

Project SNOW
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Executive Summary

Project SNOW is a PC/Mac RPG that shows a player being rescued from a cage by a hunter. They awake to the forest in front of them being destroyed. It allows the Player to explore the area, discover what's in the world a bit lore and fight a wolf boss.

Audience Analysis

The audience that is targeted for *Project SNOW* are anyone who plays games. It's not specifically hard or challenging, it's for those who enjoy playing RPG's and love to explore the new worlds and learn new stories.

Story

The story is taken place in a world where negative magic has begun to show up and invade the world. It's been tainting the wildlife nearby, transforming them into horrific beasts. You are a prisoner, who was sentenced to life in prison by hanging from a cage. A hunter that passes by finds you alive and attempts to save you from your fate. As he frees you, he is attacked by wolves that are affected by the negative magic.

After he led them away, the player becomes conscious and rises, without any kind of memories, the player moves forward. Discovering different things on the way to the Hunter. The player finds the hunter and is given the choice to fight the beast or go with the hunter to a safe place. Either way the player will have to defeat the beast, once defeated the player then finds out they can purify the negative magic, returning it to its original state along with the beast.

From there the player returns to the village and begins a storyline of cleansing the beasts from the area and finding out the true source of the negative magic. A once good warlock that wants to end the world.

Characters

Player

The player wakes up from being knocked unconscious from the fall of their cage. They are player-made character that can purge and purify negative magic.

Hunter

The hunter is the character that ends up saving the player and gets attacked by wolves. It's the player's choice if he survives or not, but ultimately the player gets a weapon from him.

Competition Analysis

The genre I choose to do has been done a lot of times, multiple times over. What I want to represent is more player diversity, what you choose has a reaction to the outside world and the characters that befall those decisions. These players should have the consequence of letting someone die, or the benefit that comes from what they choose. That is what I want my game to represent, that no matter the randomness of the world can have its own effects in the game and having that kind of control in fantasy is another thing that brings me the joy of writing the RPG genre, you never know what's going to happen until you do it.

Gameplay

Gameplay is simple and sweet, hack and slash type elements to go through the enemies in the world. The primary mechanic is finding lore around the world and interacting with the characters, or character, to progress the story and find out new things. Like I have said previously I want the world to be alive and for the player to understand that there may or may not be serious consequences for actions that are untold. It's the reward for exploring and the punishment for taking too long or ignoring subtle ideas that will allow the game to present itself more.