Crossing stamford

By: jacob green game art and design 1/7/2022

Game demographics

Made for any gender and ages Teen / young adult

Game concept

Crossing Stamford Is a journey of the ages that will take the player through an epic battle throughout the land that is generated for them. It is a first person fantasy game that takes place during the viking raid of stamford england and the climax of the game is the bridge crossing the players objective in the game is to get strong by doing quests from different npcs after doing this for a while with the main story quest becoming available after doing a certain number of quest you would become strong. The game will take over 8 hours to complete with the final battle taking a big chunk of time because lots of important story moments will happen during the time of the final battle ramping up to the final boss which will then end the game. Overall this game will be very interesting for the player because of the first person element making the player feel like they are in the game actually feeling what their character feels this makes it so the user becomes invested in the game.

User interface

The user interface below shows that the game is in the first person with the circle on the left hand side is the health bar for the player then the squares on the right hand side of the screen are things like inventory, settings menu, skills tree.

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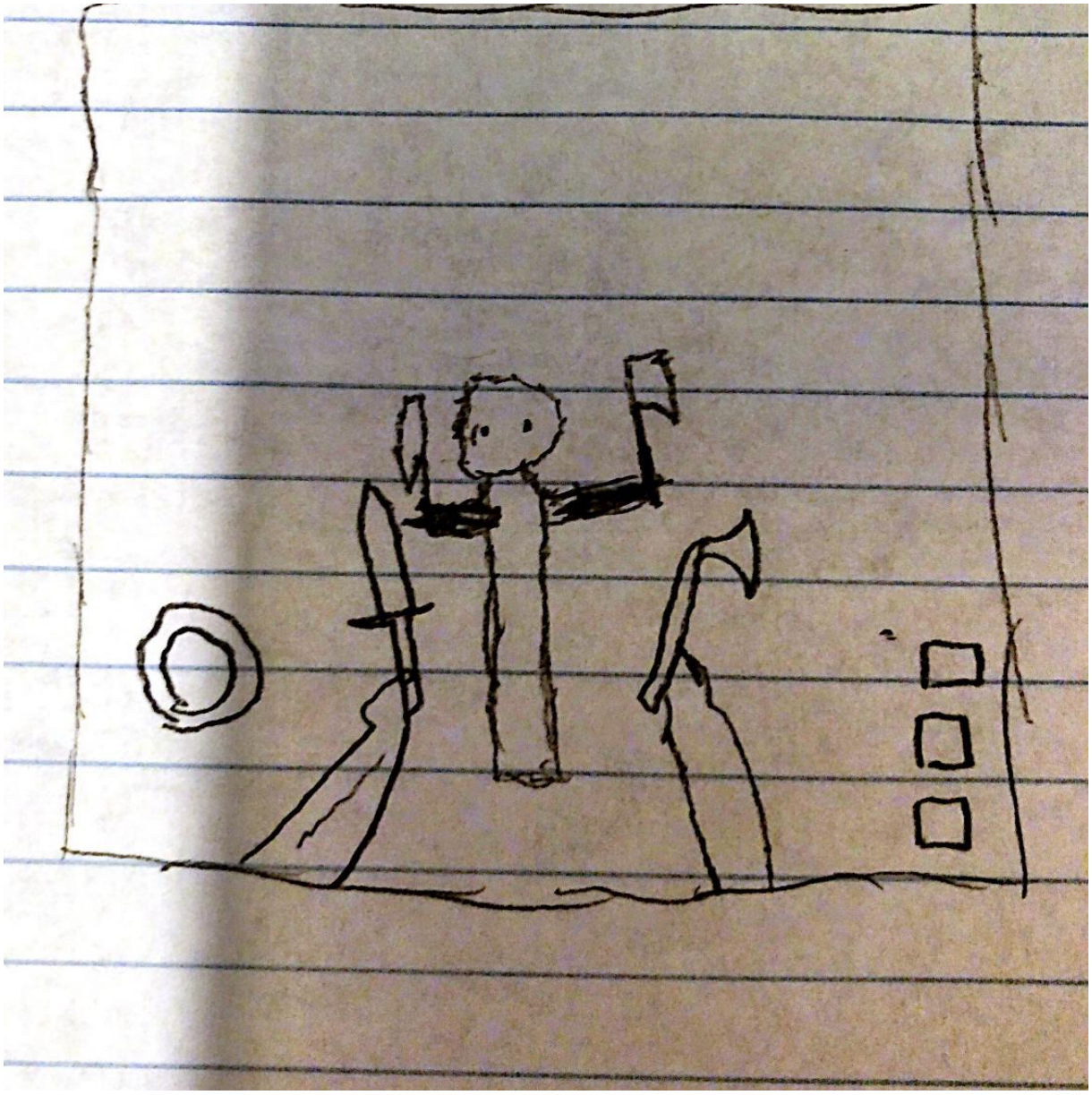

