SEELE - HIGH CONCEPT DOCUMENT

MENEGON Dino – Prod Perso GD2 - 2024

Title & Information
Image

Stefan Caltia is a painter of the Magic Realism style, a style that mix realistic environments and magic or surnatural elements. He finished that work in 1994 and it's only the third in his almost 30-years long career.

My interpretation of this work is that this painting represents the travel to the afterlife since the people in the bag seem pretty much dead, with a stake in their head. The character carrying them must be the soul transporter and we can see he has some company. All this is represented on a dark and cloudy background.

All of these elements inspired me to make a game mostly focused on movement liberty and abilities linked to that since the character is linked to souls and their travel to the afterlife. Action-adventure was the most interesting choice with that idea to have an interesting level design while mixing the movement to the fights.

Title & Information
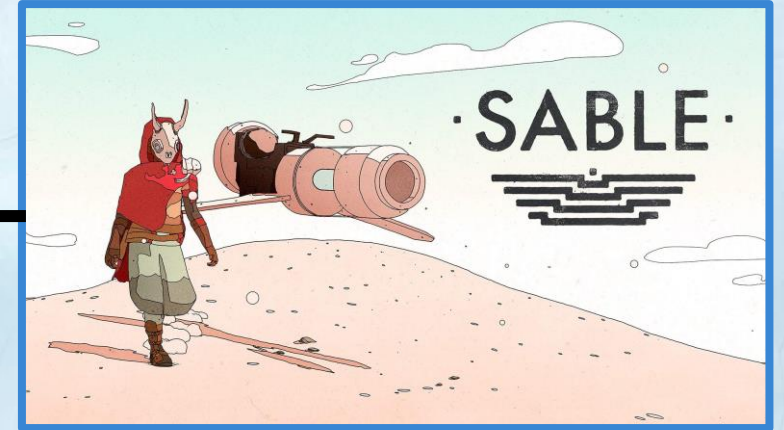## Logos & Title

Highpass Games

Seele

Title & Information
Pitch & Synopsis

- When God of War Ragnarok meets Solar Ash with the art style of Sable

Title & Information

General Informations

- Genre : Action/Adventure

- Camera / View : Third Person (back)

- Solo

- Platforms : PC & Home consoles

- Business model : Premium w/ IAP

- Target : Parkour fans, God of War fans

- PEGI 16 & ESRB Mature

- Values : Commitment, courage, acceptance

- Intentions : Pride, Surprise, Emotional attachment

- Customer Value Propositions :
  - Discover the ethereal world of Anesia, the land of the dead
  - Defeat powerful foes by using all the abilities at your disposal
  - Uncover a dark machination and save your world
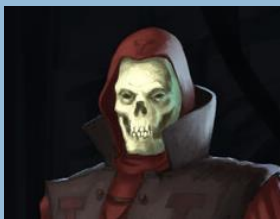
1 – Game Outline
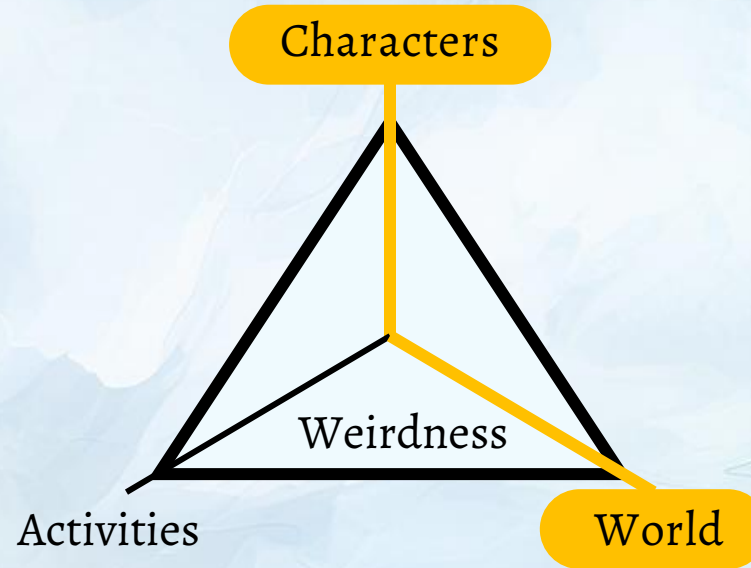
You embody a soul carrier on his last mission through the world of Anesia, on which he must also train his successor, while defending against the harsh nature on his way with his ethereal abilities.

Profile(s)

