**Everfight:** WhenDreams Whine

CMPS 434 Project

Game Pitch Proposal

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Executive summary:

EverFight is an Adventure- Action game that follows the story of a young Child named Ei pronounced like "a" in "ace." , that suffers from amnesia. One day he wakes up with a headache in the middle of nowhere chased by vague fuzzy indefinite creatures in a freakish wondrous place not remembering how he ended up there, and while trying to survive from those monsters he died!.

The game is an open world in third person view, the player will play as Ei, and he will WALK, RUN, HIT, SHOOT, GUARD, JUMP, DASH, and ROLL and use those set of action to face the challenges the game offers: eliminate enemies, solve puzzles, and navigate through the world’s Obstacles. The player will progress through the game by discovering the mystery the story holds and by experiencing different levels. there are 3 gameplay modes and around 3 levels, the gameplay modes consist of the primary Dream mode, Awake mode, and crafting mode. The main targeted audience would be the casual gamers, and mainly adult/youth males who show common preference towards that kind of game genre and gameplay style and challenges.

Game Description:

1. Overview:

The game takes place in two worlds, the real one where the awake and craft gameplay mode will be, there the player can heal, level up and customize the character, also he will discover some story elements there, And the dream world where the main gameplay mode will be, there the player will spend most of the game and will face the majority of the enemies. Ei would be the only playable character and the player’s main quest would be to win over and clear all enemies in the dream world using Ei’s power to complete the game and discover the whole mystery surrounding the story. The enemies are named nightmares and they can be grouped into mainly three categories : mere souls , Hollows and Vastos, each their abilities and are ranked based on powers and intentions, not all souls are necessarily enemies . the general settings, physics, vibes, and aesthetic of the game are realistic, with exception to some magic element being used in the attack system, also the dream world obviously will have a dreamy vibe to it and the enemies would have some unrealistic characteristic but they will be based on and a reflection of character on the real world of the game that interacted at some point with Ei. The player will use swords, magic and shields in the dream world, while no weapons would be used in the real world , but conflict with enemies would occur there too. Ei would meet many characters on the Dream world such as : Aibo and Toreda

And the characters from the real world which are mainly his family members.

1. The Quest :

The game would be broken down into mainly three levels and each level would consist of another 3 missions, and through out each level the story will progress with the difficulty and more element of the gameplay and the story alike will be revealed. The obstacle faced will not only be the nightmares but also puzzles and natural world obstacles such as mazes and holes.

Level 1 will be the introductory level and it will take place in the dream world, it will introduce the gameplay to the player and will be fairly easy, but it will be essential for the story, since the final boss of the level even after you beat him he manages to kill Ei, and a new part of the game is revealed to the player and a whole new world and game play mode is now accessible and huge mystery of the story is now known .

Level 2 would take the difficulty of the game to the next level , and unlock the game’s full exploratory potential because it is an open world now, and the player can explore the dream world as he like and can go back and forth between the 2 worlds as he wish , and can do some simple side quest that can help him gain skills and resources to perform better in the main quest.

Level 3 would be the final showdown and the hardest, there all story plots will be solved and all mystery revealed, player would need to beat this level to win the game and to save himself from the dream world’s curse. The objective of the game would be met by defeating this final boss, and no more nightmares will be present in the dream world, but even after finishing the level the player can still roam around the world and do more of the side quests or repeat them.

A hierarchy of challenges that will be followed :

Diagram

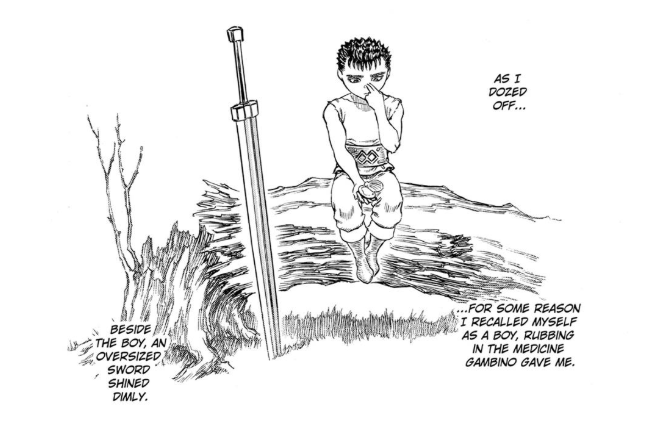
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**C)** Main Character : Ei

A normal introverted quite 12 years old kid with a frail body and a weak voice, who went through a terrific experience in his childhood that are hunting him, and still going through them, the player will get to know who are Ei the more they play and will want to help him, Ei’s character will develop through out the story and by the end of the story the trauma he used to live will be resolved, each level cleared will be like a boulder lift off Ei’s shoulder.

Ei’s is the only playable character in the game, and is played and experienced through the third person view, while in the dream world, Ei’s can use different weapons, like swords and bats, also the magic element is there, he can cast some spells, also he has shields that can be used to protect from incoming attacks. However while on the Awake mode, no magic is there and the only weapon he got is his fist!. The more advanced the player in the story is the more Ei’s power shine and develop.