Game mechanics

The game will use the w,a,s,d keys on the keyboard to move around the game. The game will use both the keyboard and the mouse to attack and move. The combat in the game will be a first person combat so the player will have to plan when they attack and be able to dodge when the enemy they are fighting attacks them and the player will have to be able to hit them and connect their hits. The game will have realistic movement so that the player cant glitch the game by doing any movement bugs because the player will not be able to move like they do in other games. The game will also have interactables that are placed throughout the game which can do different things for the player like benefit them or have negative effects. The game will also have the option to be played on a controller so that people who are more comfortable with one will be able to play using that option. These are just the basic mechanics of the game so when the game goes into development more will be added.

Unique selling points

The concept that im proposing here is very similar to games like skyrim and mordhau and oblivion with the combat elements the way that this game differs from the other games is that it is based on real events like the name states its called crossing stamford which is based on the actual event of the battle of stamford when the vikings invaded stamford and were forced to retreat because they were ineffective against the english force. Other than the game being historically accurate the main feature that will draw in the most players will be the low price of the game which is gonna be 4.99 on release so more people will buy the game.

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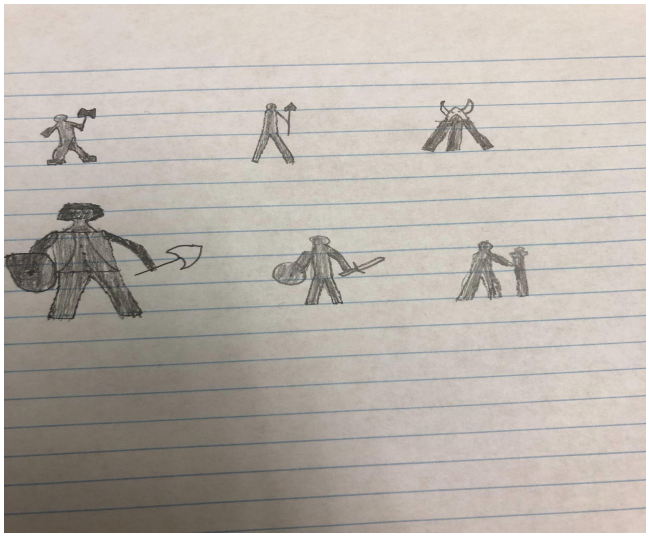

