Nessa - (Demo)

Game Pitch

* Jonathan Hood and Mohammed Alhindi

Overview:

As the full game is too extensive and time consuming for how little time the project had, the “  
“game” as presented is done as a demo of a fuller, larger game. It focuses on a basic dungeon, similar to the kind you might find in the first dungeon of the game. It has a focus on the gameplay elements, as the story would need to be told in the full game. The pitch includes both the ideas and examples for the full game, and details of the demo.

Story Summary(Full Game):

Neesa was born with the supernatural ability to sense when someone is going to meet their fate in an unpleasing manner. Unaware of this ability Neesa had lived his life normally until one day when he and his best friend were out playing in the field the had seen a girl walked passed them. Neesa had this strange attraction to her that he had never felt before, a feeling that had caused him walk away from his friend and start walking towards the girl. Introducing himself the girl Nessa had a strong urge to stay with this her as he had felt something was amongst her presence ready to bring her to great darkness and a terrible end. Neesa had felt strange about asking someone he had just met if he could stay with her so he had asked the girl her name.

“Kotae”, the girl replied. Neesa asks Kotae if she would like to join him and his friend Maxim in a game of catch. suddenly a flash occurs and Neesa realizing his friend and Kotae weren't there anymore looking up he sees an entrance to the very first dungeon he must visit in order to remember that day he had realized who he really is.

Story Summary(Demo):

Due to time limitations, the game presented is a demo of the full game. It is the basic version of the first dungeon, with Nessa waking in the dungeon and having to fight enemies and a boss to escape.

Level Summary

Demo Dungeon:

It is meant to show the basic aspects of the game, and contains basic enemy types and an example of a “Boss” style enemy.

Dungeons(generally)

the dungeons generally will be filled with puzzles and obstacles to get you familiar with the new abilities and weapons you have gained and will progress you through the story with items you collect to help you find Kotae

Game Look and Feel:

Appearance: Overhead view, adventure game with sprite based art and retro style music, similar to Legend of Zelda. The demo doesn't include music, but has basic sound effects.

Player Role: the player will be playing as Neesa, in the game. Traveling from dungeon to dungeon trying to find “Kotae”. throughout the game you collect items that remind you of your past and help you understand your powers and help you grow both as a character and your understand of who you are.

Nessa by default will be able to move around and explore the world and use the bed to take him to the dreamworld. In addition, collecting weapons and items will give you new abilities, weapons and abilities will include:

Examples in the Demo:

Wooden Sword- A basic tool to fight enemies.

Freeze Ray: Allows Neesa to freeze objects and enemies.

Examples not in the demo:

Staff: Allows Nessa to use “magic” to move small objects.

Levitate Boots: Allows Neesa to hover. Example uses involve walking over spikes, Lava.

Motivations: The motivation in the game will be figuring out the mystery ongoing in the story(figuring out the dreamworld and finding “Kotae”).

Strategy: The player’s strategy in the game will involved the mix of exploring and fighting various enemies. As the game unfolds Nessa will need various items to proceed, and may have to explore or backtrack to find new items to continue progressing.

Hardware and Software: The game is going to use Construct2, and thus is restricted to modern browsers capable of running HTML 5(and thus modern computers). A keyboard is used to play

Algorithm Style:

The demo is coded in Construct2. There are 3 kinds of enemies in the demo:

Blobs: Purple enemies that charge at Nessa. They do not change direction until they move to the spot Nessa was standing when they began the charge, at which point they begin to charge at his new position, repeating the process. Can be frozen with the Freeze Ray and defeated with on hit with the wooden sword.

Statutes: Gargolye like Statues that shoot fireballs from their mouths. Immobile and Immune to damage. Fire every couple of seconds.

Boss Blob: Found at the end of the dungeon. Takes 15 hits to kill, but has a short invincibility time after each hit. Teleports the room in a set pattern and fires 5 fireballs in a spread pattern. Can be frozen(doing no damage but keeping it in place). Beating the boss beats the dungeon.