Jimka

Neutral Good

Unphased
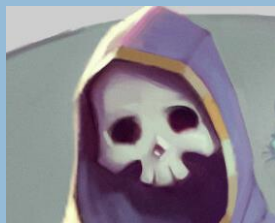Apathetic
Perceptive

Work Ethic : 75%

Fight Ability : 90%

Magic : 70%

First Aid : 60%

Kolpo

Lawful Good

Generous
Attentive
Fiery

Fauna Knowledge : 80%

Magic : 95%

Experience : 30%

Trap Finding : 55%

Arkron

Chaotic Evil

Violent
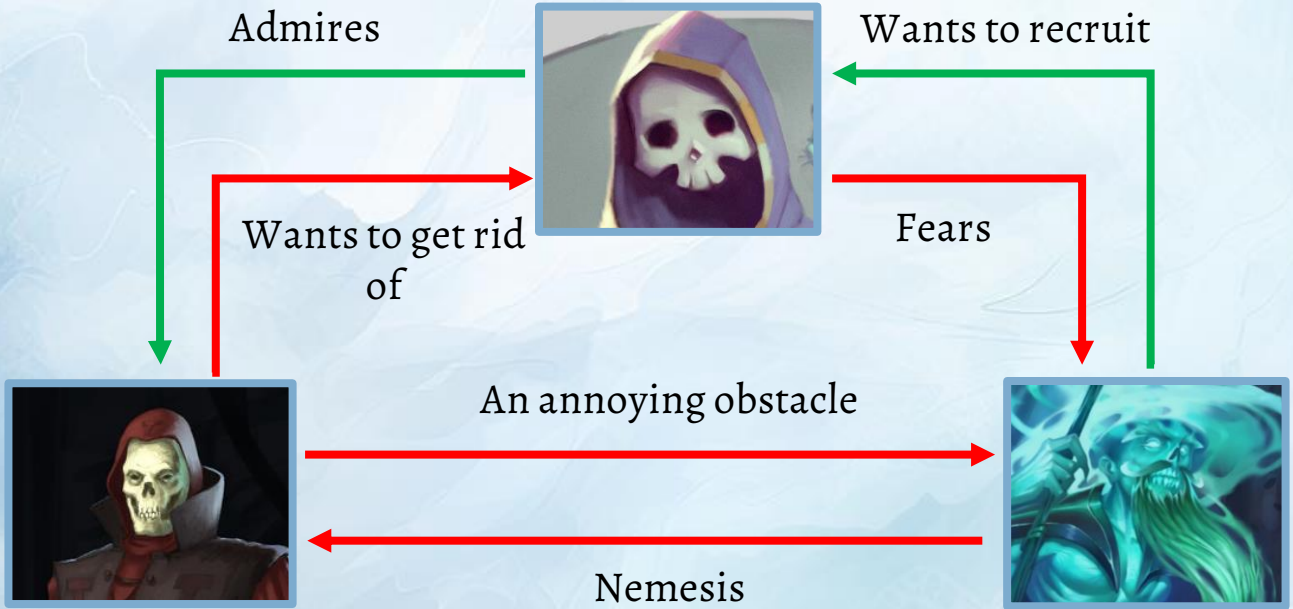Determined
Proud

Dark Arts : 85%

Command Ability : 95%

Close Combat : 45%

Long Range : 80%

Character's Web

Admires

Wants to recruit

Wants to get rid of

Fears

An annoying obstacle

Nemesis

Character's Evolution
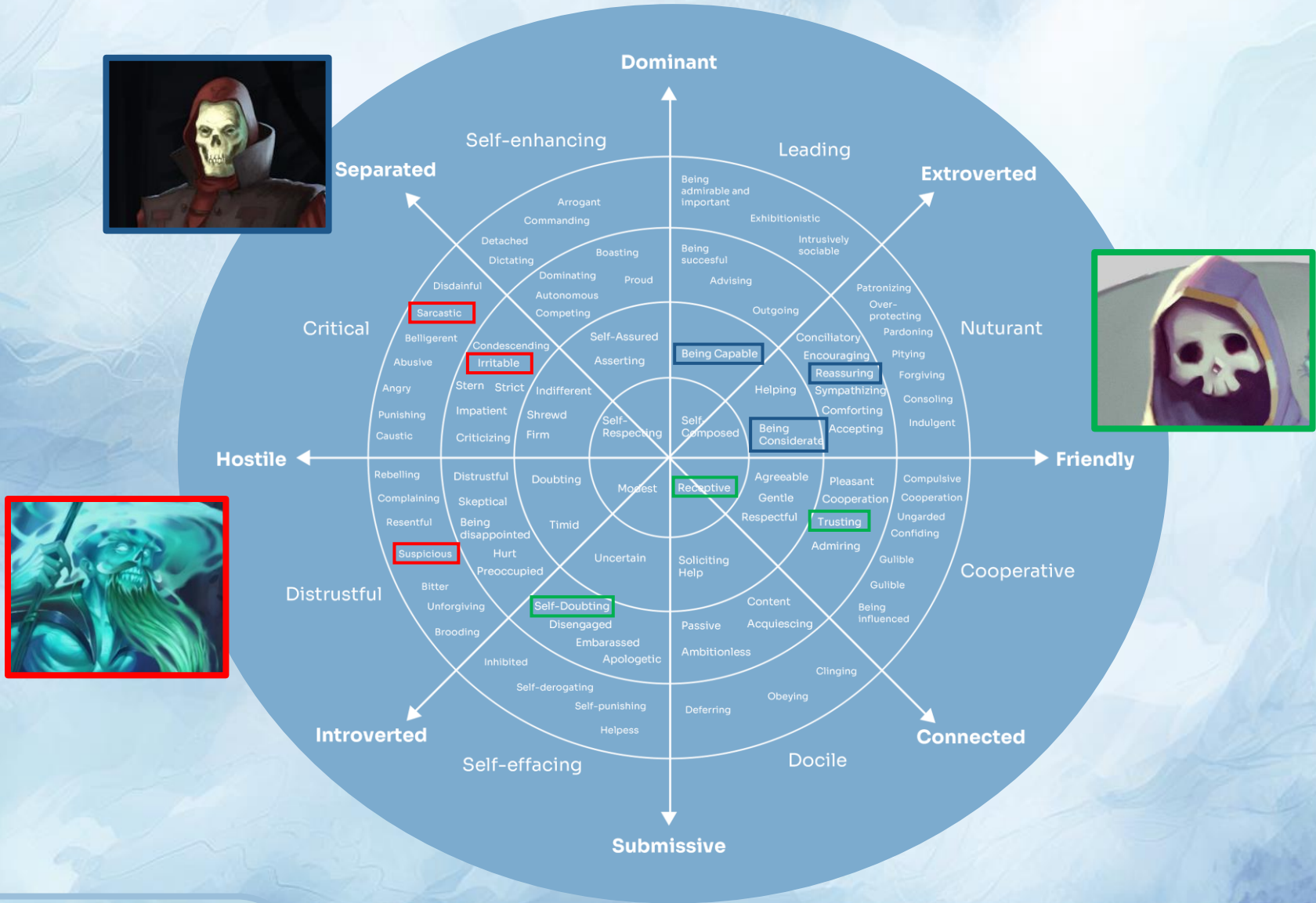
Controls (Gamepad)

