



Blade Of The Deep

Backstory

After reading an old tale about a legendary hero who brought peace around the world, you learned of his burial site, located deep underground, resting his prized magical sword, said to answer the wishes of the wielder, but harbour an evil spirit.

With his wife's health on a decline and war approaches closer, he hurried off to the burial site, in hopes of the tails of old to be true, and to save everything he cares for. To bring that peace just like the hero fortold in the Story.

However, the book did heed one warning.

“Beware the watchful gaze of the beast within”.

Concept

“Blade of the Deep” is a first person adventure game set in a fantasy medieval world. The player will play as the “Knight” Named Michael. The game will open up into Michael entering a cave said to have a mythical sword contained within. The goal of the game will be to find the sword, while solving puzzles and learning more about the sword and the past wielder. There will be no combat as the player’s sword will break upon arrival crippling the players ability to defend themselves and reducing the gameplay to exploration rather than combat.

While staying true to a traditional adventure game. I am also going to add Horror and Puzzle solving elements to heighten the gameplay, while being relevant to the story which I will be creating.

The remains of previous explores will litter the cave and offer hints to puzzles. They will also contain notes of the cave, the sword and the wielders legacy.

My Moodboard



Additional Information

Setting

The world is set in a Fantasy medival era, where war is common and plague fills towns. The constant battles wreak havok on smaller towns and cities. Lawless, with the capitals as the only places of peace. Magic is rare, in that only some individuals are born with it and objects containing it is even rarer.

Genre and Influences

The Genre of my game is (Fantasy, Adventure). This game does not include PvE. I have taken inspiration from hit games such as “Skyrim”, for its world building and Ruins. Aswell as “Resident Evil” for its Puzzles and Monsters.

Target Audience: 12 and up

My game is aimed at those who enjoy solving puzzles and learning history, while under threat of a mysterious presence. May Contain Blood and Foul Language.

Narrative

Environment: The game will be set in a dimly lit cave, with some areas pitch black due to the lack of light. I chose to do this to show that the cave is long abandoned and empty of human life, and to give it a scary unsettling atmosphere with only the safety of your torch light to lead the way. Skeletons and journals will be placed around the cave to tell tales of unlucky adventures who seeked the same as the knight. These journals will leave hints to completeing puzzles to give them a reason to be read. Ivy and cobwebs will litter the walls and roof of the ruin to futher enhance that feel of abandonment.

Sound: Sound will be used to put the player on the edge as they walk through the dark halls. Sounds include water driping, rats crawling, distant footsteps (?) ETC. Sound will also be added to interactions and the player to enhance the immersion I am trying to create.

Gameplay and Interaction

The game will be played in First Person. The player will be able to only move and interact, to focus more on a narrative game rather than action one. The player will hold a torch which will be used to illuminate the pitch black ruins. This being the only light source the player can control within the game. The player will be able to interact with a series of notes, ranging from fallen adventures journals to old writings about the hero and his blade, which will help build up the narrative of the world, all while solving puzzles to progress though the ruins.

List Of Player Controls:

Walking (W,A,S,D)

Sprinting (Shift + W)

Jumping (Space)

Interacting (E)

Zoom (Left Click)

Block (Right Click)

List Of Gameplay Mechanics:

Exaustion (Sprint when needed)

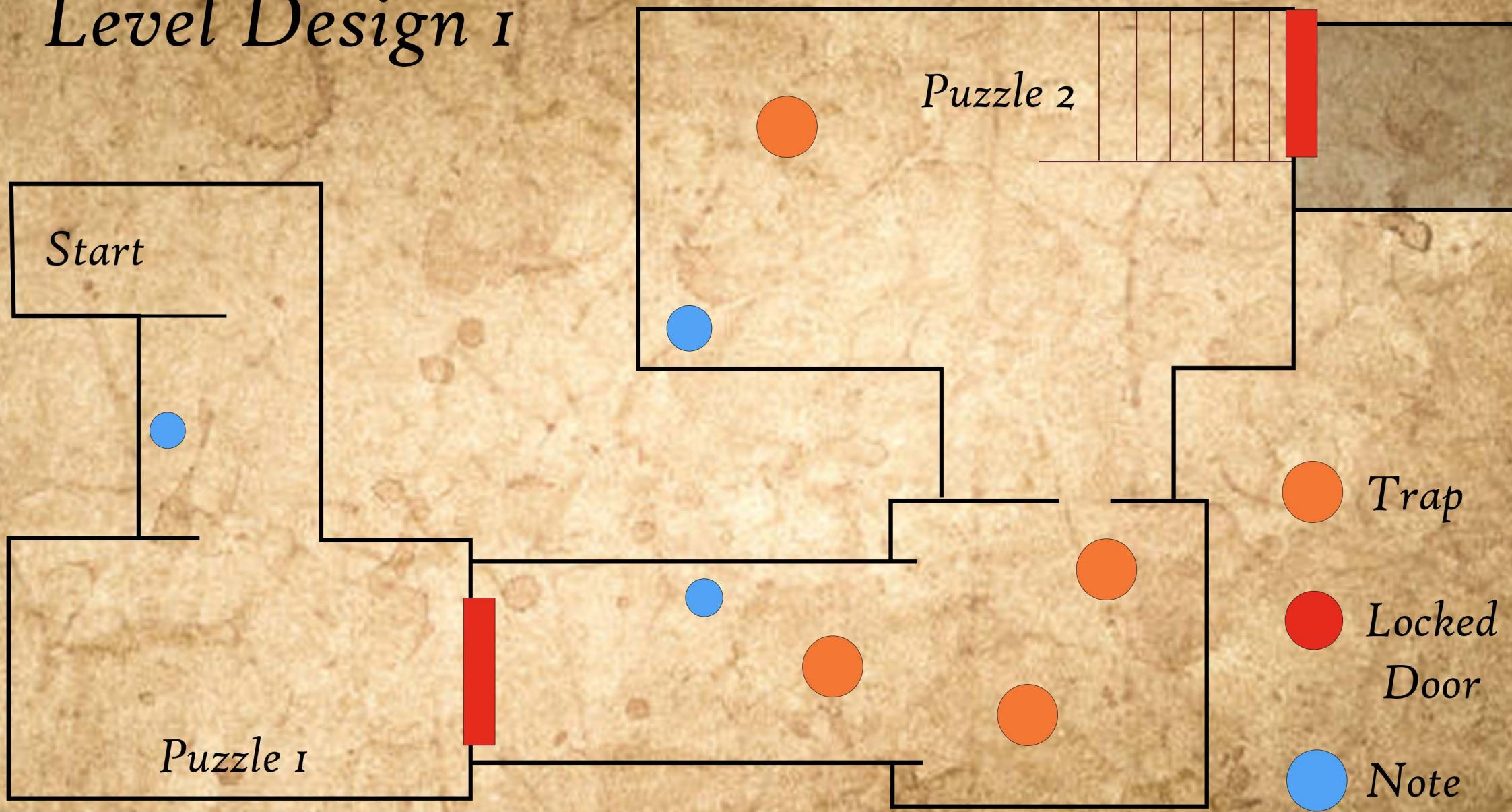
Puzzles (To prgress)

