

THE FOUR HORSEMEN

Presented by - The Team with (Currently) No Name

Game Abstract - In the great clan, Vyu'Sedrin, there is only the game that matters; the game of thrones. The best player, the King, is aging and needs to name the Heir to the Throne. Following the grand tradition, the King sends two of his offspring to the two furthest corners of the realm with the simplest of instructions - return and claim the throne.

Beat the other players to the throne city and win the chance to rule, if you can survive the journey. Players move around the world in an effort to knock the other players out of the game in battle. Defeat the other players and win the right to be named Heir.

Characters - Players will have the chance to pick between one of the four contenders for the throne. Each character will have personalized attributes and skills that the players can use to defeat the other players, so choose carefully.

Game Play - Gamers will face up to two opponents in a last man standing contest. Starting at opposite corners of the world, gamers must move to the center, defeating the opposing players as they encounter them.

The Battle System - When players encounter each other on the board, they must battle it out for supremacy. There's a two-tiered rock-paper-scissors system: Low attacks hit high-blocking opponents, mid attacks hit low-blocking opponents, and high attacks tend to beat out mid attacks.

The basic controls (see Figure 1) have the options for players to kick, vertical strike, horizontal strike, and guard. Using movement to control the high and low attacks, players press the appropriate buttons to launch attacks. The HUD (see figure 2) during battle will show the two players, their icons, their health, and the fight time. There is a scoring bonus for ending fights quickly as well as not taking damage during a fight.

Controller Configuration



Figure 1 - Controller configuration

Basic User Interface



Figure 2- Basic HUD

Level Design - The basic levels will be scrolling maps the players must walk around. The battle levels will be 2 and a 1/2D maps that have a set arena size to them. Players can only fight in the confines of the level.

Target Platforms - Xbox 360 and Windows XP

Target Rating - Our target rating for the game is T for Teen (under the ESRB) and our target audience is the age group 14-30.

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