Parry / Previous — LB

Move — L

Sprint — L

Map & Others

Pause Menu

RT — Heavy Attack

RB — Light Attack / Next

A — Jump / Confirm

B — Dodge Roll / Dash

X — Companion Assist

Y — Interact

R — Move Camera

Controls (Keyboard & Mouse)

Light Attack / (Hold) Heavy Attack

Companion Assist

Move Camera

3 – Gameplay
Core Gameloop

4

Collect

2

Explore

1

Fight

3

Upgrade
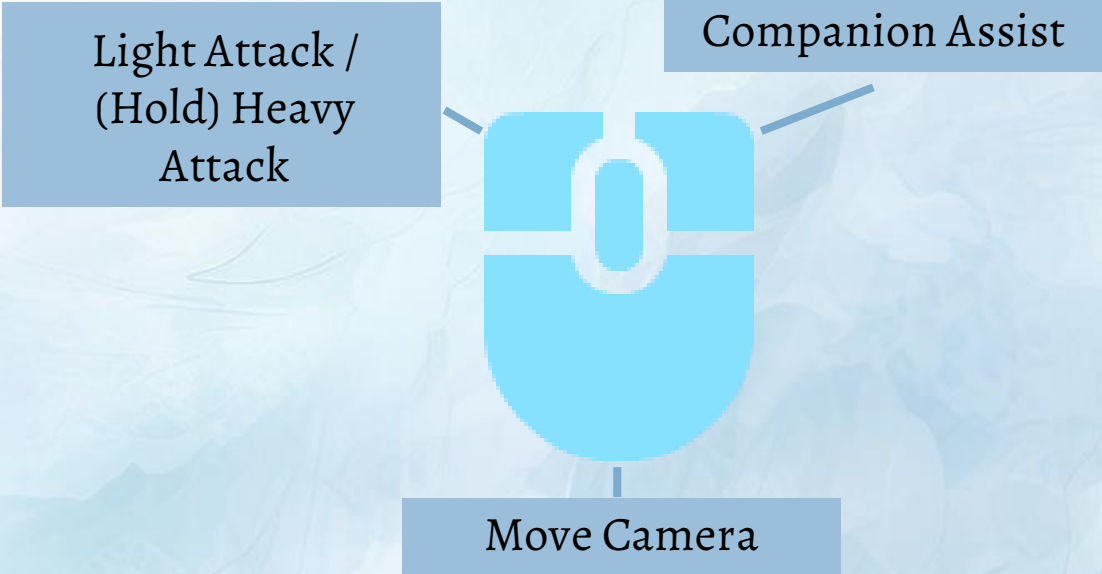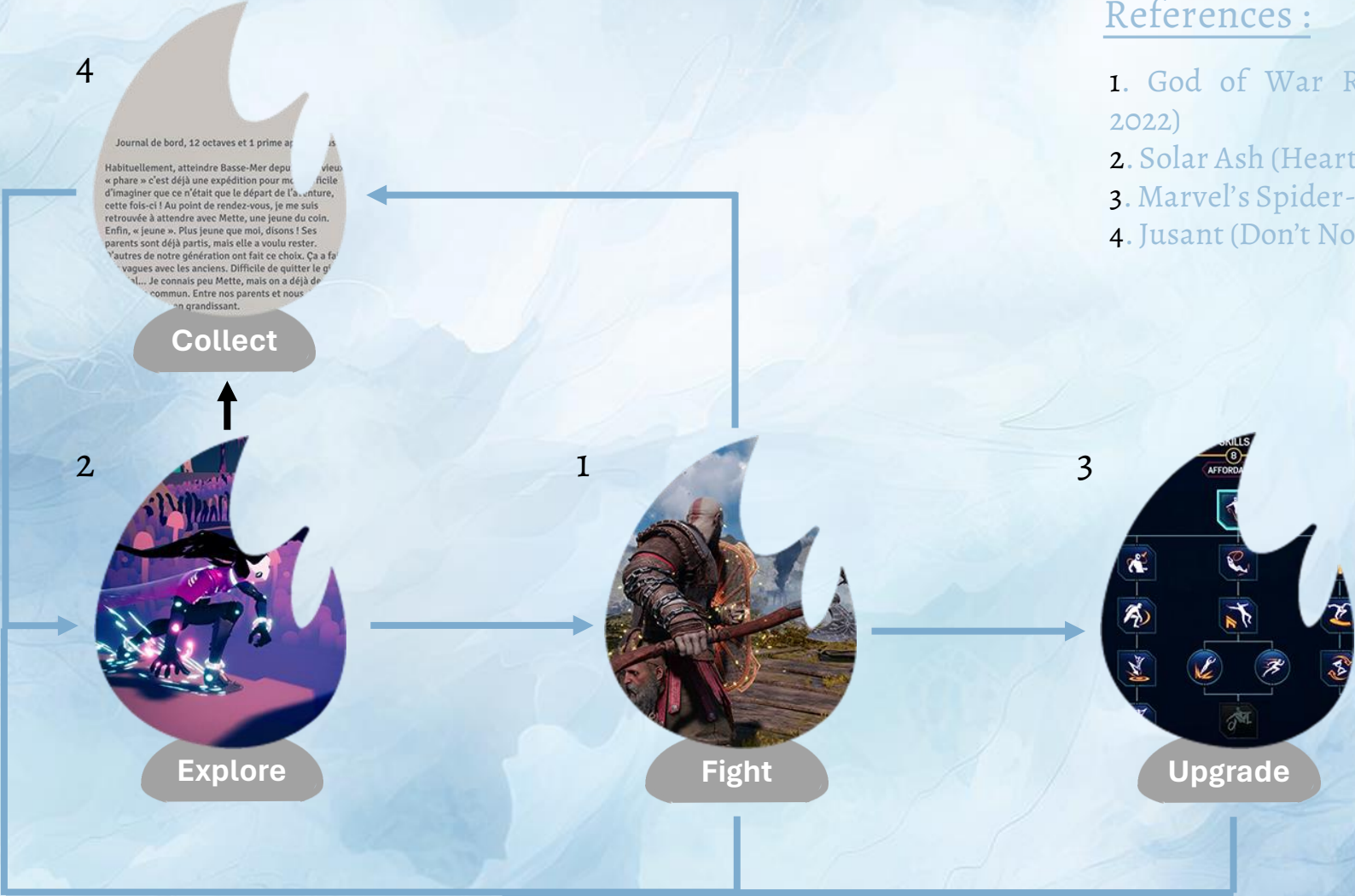
References :

