

Undisturbed

High Concept

Experience the Hero's journey from another perspective, as you deliver judgement upon trespassers of your lair.

Core Design Pillars

Play as the boss

- 3rd person action rpg

Visual Storytelling

- H.P. Lovecraft inspired world

Multiplayer

- Emergent stories through interaction

Multiple Scopes

Large Scope

- Full Soulsborne style game played as the boss with multiplayer invasions. (see below)

Medium Scope

- Kirby Air Ride game mode with Bloodborne combat and aesthetics.
- All heroes free for all. Slowly become boss with type based on build.
- Wizardry 4 game mode - climb up dungeon controlled by heroes. (see below)

Small Scope

- Arena 1v1, play as boss or challenger. (see below)

Large Scope - Fully fleshed out world

Summary

Undisturbed is an asymmetrical 3rd person action rpg where players can choose to play as a hero or as the boss in an H.P. Lovecraft inspired world. Unravel the story of each faction through repeated combat with or against other players.

Boss Goals

- Protect lair from human attacks.
- *Attack villages to gain abilities/treasure.
- Regain strength and learn new abilities (Upgrades, magic, leveling system).

Hero Goals

- Protect the village from invading monsters.
- Attempt to slay the boss to try to end the attacks.
- Upgrade strength and abilities (Upgrades, weapons, leveling system).

Factions:

Loyalist

- Friendly to loyalists and sorcerers, enemy to boss and cultists.

Sorcerer

- Friendly to loyalists, enemy to cultists, boss, and sorcerers.

Dragon Cultist

- Friendly to boss, enemy to loyalists and sorcerers.

Boss

- Neutral to cultists, enemy to loyalists.

Bandit

- Neutral. (Consider) Factions per town and hidden identities.

Audio Notes

Shared Upgrade Items

Gain abilities from slain heroes or bosses.

Death backstory

- use as emotional purpose for killing people or bosses.

(How to train your Dragon in Dark Souls Universe)

Archetypes of bosses in soulsborne - Corrupted King, Guardian of Knowledge, Cosmic Child, Abomination of Magic, Demon Lord, Abyss Dragon, Abyss Monster, Slave Knight, Giant Spider, Giant Dog, Flame Spider, Stone Golems, Fallen Hero (Ludwig, Artorias), Seath the Scaleless, Dual Bosses (Demon Princes, Abyss Watchers, Ornstein and Smough),

Origin story of boss -

1. Bloodborne ending.

2. Already destroyed town, time to find new home in lively town.

3. (Other ideas) Cursed by wizard, cursed to this by old god for previous deeds, tricked into this by wishing to be all powerful

Start as a scrawny or hurt dragon and fight to become strong.

Heroes raiding boss lair

- Player boss could be absent but place defenses.

Multiplayer

- CoD modes - Domination, Deathmatch, Search and Destroy, Capture the Flag

- Conker's Bad Fur Day - Race, War, Colors, Heist, Raptor, Deathmatch, Beach, Tanks.
- Kirby Air Ride - City Trial.

Multilayered Goals

- Fulfill quest ordained by elder god, get revenge on one who bested you, upgrade abilities by attacking towns and Heroes.

Upgrade System

Itemization

- How can players upgrade, what items do they get, what stats will give what? What kinds of builds do players follow? Will they have influence on the player character aesthetically/visually? How will the dark souls inspired stat system fit with a boss rpg? What does a strength/dexterity/intelligence/faith boss attack look like?
- What happens when player dies? Lose in game currency? Lose abilities? How are they punished?
- Consider when losing to a hero, a boss will need to go destroy village to regain lost ability.
- Opening cutscene - about to die, get saved by other boss.

Character Unity

Unity of purpose - What does the main character want? How do I empathize with that?

- Boss: To destroy the villages who have slain his/her lineage . Strong warriors/chosen undead/hunters need to be stopped.
- Hero: To end the nightmare of monsters by slaying beasts and those that have lost their humanity.

Characters with purpose - Have bosses and people with unique drive towards certain goals:

Boss

- Dragon sworn to protect royal family.
- Beast loyal to human who saved its life.
- Berserking Dragon who recently escaped captivity.

Humans

- Bandit - Hunts other humans to steal their items.
- Sorcerer - Betrays allies and enemies in the quest for abilities.
- Dragon Cult - Supports dragons in fights, but dragons can kill them.

Unity of action - What actions would I choose as the hero/boss?

Medium Scope - Multiplayer only

Kirby Air Ride + Battle Royale + Bloodborne:

- Battle Royale.
- Players start as wisps that can inhabit playable characters in environment.
- Upgrades based on enemy type killed.
- Players drop most upgrades on death and return to wisp form.
- Death causes player to search for a new playable character to inhabit.
- Wisps can be attacked and will drop remaining upgrades they have.
- Short matches.
- Random events that draw players to locations around the map.
- Ending:
 1. Dungeon opens that players must go through.
 2. Boss appears that all players must fight.
 3. Players must fight each other.

Free for all:

- Everyone plays as humans that can transform into boss type monsters based on their kills in game.

Wizardry 4 + Bloodborne:

Start in the bottom of a human controlled dungeon as a weakened boss. Fight enemies on the way up to regain strength and get revenge.

Small Scope

Arena/Dungeon Battle

1 vs 1, hero vs boss.

Story

Cursed to fight heroes endlessly until defeated, where the new champion takes up the curse.