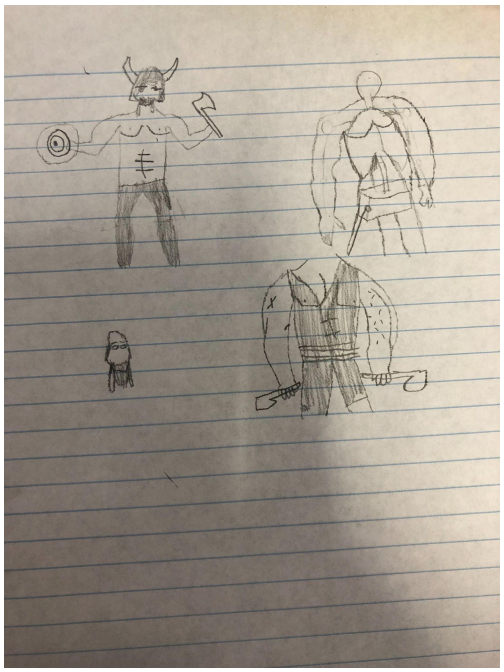
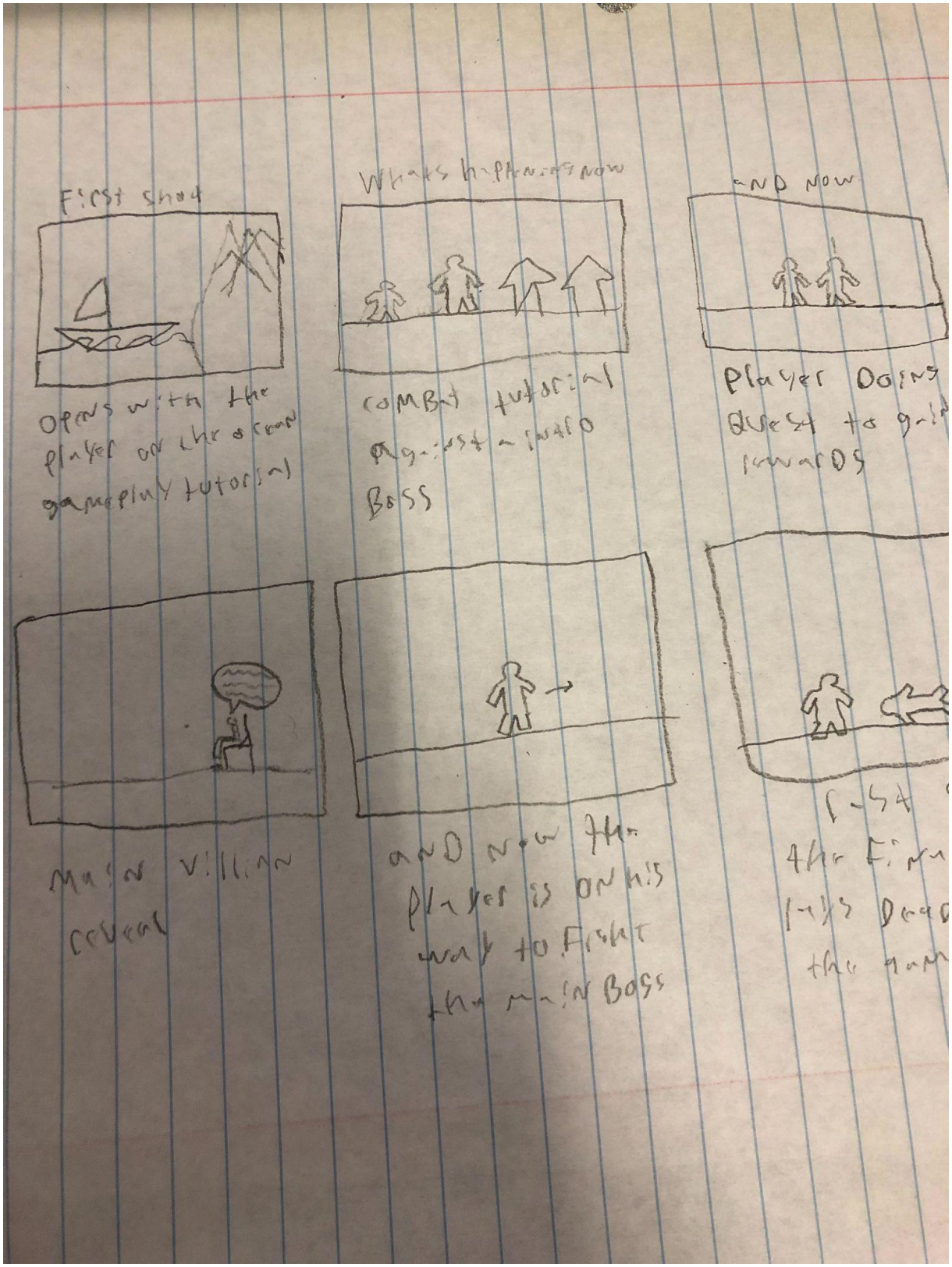
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