1. God of War Ragnarok (Santa Monica, 2022)
2. Solar Ash (Heart Machine, 2021
3. Marvel's Spider-Man 2 (Insomniac, 2023)
4. Jusant (Don't Nod, 2023)

3 – Gameplay
Core Gameplay Features

Core Feature 1 : Melee combat

God of War Ragnarok (Santa Monica, 2022)

Fight hordes of enemies using all the abilities at your disposal (movement and attack options) and challenge yourself. This feature also evolves through the progression in the game with the unlock of new abilities and new weapons. The combat in this game mostly takes place in the air with many ways to get higher. In game, you use a light weapon (a dagger), which eases the fast movement and during a fight, the player mostly attacks the enemies & escapes their unavoidables attacks

3 – Gameplay
Core Gameplay Features

Core Feature 2 : Fluid movements

Solar Ash (Heart Machine, 2021)

With a variety of movements' options, the player can either glide on the ground, double jump, vault automatically or even use parts of his environment to access new places or new heights to get a better view of his objective. With some mastery on his abilities (base or unlocked later) and the level elements, the player can get almost anywhere in the level, be it high or far. Outside of the fights, the progression in the level can be made very quickly using the jump, the dash or the gliding.

3 – Gameplay
Other Game Features

God Of War : Ragnarok (Santa Monica, 2022)

Character Customization

To personalize his experience, the player can equip his character with various skins, obtained by pre-ordering the game, by buying some in the in-game shop or by obtaining them through events organized by developpers (similar to the Final Fantasy XV collaboration event in Assassin's Creed Origins)

Dark Souls 3 (FromSoftware, 2016)

Multiplayer Elements

Once per level, the player can decide to let a message to other players to alert them on a element that is coming later on. It lets him participate in a community without having to quit the game and use an external resource like a forum.

4 – World

Background

The world of Anesia is a very strange land, parts of different worlds and cultures coexist together in what is commonly called the « Crossroad of Souls ». All the residents of this zone are here for a purpose, whether to help the soul carriers in their tasks or to prevent future events to unfold in an unwanted way. Simple laws have been setup to regulate the inhabitants and they're all followed.There are no things such as governments, everyone autoregulate themselves. The language used to communicate is made of simple noises and is universal, greatly simplifying the trades and the coexistence. The money used to trade can be found almost anywhere in this world, with the quantity linked to the risk. The flora has a very ghostly appearance, whereas the fauna is the same as during their life, with some parts of their body having a vanished aspect.
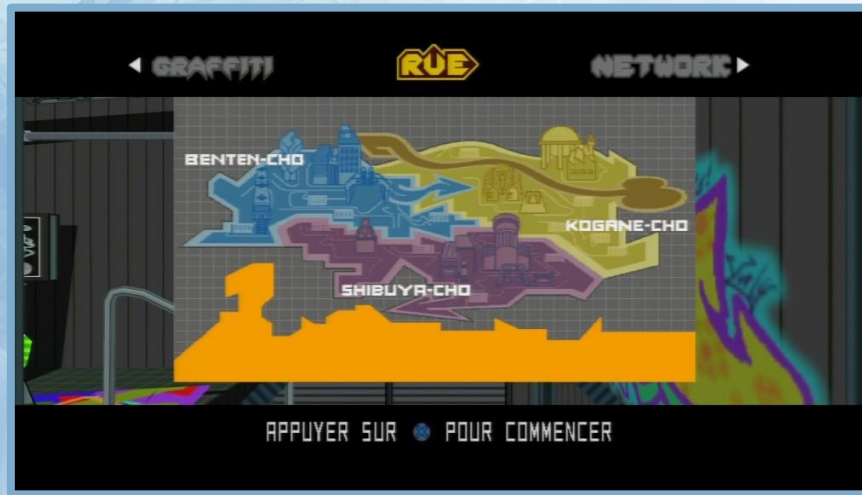
Example of Flora in Anesia

Example of Animals in Anesia

One of the possible appearances of a level

4 – World
World

Jet Set Radio (SEGA, 2000)

The World Map can be seen as this : a big map fractured in many zones that are the levels in which the player's character will progress during the game.

