

MILESTONE TWO

Part One: Comprehensive Breakdown

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GAME TITLE: "THE SHATTERED BONDS"

TARGET RELEASE PLATFORM: PC, PlayStation, and Xbox.

TARGET PRICE: It's an AA game so every copy would be \$49.99, available in digital and physical formats.

GAME GENRE: 3D, Fantasy, Action, Open-world, Soulslike, Hack and Slash

KEY GENRE INFLUENCES:

1) *God of War(Norse Realm):* God of War is one of the influences that brought about the idea of personal bonding between father and son. How Kratos has become a calm and composed father and suppressed all his emotions from the past just to protect his son from everything while handling Arteus's Stupidity and backslashes now and then. Also how the combat system works perfectly for melee attacks.

2) *Elden Ring:* Elden Ring highlights the Open-world mechanics with a sense of non-linear exploration with deep lore which brings a sense of mystery and discovery to the players this

would be highly influential for the game as I wanna give players time to complete, and learn the combat mechanics and combos and explore the story along the way.

3) *Black Myth Wukong*: This game made me sweat for hours, has a total of 107 boss fights, and NO difficulty settings. But the interesting thing I liked about this game is you defeat a boss and you get to transform/shapeshift into that boss using a transformation spell, but it doesn't work for every boss but only some do. I'd like to use this shapeshifting ability with the MANA bar in the HUD and my character would only transform into a few bosses after defeating them who have backstories connected to the player character.

PLOT STRUCTURE:

A "Good" plot for this game would be ***Overcoming the Monster*** as ultimately player would have to defeat the destructive ancient evil who's later to be found as his long lost father who has fallen into dark shadows due to his loneliness after his village betrays him and kicks him out. The player character or anyone in the world doesn't know what it is and does not how to defeat it but he(the player) does want to earn his family's respect back by killing the monster and saving the world.

TARGET DEMOGRAPHIC:

Target age range: 18 - 30 years old

Target geography: Primarily aiming for North America and Japan where we have a larger population of players who play Action games with Fantasy narratives in them.

Marketing Comps:

1) *Sekiro: Shadows Die Twice*: People tend to love this game due to the challenges it provides with skill-based combat which requires precise timing set in a Fantasy

world. **2) *Witcher 3*:** This game gives an open world for the players to explore and learn deep narratives of the game at their own pace.

3) *Dark Souls III*: Soulslike players from Dark Souls would never say No to games that have punishment and require high skill to finish these games, with rich lore and dark fantasy worlds align with hack-and-slash mechanics which I like to implement, fit in the game.

CORE GAMEPLAY LOOP:

The player engages in fluid combat which involves Hack and Slash mechanics typically melee weapons, where timing, combos, and shapeshifting mechanics play key roles. They explore a large interconnected world filled with environmental hazards and puzzles to progress in the game while defeating bosses which brings them the ability to transform into them(*not all but only a few who are bound with dark forces but after death their souls are willing to help the player*) using spells that costs player's MANA. Player can fill up his combo bar which gives him high speed dashing ability which can be used to dodge enemy attacks in quick succession and if they time is exactly at 100% the combo bar remains filled up.

Players unlock new unique abilities and skills that require mastery of these abilities to progress in the game and reveal secrets about the deep lore with Open World Map which gives players the time to explore and learn new things, improving gear and honing their combat skills.

Cutting it short for a AA game as this game has smaller levels aiming to have a run time of 20-30 hours of total gameplay, with only specific combats meaning reducing the number of combo moves and player would rely on timing-based combos and shapeshifting, and Selective Boss fights around 8-10 bosses total in the game. There will be exploration like Elden ring but it's limited as well so that players can get back to the game. It's still punishing like soulslike.