D) Sketch of Main Character :





E) Opponents: The Nightmares :

Fallen souls that roam around the Dream world and have no purpose but to kill and destroy, weirdly enough they resemble and reflect people from the Awake world, categorized into 3 categories based on power levels and capabilities are the :

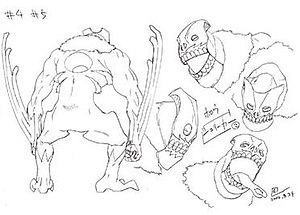
Mere souls: they are the weakiest and not necessarily evil, some of them can be of help to the player but most of them are harmful and for sure will fight you if you provoke them

Hollows : the evil of evil, they destroy everything Infront of them and are usually dumb and not smart but powerful and look the scariest.

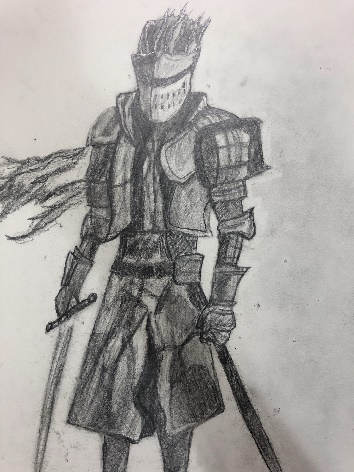
Vastos : the merging of more than one hollows, they take a humanoid form and are the strongest creature in the dream world, they control hollows and can order them to do as they wish.

F) Sketch of Opponents:

Souls:

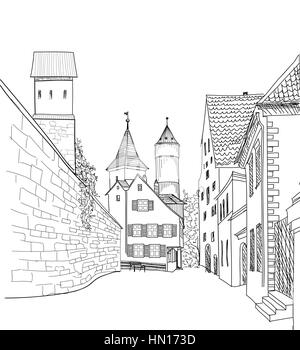
Hollows:

Vastos:

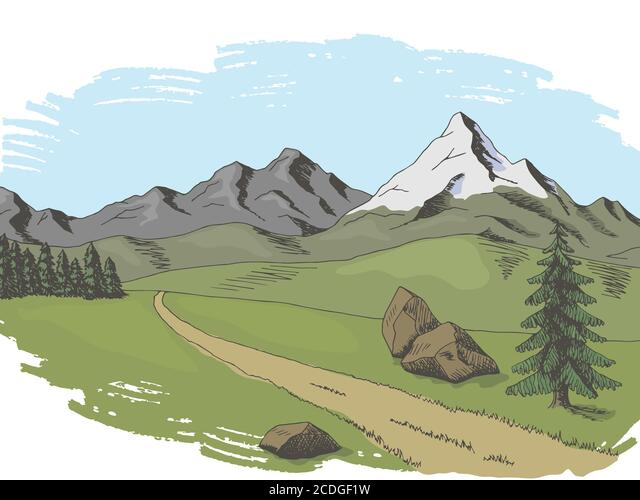


G) Environment:

The environment of the game is realistic for the most part, the game thrive on the realism of its physics, no double jumping, no flying. The player explore a decent sized open world while being in the Dream mode, at the dream world there is some exception to the realism rule mentioned above being the use of magic and the aesthetic of the nightmares since they are monsters. The Awake world is 100% real and no such element are present. Before completing the game, the vibe the dream world will give to the player is fairly dark and gloomy and by the end of the game that would change, even the back sound track used will adapt to the events happening and will change its tone to become brighter by the end. The dream world gives the player a medieval vibe, old buildings, green lands, mountains and plain villages.

H) Sketch of World :





1. Menus:

There will be around 2 menus, more will be added if necessary,

First one is the main menu player can start the game from there, and the other is a pause menu.

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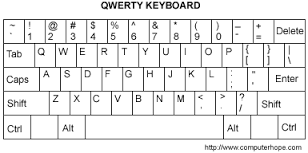
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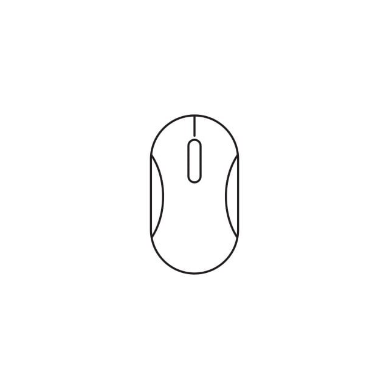
J) Controls:

The game can be played using the standard mouse and keyboard or using a controller.

For the mouse and keyboard interface : Hold for Heavy

Shoot/Light attack



 Aim/

Guard



Hold to Run Jump

One click for dash 2 for rolling

W,A,S,D For moving

For controller :

Aim Shoot/ Heavy attack



Guard

Light Attack

dash

Jump

Move/Sprint camera

K) Sounds:

The game will emphasize on the background music and soundtracks and sound effects, different background songs will be used such as “I can’t forget you” by Rxdlxst and similar type of slow blue vibes to add to the gloominess and dimness of the game and submerge the player in the world and in the experience and make the player feel like the character he is playing. the music will adapt based on the events, by the end different background music will be used to reflect the events and the emotion the character is feeling better. Different sound effects will be needed such as hitting and slashing sounds, sounds that reflects that a task is done correctly and so on, also some voice acting will be needed to sample some cutscenes, voice of Ei ,the nightmares and for story purposes but not a lot will be needed since most of the game’s character interaction will be done through text but for important parts a voice acting will be done.

Summary :

Join Ei in his bright mysterious adventure, and help him get through the gloomy wide freakish World, that is full of nightmares, he needs your help to slice the throats of the Nightmares and gain back his self, you will experience a variety of weapon and magic spell, in the big open world that is waiting for you to explore and navigate through. However, is that it or is there another side to the reality, fun unexpected fights and mysteries are waiting for you to solve, and only you can do it.