4 – World
Level Design

Meta LD : Linear	Macro LD : Semi-open	Micro LD : Semi-Linear

God of War (Santa Monica, 2018)

- **Linear Narrative progression and Linear acquisition of new Abilities**

Guardians of the Galaxy (Eidos Montréal, 2021)

- **Narrative way predefined but many secondary objectives & secrets on optional paths to reward player**

Star Wars ; Jedi Fallen Order (Respawn, 2019)

- **A start and an end but the player can explore the level to find everything, hidden or not**

5 – Experience
View (Camera)

Camera : Third Person Back (Semi-Close)

Solar Ash (Heart Machine, 2021)

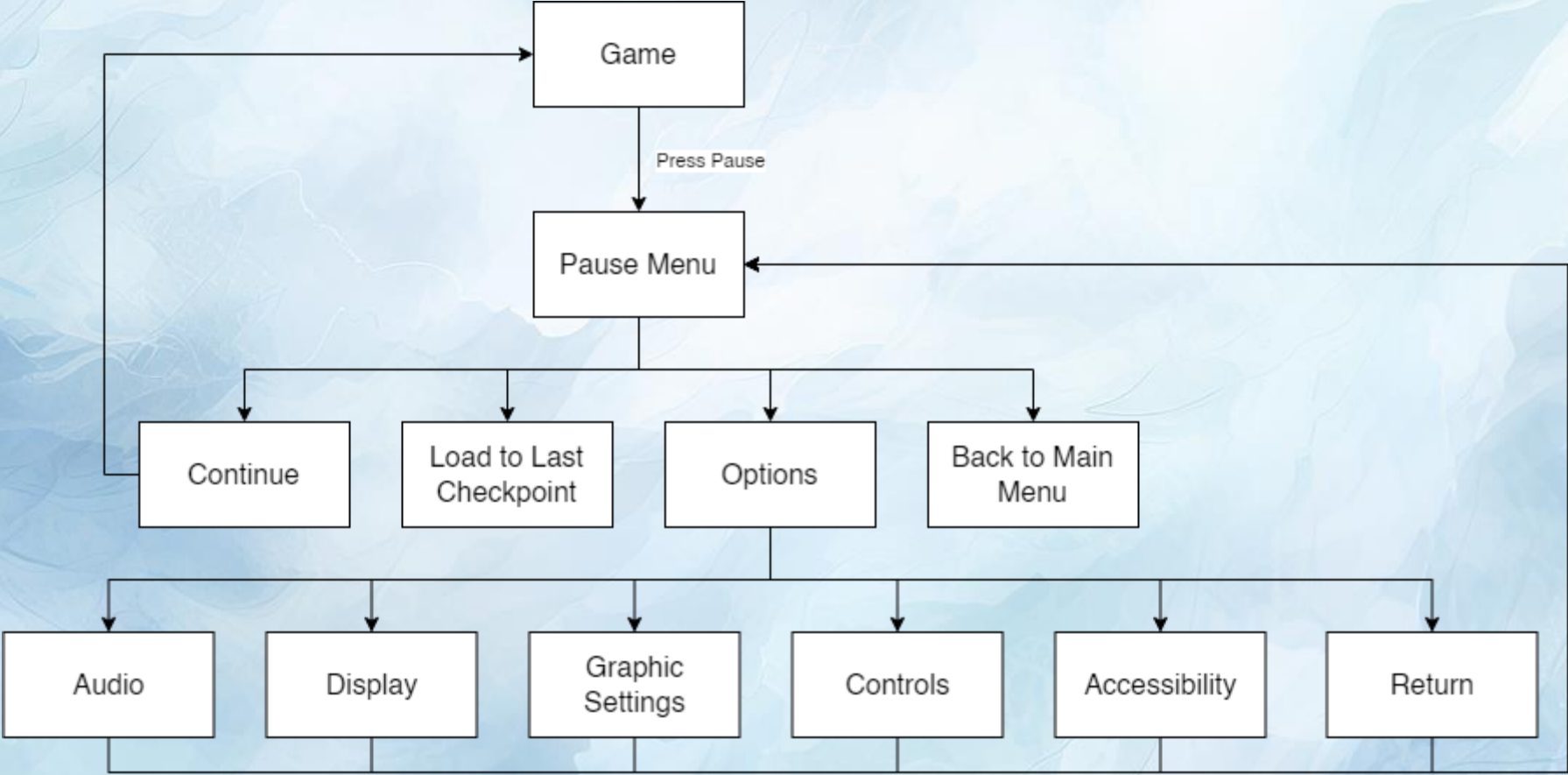Bomb Rush Cyberfunk (Team Reptile, 2023)

5 – Experience
View (Mockup GUI)

5 – Experience
Game Flowchart

6 – Game Elements
Interactive Elements

Super Mario Odyssey (Nintendo, 2017)

Metal Gear Solid 3 Snake Eater (Konami, 2004)

Locked Doors

Some obstacles found in the world are locked doors that must be unlocked with a key obtained on bosses or elite monsters, a harder version of classic mobs to offer a different challenge.

Jump Pads

When the player gets unto the Jump Pad, he's propelled in a parabolic way in the air. It can be used to reach a hidden area in which the player will find a collectible.

Climb Spot

Several climb spots are spread across the levels to offer an alternative to Jump Pads and to better regulate the player's progression. It can also be a part of specific gameplay sequences.

Super Mario Maker (Nintendo, 2015)

6 – Game Elements
Hazards

Super Mario Bros U Deluxe (Nintendo, 2019)

Pits

When the player's character falls into a pit, he's faced with a game over and he's relocated to the last checkpoint and he loses a little sum of currency.

