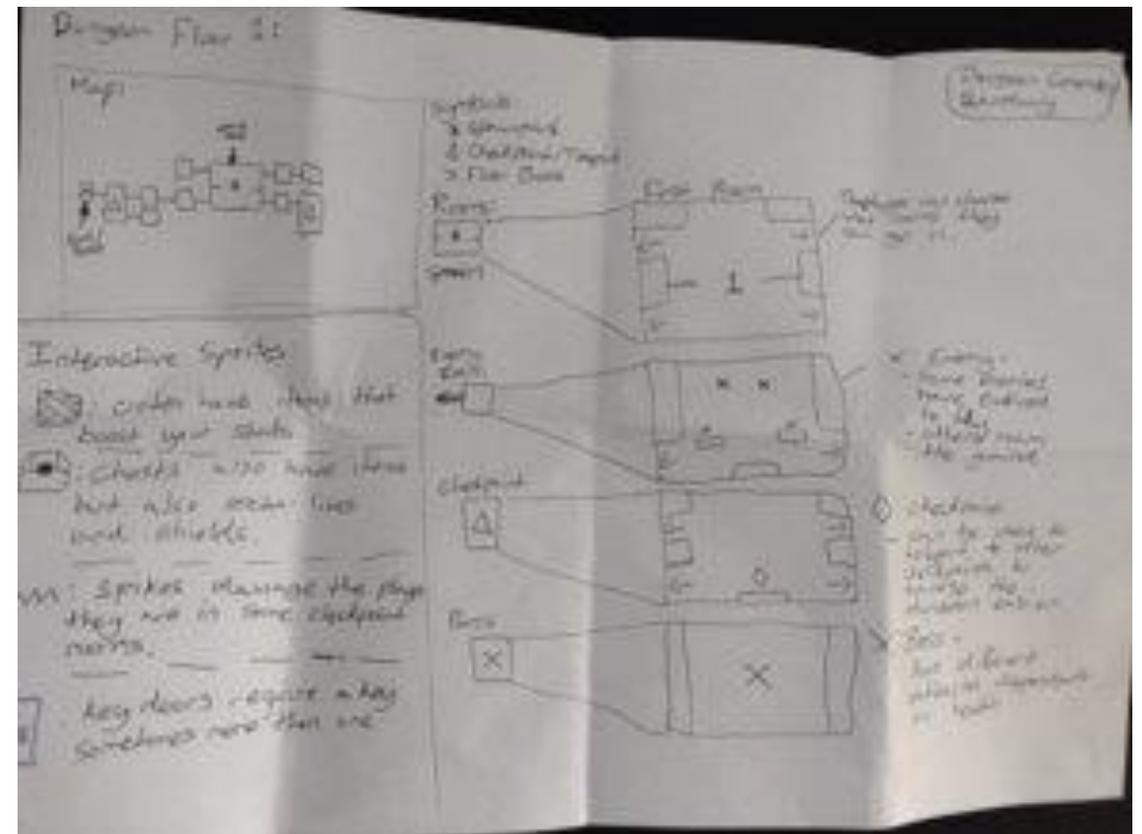
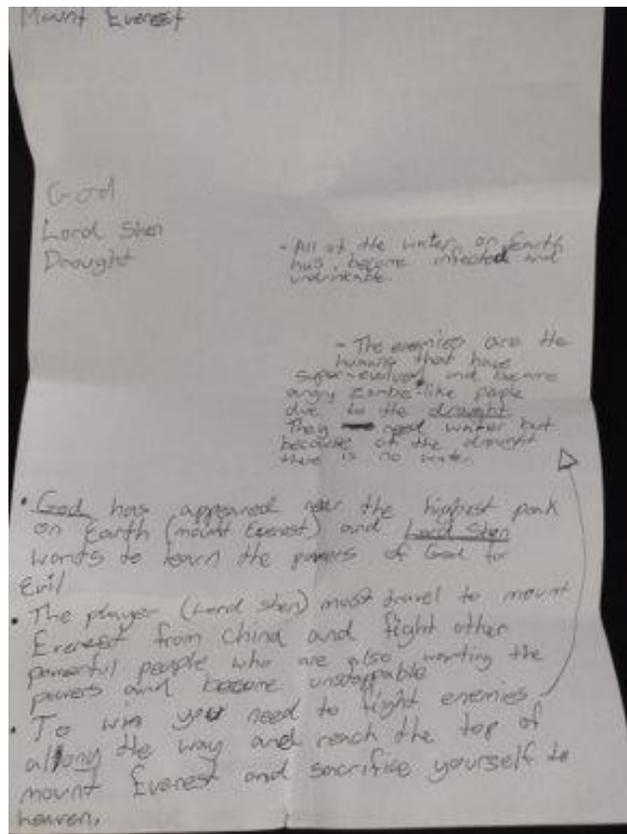


# Week 1 Game Concept

By Lewis Whitham



# Scope

- The story
- Game Mechanics
- Game environment

# The Story

A God has appeared at the highest peak on Earth; Mount Everest. Lord Shen – a well-known evil peacock who rules all of China – wants to learn the powers of this new God for evil intent.

The main goal of the game is to travel through all the secret dungeons under China and reach the peak of Mount Everest to sacrifice yourself and attain the powers of the Gods. Each time you ascend you will attain more powers from different gods making you stronger and more powerful with evolving abilities. The game will scale in difficulty as you reach new heights.

Words I was given:

- God
- Lord Shen
- Mount Everest



# Game Mechanics

The first time playing, you start with a basic starter gear i.e.: Rusty sword and abilities like using your feathers as shurikens or your tail as a shield to protect yourself and deflect projectiles.

Movement is semi flightless however you can jump great heights and glide gracefully to reach objectives.

NPC's can appear only once in a random room of a dungeon, and you can either help them with a side quest (puzzle, platforming or a mini-boss fight) or fight them for valuable resources.

**Will you  
take the  
Path of the  
HERO or the  
Path of the  
VILLAIN?**