CORE NARRATIVE:

Beginning: The game starts in the player's dream where he is happy with his father, laughing and playing, having his moment of life, and all of sudden a dark evil appears out of nowhere and takes his father away and the player wakes up with a nightmare. As the game progresses players tend to learn and hone their combat mechanics by going on side quests exploring their village and world. *[Carries on with a cutscene on how he grew up knowing that his father left him when he was 10 years old, alone in the middle of the night, and never returned home, he waited for years, crying and sobbing with loneliness and decides to get back on his feet, by training and trying to make himself stronger day by day].*

One day when the player explores a side quest, the destruction happens which is caused by an evil monster. The protagonist senses the same energy that he did in his dreams making him think that those rumors about his father being dead would only be revealed when he knows what that evil monster wants from the world. He knows that he could earn his reputation back when he brings peace to the world by ending all the chaos. Then the player gears up, ready to find that monster, and sets himself on a journey while facing the outside world for the first time knowing nothing about the outside world, scared but brave.

Middle: In his ongoing journey with fighting bosses killing enemies and traveling to treacherous traps, hazards, and solving puzzles. The player finds a cave hidden in a jungle from where he can hear whispers and out of his curiosity he enters the cave without knowing the consequences. Happens to find a glowing ornament(like a chain) hanging on the neck of a statue. As the player explores that cave and is amazed by the architecture hidden inside, the player takes the ornament and wears it which triggers an explosion in the wall leading to a boss a fight. After defeating the boss, the player gains the power of the ornament which gives the transformation abilities. He uncovers later in the game when he has to fight a boss who has been possessed by a demon and defeating the boss, the soul talks to the player and offers to help in the progression of his journey.

End: So far..... The protagonist learns his way of fighting by growing up alone in his village full of skilled warriors. Facing internal struggles about his origins and trying to find his true purpose discovers that his family never had any respect for what his father did to the village and was kicked out. Everyone claimed that his father was dead and the player wanted to regain the respect for his family name. Now, When the player tracks down and finds the ancient monster, he is not ready to face him as he can sense the same aura he remembers how it felt to be near his father, it's a bit strange for him but he has to stop that monster to save his people. He decides to fight the monster, and when the monster gets defeated, his father appears in a human form he is still shocked that his father wouldn't have done this all along and exchange conversations and his father reveals that he was kicked out of the village as he tried to save his best friend, who is the current leader of the village. He reveals that they once fought the dark forces to save the world and his best friend tried to harness the power so that he could surpass everyone in the world and become the ultimate warrior in the world. But I never wanted it to happen and he was about to absorb that energy, I pushed him away and the dark force disappeared as I threw a blank tree into that hole. Later on, when we returned to the village I was summoned by the leader, in the summoning my comrade and best friend planted false allegations against me stating that I, helped dark forces to reach our land and I was the one behind all of this. The leader had believed his son about everything and threw me out of the village. Cut to the present..... Father breathing heavily, and monster mode rages up again and that's when the leader of the village appears and kills the father and absorbs the dark force now becomes the monster, the protagonist bursts out in range unlocking all his transformations at once to form a new weapon which could kill the dark force permanently. The protagonist ends up killing the leader and monster forever and walks away from the village permanently.

The Sentence: The Young Warriors sets on a journey to defeat this monster which destroys the world, but due to his personal ties complicated with the world, forcing him to confront his past and his destiny.

CORE NARRATIVE(Revised):

Beginning: Azura (Protagonist) has nightmares of a Dark Monster taking his father Aldrin away. When Azura wakes up, he hears about the rumors that an unknown monster like entity is causing destruction to nearby villages and they think their villages would be attacked soon. Driven by the need to uncover his father Aldrin's fate, Azura decides to protect his village and restore his family name. Azura is born with Ancestral visions guiding him on his journey while providing hints.

Middle: On the way of Azura's journey, he encounters Aldrin's remnants of his father's past, Aldrin's childhood memories with his best friend, including allies and foes who reveal Aldrin's life outside of the village. One of the allies would be Lyra an old witch, she believes that the monster is someone she knows and she could sense someone dear to Azura's aura in the monster and helps Azura to get that ornament hidden in the caves to which would help him gain the shapeshifting ability after defeating bosses. Shapeshifting not only helps to transform but to gain those bosses abilities as well like Teleportation, Heavy Weapon, like their unique and special abilities can be adapted by Azura.