Spikes

If the player's character falls unto spikes, he takes fixed damage and is given a short invulnerability period to escape the damage area before being able to take damage again

Tomb Raider 2 (Core Design, 1997)

Super Mario Odyssey (Nintendo, 2017)
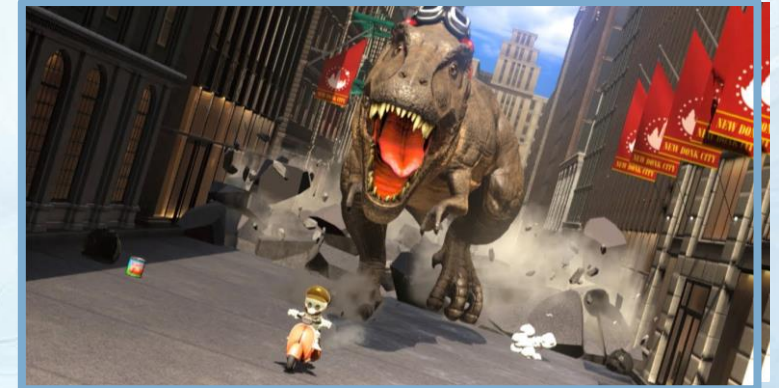
Chase Sequence

At key points of levels (during interior exploration), the player is faced with a sequence during which his character is chased by a big enemy. During this sequence, he's challenged with platforming with a different point of view on the action, making it more challenging.

6 – Game Elements
Collectables

Legend of Zelda : Skyward Sword (Nintendo, 2011)

Elden Ring (FromSoftware, 2022)

Currency in World

When exploring the world or finding crystals containing the currency in the world, the player earns a fixed amount of Etherreal. He can then spend it in shops found throughout the levels to get health/mana upgrades or even up the number of use for his limited use power-ups.

Enemies' Drops

When defeating enemies (classic, elites or bosses), the player earns EXP that he can spend at certain spots to improve the player's character's stats. It can take many forms such as health increase, assist recharge time , etc…

Power-ups

Dead Cells (Motion Twin, 2017)

Abilities' expansion

By defeating bosses or reaching specific locations, the player's character can earn new abilities that are essential to progress in the game, such as a gliding ability or even a powerful air launch. It can take many forms, be it for fighting or mobility purposes.

6 – Game Elements
Collectibles

Jusant (DON'T NOD, 2023)

Lore collectibles

When exploring the world, the player's character can stumble upon notes left by residents of this world, giving him the opportunity to learn about what is & will be happening. It could be told through different ways, such as text or voice.

Info (1/3)

Ghost Wolf

Remnants of a distant past, now corrupted by Arkron and focused on defending special places by killing intruders.

They attack by running and biting their enemies

Ghost Wyvern

Endemic specie released in Anesia by Arkron, they are attracted by shiny objects, which tends to lead them to villages.

They attack by diving and claw their enemies

Ghost Orc

Formerly guardians of soul carriers' temples, they now block entrance even to them on order of Arkron

They attack by smashing the floor and creating huge shockwaves by jumping

Info (2/3)

Ghost Wolf

Strength : +++

Stamina : +++

Speed : +++++

Skills : Bite, Jump, Rush

Ghost Wyvern

Strength : +

Stamina : ++++

Speed : +++

Skills : Dive, Claw, Dodge Roll

Ghost Orc

Strength : +++++

Stamina : ++

Speed : +

Skills : Shockwave, Smash, Rush

Info (3/3)

Ghost Wolf

They can be found guarding important places, such as gates to other regions or soul carriers' temples, preventing them to gear up to fight the upcoming difficulties.

Ghost Wyvern

They mostly are found around villages, or places with shiny elements, such as merchant caravans or attacking groups of magicians.


Ghost Orc

Since they're guardians of soul carriers' equipments, they are in their temples, guarding the most important room and preventing anyone from entering.

8 – Cutscenes
Type

Name	Where (in game)	Type	About	Technic
Game's Start	Start of a new game	Advancement	Explains the world and the goal of the player's character	Pre-rendered
Level's Beginning	At the start of a level	Setup	Shows the goal to the player	In game
Boss Kill	When defeating a boss	Payoff	Defeat the boss in a visually satisfacting way for the player	Active « cinematic »
Level's End	At the end of a level	Character's Journey	Deepens the lore and the relationship between the mentor and the disciple	Pre-rendered
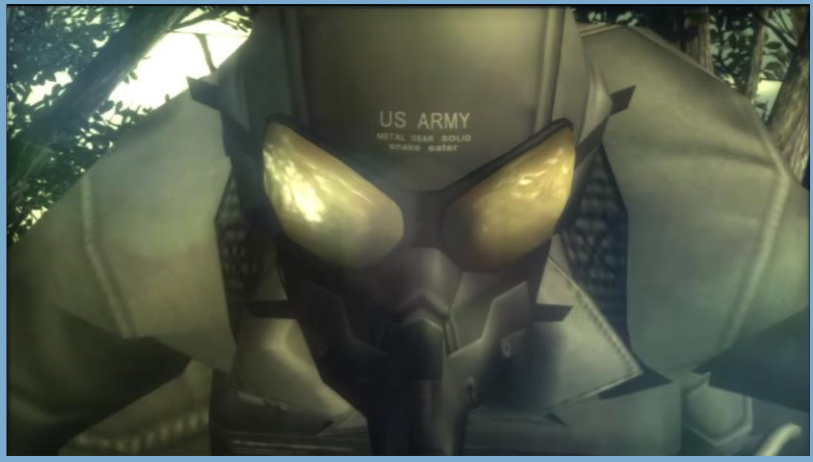
Metal Gear Solid 3 Snake Eater (Konami, 2004)

