) alternate Traveling and Towns until final Boss is Reached and Defeated.

Synopsis:

The Old Man (TOM), is traveling on horseback through a mountain forest when he is ambushed by a handful of guards. In a tutorial session for the fighting mechanism of the game, and TOM's close-range combat (sword), TOM defeats the guards and is confronted by Kiri, who is traveling through the same forest, from the opposite direction, looking for someone like TOM to help her family. They befriend each other, and a short tutorial on Kiri's fighting style (spear) follows. When the player starts the game, they may choose to play as Kiri or TOM, alternating for fighting preference or character specific plot progression.

TOM learns that Kiri has recently run away from the town to which he is traveling. Knowing the danger that would face her should she continue, he escorts her, albeit unwillingly, back to her hometown. Along the way, TOM and Kiri must fight attacking forest beasts, while on horseback. The Player is introduced to the long-range fighting styles of TOM (magic) and Kiri (archer).

When the two arrive in the town, TOM takes Kiri to her home, only to realize Kiri is the daughter of the woman he is seeking: his own daughter, Martine. TOM used to be a general and advisor to the previous ruler, at the capitol. Invading forces overthrew them and are trying to destroy mages. TOM explains that he is seeking Martine because he fears for her safety. The political climate has changed for the worse. As some of the only magic-users in the mountains, her life and those of her children are in danger. Martine's older daughter, Polla, had just been kidnapped for her magic, and not sent to school, as they had thought. Kiri is unable to use magic yet, but she will be in danger once she can.

Realizing they would be safer traveling with TOM, as the soldiers will come again, Martine begs TOM to help save Polla and take them to safety. TOM and Kiri travel together again on horseback, destroying monsters, until they reach the next village. Martine stays in town to keep anyone from following.

TOM and Kiri progress through a few villages, gaining EXP and better gear. They encounter more and more dangerous beasts, and TOM teaches Kiri how to use her magic and improve her fighting. Polla, a magic user and archer, captive at the first big town, is discovered and rescued. She joins the party, and they free the other magic users as they try to return to Martine. They have to take a different route back, and explore new places and acquire new gear on the way.

The strongholds begin to be controlled by the former prisoners, lessening the power of the enemy. They decide to go after the source of the problem, at the capitol. Martine joins the party as a defense mage. TOM returns to his former home to confront the invaders.

The party of TOM, Kiri, Polla and Martine invade the fortress while the forces they have amassed attack the city. The party destroys the Main Enemy, the enemy forces are imprisoned, order is restored.

The End.

Party:

TOM:	Warrior	2-Handed Sword, Axe – Close-range.	Magic – Long-range
Kiri:	Brawler	Spear – Close-range.	Javelin, Arrows – Long-range
Polla:	Mage	Staff, Magic – Close-range.	Magic - Long-range
Martine:	Rogue	Short Sword – Close-range	Magic - Long-range