End: Azura confronts the monster at the end, defeats it and the weakened monster acquires half human form letting Aldrin out. Azura asks his father why he had left him and Aldrin reveals that he was cursed due to the betrayal by his close friend and current village leader Tiguan. As Aldrin's humanity flickers, the village leader Tiguan appears and kills Aldrin attempting to destroy all the evidence from the past. Tiguan gets all the dark force and turns into a vicious monster, Enraged Azura after his father's death by his own best friend and his village leader, gains all the abilities from the to form a new weapon which would effectively kill all the dark force once it for all from the world, takes down Tiguan and leaves the village to find his own path out in the world.

What happened to Father Aldrin?

Aldrin and Tiguan were best friends since childhood, Tiguan being the prince of the village. They used to travel on missions, train together and protect village from the casualties, In doing so, they finds out about the Dark Force as they try to fight this unknown power, Tiguan draws his attention to this and thinks that this would help him gain more power and he could be the strongest ever known to the world and his father would appreciate him more than Aldrin for their missions. When Tiguan tries to get that unknown Dark Force power, Aldrin stops him and protects him and the dark force disappears. Furious, Tiguan gets into a fight with him and returns to the village and spreads rumors about Aldrin that he brought the dark force into the world and he is the reason behind all these casualties happening around the world and later he would take down our village too with his dark force allies. Tiguan's father believes him as Tiguan shows him some fake evidence about all this and Aldrin was kicked out of the village. Sad, vulnerable Aldrin goes out into the village, lets his guard down and he gets absorbed by Dark Force making him into the Monster as he was driven by hatred around the world and he can no longer control his body or mind.

PLAYER CHARACTER:

The Protagonist is humble and kind, with high speed and high health abilities and his combat abilities evolve through experience in the game. The player has the ability to transform which he learns later in the game and skills developed as a warrior throughout his journey. The goal of the player is to uncover the mystery of the monster and know what had happened to his father which made him leave in the middle of the night when he was a kid. A player can see that he growing stronger, able to fight his own battles and learning a new set of mechanics of what the player can do, and narratively, he discovers the true story of the monster and what happened to his father, how his father reacted to his loneliness versus the protagonist's loneliness. This aligns with the typical protagonists in their genre are mostly people with unknown abilities, and almost no skills to start with and typically don't care anything about the

world until something happens to the close ones.

LORE/WORLD:

The Game is set in a Medieval, mystical world where ancient evils and forgotten kingdoms shape their lands. Magic is based on light forces opposite of dark forces with powerful artifacts and abandoned jewelry with ancient history hidden in the world and it revolves around channeling energy from defeated bosses. The world is in chaos and the protagonist must travel to dense forests and collapsed ruins to find the monster.

Part Two: Pitch Guide

One-Liner:

*“Embark on a journey with our warrior in **The Shattered Bonds**, a souls-like open-world action game where you master the fluid combat and shapeshifting abilities to uncover the Dark Secrets of your lost father who may be an ancient evil that you’re destined to kill. Would you kill your father??”*

Elevator Pitch:

The Shattered Bonds is a 3D Fantasy, Action, Soulslike, Hack, and Slash where players take on the role of a lone warrior raised in a village all alone. Armed with shapeshifting abilities and a fluid melee combat system, the player must face an ancient evil threatening the world. As they travel throughout the vast open world, mastering and honing abilities and timing-based combos uncover lost secrets, they’ll find out the real face behind the monster.

The game features real-time combat with a mix of light and heavy attacks, transforming powers and a choice-driven narrative that evolves based on the protagonist’s relationships and decisions. Players can explore the world at their own pace, uncovering hidden lore, completing side quests, and building up their skill tree.

Genre Comps:

"It's like God of War and Elden Ring gave birth to a child who was adopted by Black Myth Wukong".