Uncharted 3 (Naughty Dog, 2011)

9 – Business Model
Type

- Premium w/ IAP

- Hard currency to buy cosmetics and some pieces of equipment to fasten the progression of the player

- Hypothetical DLCs also available in this shop
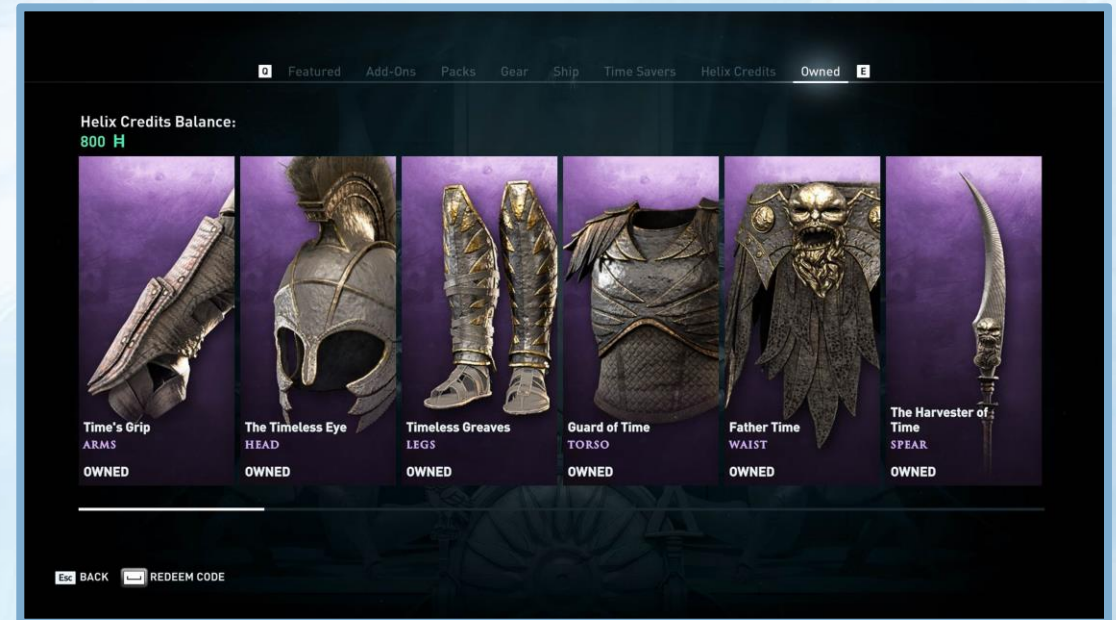
Assassin's Creed Odyssey (Ubisoft, 2018)

9 – Business Model
Prices

- Game's Price : 29,99$ (games taken as a reference : Solar Ash (36,99$), Sable (24,99$), Ori and the Will of the Wisps (29,99$)

- IAP Purchases range : from 5€ to 50€
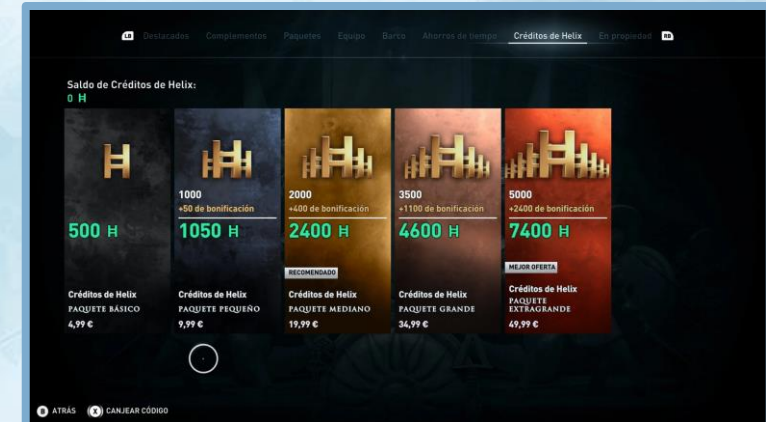
Assassin's Creed Odyssey (Ubisoft, 2018)

9 – Business Model
Currencies

- Soft Currency : Etherreals, obtained by defeating enemies or hitting Ether Crystals hidden throughout the levels

- Hard Currency : Bought in the game's shop, used to buy cosmetics, fasten equipment acquisition & in-game progression

9 – Business Model
Shop Elements

- The elements that are available in this shop are cosmetics elements for the character (like outfits & other player-affiliated elements such as mount skin & others) but also elements to speed up growth & progression like time-limited EXP Booster or equipment.

Assassin's Creed Odyssey (Ubisoft, 2018)

Payment Methods

Unlockable Elements

Dead Space (Motive Studios, 2023)

New Game +

When finishing the game for the first time, the player unlocks the New Game +, which increases the difficulty of the fights and the frequency of soft currency appearance.

Last of Us Part 1 (Naughty Dog, 2023)

Skins

At some key points of the game, the player unlocks skins for the characters which he can equip in the inventory. It can be both story-linked skins or crossover ones.

DownLoadable Content

- The Downloadable Content that would be available in the game would mostly be skins, like pre-order bonuses or collaborations-linked skins to generate more income with the game.

Guilty Gear –Strive- (Arc System Works, 2021)

Other plans

- For the possibilities for other plans, such as expansions or add-ons, the possibility of an expansion like Frozen Wilds of Horizon Zero Dawn could be considered as it would get the developpers to expand the lore and the story of the game.