Reasons to Believe:

This game will succeed due to its unique blend of emotionally driven narrative and smooth combat. The shape-shifting mechanics and deep lore set in an open world brings players at peace of finishing the game at their own pace making them more curious on the story revolves and how they could get more storyline from audio logs and lore banks. People tend to seek for good narrative in the games which keeps them engaging, it's like taking a walk in the game. Since the esports trend, players actually forgot about open world system in the games, giving them a game which has meaning and ending would be keep them alive in the gaming and we can pull them out from these never ending multiplayer games for virtual ranking and give them a break to chill and play with no stress.

Personal Angle:

I always had a dilemma of knowing what comes first, Duty or Family. I have always wondered what happens if we had to make a choice between those two. Personal loss or I don't a fuck about the world situation. Choosing what would make me a good and kind human? Is it a win-lose situation? Or a lose-lose situation. It's just a random thought in my head, then I was like why not I ask people the same question. No, actually make them take a decision between those two, through a game. Well, here I'm now with this pitch.

MILESTONE THREE

VERTICAL SLICE

PART 1 - SCRIPT

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Level Description: The vertical slice takes place in a dense mystical forest which leads to an ancient cave. The environment is filled with obstacles, some hidden lore, and progressively challenging enemies. The level handles our protagonist Azura's mid-game abilities including fluid combat mechanics, limited shapeshifting, and combo based attacks.

Objectives: Defend the village outskirts from enemy creatures and in the middle of the fight you fall into a dense forest from the cliff and there you find a mystery cave and then you need to enter the cave, a big weird looking creature, will jump on you and bite you on your neck behind (Happens in the scripted sequence) and then you try to defend it and it disappears again.

Opening scene, Azura explores a village and talks to an NPC named Nivara, the lady with the pets. She mentions that her cat got lost and she would pay Azura to get her the cat.

Azura: Is everything okay, Miss?

Nivara(crying): I couldn't find my baby since morning...

Azura: Baby? How old is your kid?

Nivara(crying): It's a cat. She's brown and furry with beautiful blue eyes.

Azura: Oh okay, I'll try and find her.

Nivara(stops crying): Seriously??

Azura: You got it from the greatest protector of all time.

Nivara: I don't know about that but thank you. I'll give you a heavy reward.

Azura: My Reward is you remember my name. Azura , the great.

Nivara: Please find it..

Objective: Find the cat(Side Quest)

Azura: Okay... kitty cat. Where will you go....

Azura sets to the nearby lake of the village after searching the entire village.

Cutscene (Outside the village, near the lake, fighting enemies who has the cat captured completing a side quest, hears a huge sound coming from the other side of the village)

Over Black....

Camera zooms in on the face of Azura's, turning towards the sound. (Close up)

SFX: Distant screams and an ominous wind blow.

Azura: What the hell was that???

Creatures (he is fighting): Arwwwaaaa, Arwwwaaaauhuhua

Creatures run away from him

Azura: Huh?? Hello?? Bailing on the fight? Alright, kitty cat let's go.

Cat: Meowwww

Azura(VO): "The nightmares were only the beginning. My village.... My home.... Is under attack. I can't let it fall."

Azura tries to trace the sound and to see what had happened there

Objective: Protect the village.

Cut to the village: Gameplay begins as he talks to the villagers about what's going on.

NPC: OMG!! What are these weird looking things coming our way..... Gross.

Azura: Phew.... I just came here as fast as I could. What's up?

NPC: And you are?

Azura: I'm Azura, I'll be the greatest warrior of all time.

NPC: Ya, ya, right?!!

Azura: what?? Nevermind, tell me what's going on?

NPC: I don't know, we just heard these sounds and came running to find those weird creatures coming towards the village. I'm going to report this to King Aldrin and inform everyone about this.

Azura: Hahaha, you don't have to. I'm here, I'll take care of it. Here, make sure this cat goes safely to Ms.Nivara.

NPC: Stay undercover kid, King Aldrin would send his men to take care of these.
Azura ignores NPC and goes on to take them out to prove his worth to the village.

Objective: Fight those creatures

Azura(VO): I will finish this by myself.

You fight enemies/creatures.

In the middle of the fight....

Creatures: Arwarghhhhh

Azura: Sorry, I don't speak your language. But my sword can talk.

Azura continues to fight these low level creatures.

Azura(VO): Whoever did this will pay.. Even if it takes me to the ends of the world.

Azura kills most of them near a cliff and slips and falls down.

Azura: No.....I almost killed them all.

Cutscene 2: Azura wakes up from that fall to see a dense dark forest. As he explores the forest he finds a dark cave.

Camera pans out to show us the dense forest.

Objective: Explore the cave.

Azura(VO): This place gives me a bad feeling.

Scripted Sequence: As Azura enters the place.... He finds many environmental obstacles as he clears one by one.. At the safe point. Velmor the soulbinder (the miniboss) jumps on his back and bites him on the neck, Azura tries to defend himself and push the monster away. He gets very terrified and runs back outside the cave.

In the scripted sequence....

Azura(To himself, breathless): Finally a moment to catch breath. This place feels like it's alive and watching me...

A shadow moves behind Azura and before he could react, Velmor leaps from darkness and lands on his back, sinking his sharp teeth into his neck.

Azura(Screaming in pain): "Aghhh!!! Get off me!"

Azura pushes back Velmor

Velmor(Growling, distorted voice): You do not belong here, mortal!! Get out of my cave.

Azura:(Terrified): What..... What are you?? Stay back!!

Velmor disappears from there.

Azura(Still Terrified and in pain): This is happening, is this a nightmare again?, No this is real. I need to get out of here.

Azura runs back to the outside forest. As he looks back and runs.. Just outside the cave, He collides with an old fox which can talk.

..Scripted sequence ends.

Azura(In Pain): What is going on?? Am I dreaming or you're really talking?

Old Fox(Laughs): No son, this is real. I used to be a Human before and I got cursed by a demon. I'm Fendrick but now I'm just an old fox.

Azura: I see.... But seriously what's in there? I'm really scared and something bit me, ouchhh.

Old Fox: oh gawd!! Here, take this fruit, this will help you feel better for a while.

Azura eats the fruit and regenerates some health.

Azura: Now, tell me what was that?

Old Fox: You probably encountered Velmor the SoulBinder, One of the mighty demon's pet. he's the caretaker of that cave. A vicious monster who kills people and traps their soul into his soul carrier (like a pouch)

Azura: Oh my god!! I need to find my way back home, this is so not real for me.

Old Fox: Wait, hold on. Aren't you gonna fight him back? The scar he gave will eventually make you weaker and weaker and eventually end up taking your life. Only to way to save your life is to kill that monster and get that soul carrier.

Azura: I can't fight him. He has all the power in the world and I have nothing.

Old Fox: "When you began your journey, you were determined, nothing could stop you and now that you're so close are you willing to give up so easily?"

Azura: How do you know about journey?

Old Fox: You're destined to be here, son. You're the chosen one.

Azura: Chosen one? For what?

Old Fox: To Stop all this dark force. Only you can do it, with your determination and kindness towards people.

Azura: I've heard about the dark force before, but I could never really get to know about anything in my village. I always wanted to prove my existence in the village.

Old Fox: You'll know everything on your journey. So are you willing to give up that easily?

Azura: But.... It was easier at the beginning. When I first started my journey to protect my village and learn how to fight.

Old Fox: Beginnings are often easier, but think of all that you have accomplished on your journey.

Azura: What's the point of fighting my way up here, when no one even recognizes me in my village and there's always someone who comes with an easier way, better than me.

Old Fox: "There is always going to be someone who does things the easy way but that should not stop you from doing things, the right way." It is your journey, young warrior."

Azura: Thank you, Old Fox. I'll fight till I die and be the greatest people have ever witnessed.

Old Fox: There you go kid, show them what you got.

Objective: Kill Velmor and get that soul carrier.

Entering the cave....

Azura: I know you are.... Come out Velmor. Show up.

Velmor(from the shadows): This is no place for humans. I'll eat you alive.

Azura: You have to come out for that.

Velmor shows up.

At the start of the fight....

Velmor(Growling, circling Azura): You returned.... Foolish human. Do you crave death so desperately?