Horizon Zero Dawn (Frozen Wilds) (Guerilla Games, 2017)

The Witcher 3 : Blood & Wine (CD Projekt RED, 2016)

Gameplay Pillars

Explore

- **Discover every inch of this ethereal world**

- **Unlock new ways of exploring the world**

- **Use your abilities to the fullest to get anywhere you want**

Fight

- **Make use of all your skills to create a new way of fighting**

- **Experience epicly harsh fights**

- **Get better and reinforce through difficulty**

Discover

- **A world where different cultures & visions coexist**

- **The progressive bond between a student and his teacher**

- **A Machiavellian plot that will put the world at risk**

What's Not

Guardians of the Galaxy (Eidos Montréal, 2021)

Metal Gear Solid 5 : The Phantom Pain (Kojima Productions, 2015)

Character Switch

Infiltration

Variety of Weapons

Capture Points

Open World

God of War Ragnarok (Santa Monica, 2022)

Far Cry 6 (Ubisoft Toronto, 2021)

GTA V (Rockstar, 2013)

Goal Loops

Dodge to avoid attacks, attack to defeat enemies, jump

Moment to Moment

Parry enemies' attacks to stun them, collect ethereal

Short

Unlock new abilities, spend EXP to increase statistics

Medium

Unlock all abilities, get all skins & equipment

Long

Mental Requirements

Fast

Simple ← → Complex

Slow
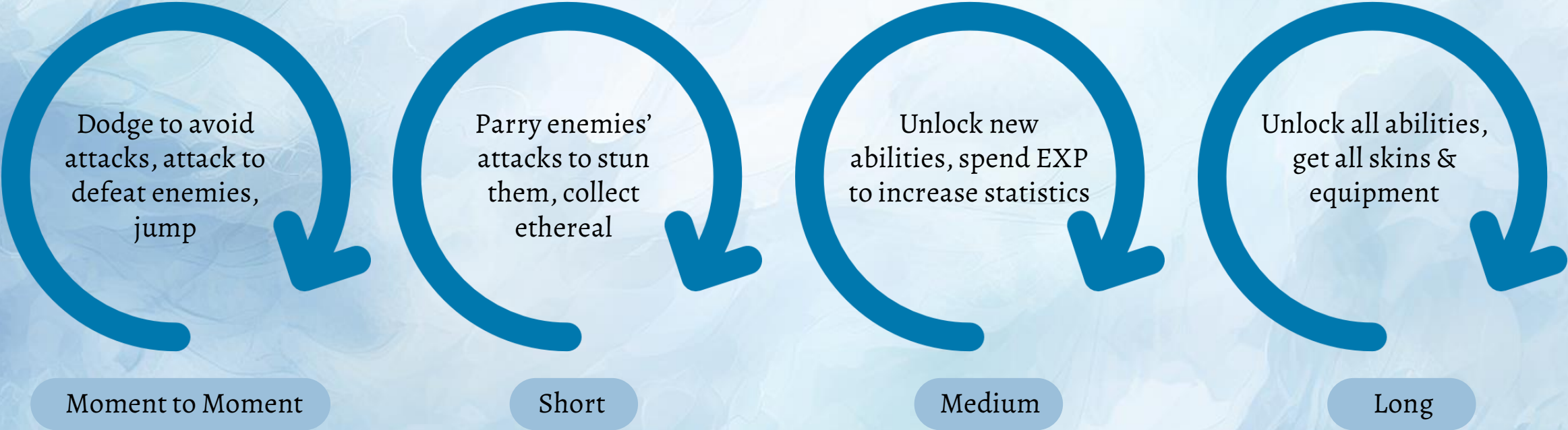
References

Game	Developper	Release	Justification
Prince of Persia : The Lost Crown	Ubisoft Montpellier	2024	Aerial fight
Forspoken	Luminous Productions	2023	Parkour feeling
Marvel's Spiderman 2	Insomniac Games	2023	Assist during fights
Red Dead Redemption 2	Rockstar	2018	Bond evolving through the story
Stray	Annapurna	2022	Discovering through the level art

Retro game	Developper	Release	Justification
Assassin's Creed III	Ubisoft Montréal	2012	Parkour system
Bioshock	2K	2007	Villain disturbing the flow of things
Jet Set Radio	SEGA	2000	Using the environment
Last of Us	Naughty Dog	2013	Duo of characters
Batman Arkham Asylum	Rocksteady	2009	Combat system

Book	Author	Release	Justification
Divergente	Veronica Roth	2011	Fight against a powerful entity
The Brief History of the Dead	Kevin Brockmeier	2006	Depiction of the afterlife
Percy Jackson	Rick Riordan	2005-2010	Saving the world
Ghost Story	Jim Butcher	2011	Ghost protagonist
Omon Ra	Viktor Pelevin	1992	Dream desillusion

References

Movies	Producer	Release	Justification
Coco	Lee Ukrich	2017	Culture discovery
Forspoken	Luminous Productions	2023	Parkour feeling
Harry Potter et le Prisonnier d'Azkaban	Alfonson Cuaron	2004	Magic powers
John Wick	Chad Stahelski	2014	Protagonist that knows how to fight
Kill Bill	Quentin Tarantino	2003	Betrayal

Music	Composer	Release	Justification
Under the Sheltering Sky	Tarkan Elsoy	2021	Ambiant world music
The Game Changer	Antti Martikainen	2016	Boss fight music
Ride of the Revenant	Eternal Eclipse	2020	Villain appearance music
Wild Boar's Inn	Brandon Fiechter	2014	Village's music
Greater than You or I	Gavin Luke	2021	Adventure end's music