Azura: You bite me like a rat, Now let's see how you do face to face.

Velmor: Brave words!! Now, Prepare to die.

During the Fight...

Velmor(roaring): Feel the weight of your despair... your strength is meaningless here!

Azura: "You don't scare me, anymore! This ends now!"

Velmor(mocking): You're a child playing at hero, I have devoured far stronger than you.

Azura after landing a combo attack

Azura: Then, you'll choke on me.

Velmor is weakening....

Velmor: You will fall, and your soul will feed my power.

Azura: Not today!! Your power ends here.

Azura lands the final blow and Velmor falls to the ground.

Velmor(Weakened and fading): You've won, for now. But darkness lingers and it will find you.....

Azura stands over the fading mist, gripping his sword tightly

Azura: When it comes, I'll be ready!!

Azura ends up fighting the Velmor and gets the soul carrier and gets out of the cave.

Azura: I did it, Old Fox.. I did it.

Old Fox: Call me Fendrick, that would be nice.

Azura: But you're a fox... Anyway, What's with this Mighty demon you were talking about?

Old Fox: The Mighty Demon is behind all this chaos happening. You need to find that monster and finish it off all at once. This soul carrier and scar would help you shapeshift into the monsters you will fight as they are some monsters who are just trapped and willing to get out that body. They will help you.

Azura: Alright!!! I'll get along then.

Cut To Azura's journey again.....

PART TWO

SUMMARY:

In this vertical slice, you play as Azura, our protagonist, a determined young warrior set to protect his village from an unknown threat. While protecting he discovers his true purpose and potential. The mission begins in his village called Mythic Spring, where Azura helps a crying NPC, Nivara, to rescue her lost cat in a light side quest. However, the peace doesn't last long as the village outskirts come under a horde of weird looking creatures. Azura, who wants to be recognized in the village, more likely to get a name in the village, bravely defends the village but is overpowered and falls from a cliff into a dense forest.

Waking up disoriented in the forest, Azura discovers a forbidden cave filled with environmental obstacles, some hidden lore and feels an awful presence that someone's watching him closely. Entering the cave, there's a terrifying miniboss, Velmor the Soulbinder, ambushes Azura, marking him with a cursed scar in a dramatic scripted sequence. Terrifyingly Forced to flee, Azura encounters a mysterious, talking fox named Fendrick, who reveals Velmor's role as a servant of the greater evil threatening the world. Armed with newfound resolve, Azura reenters the cave, confronts Velmor in the intense battle and claims the soul carrier which unlocks shapeshifting abilities with the scar of Velmor on Azura's neck.

CONTEXT:

This vertical slice occurs midway through the player's journey, shortly after the protagonist has unlocked their first major shapeshifting ability and discovered the shocking truth about their true potential. Set in the cursed forest, the player navigates through dense woods full of corrupted creatures and environmental obstacles. Defeating the miniboss and gaining the unnatural ability. The forest is filled with hidden lores, puzzles-based navigation and ambush scenarios that would challenge the player's mastery of the combat they have learnt so far.

WHY?

Gameplay loop: This vertical slice has exploration as players would navigate, discover hidden paths and backstories of what happened in the world . Combat with weird creatures from low level to advanced which requires strategic use of fluid combat systems. Narrative and Atmosphere as the level transitions from the village's peace to the dark dense forest with tight cave emphasizing progression in mood and challenge. Scripted events with the key moments with Velmor's ambush and Fendrick providing emotional and narrative depth and Climatic boss fight with mid-game abilities.

Narratively, This vertical slice is a turning point in the player's journey as they begin to grapple with the moral ambiguity of their quest. Old Fox serves as a tragic mirror to the protagonist's own potential fate as this encounter reflects the central them of the game as the protagonist struggles between duty and personal morality. Additionally, hidden lore fragments and NPC encounters in the forest provide critical context for the player's backstory and foreshadow the final confrontation with their father. Choosing this level as a vertical slice brings the game's unique mechanics and storytelling in depth. As player gets emotionally connected, with high-stakes combat is appealing to The Shattered Bonds.