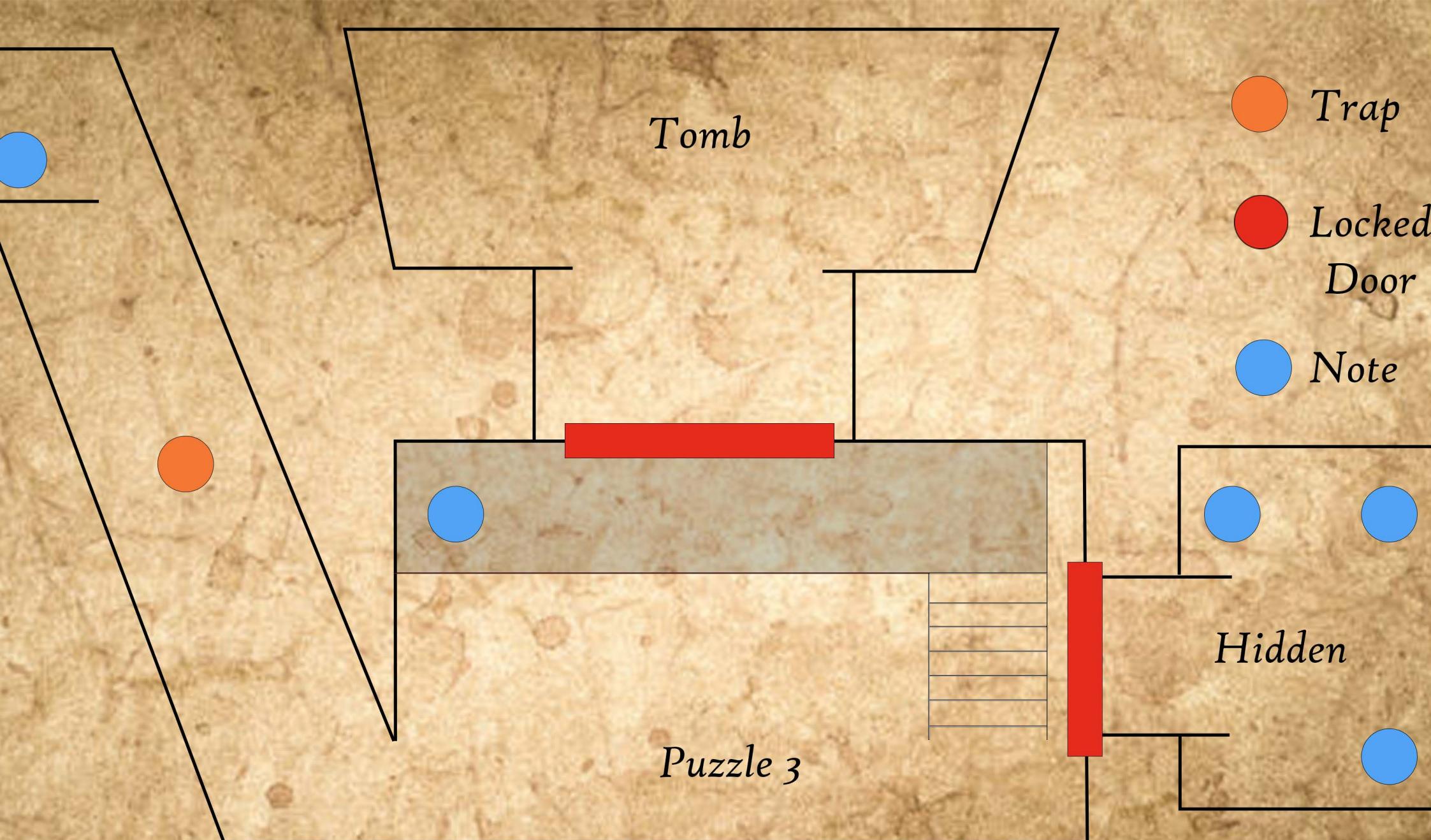
Puzzles with a “Negative Outcome”

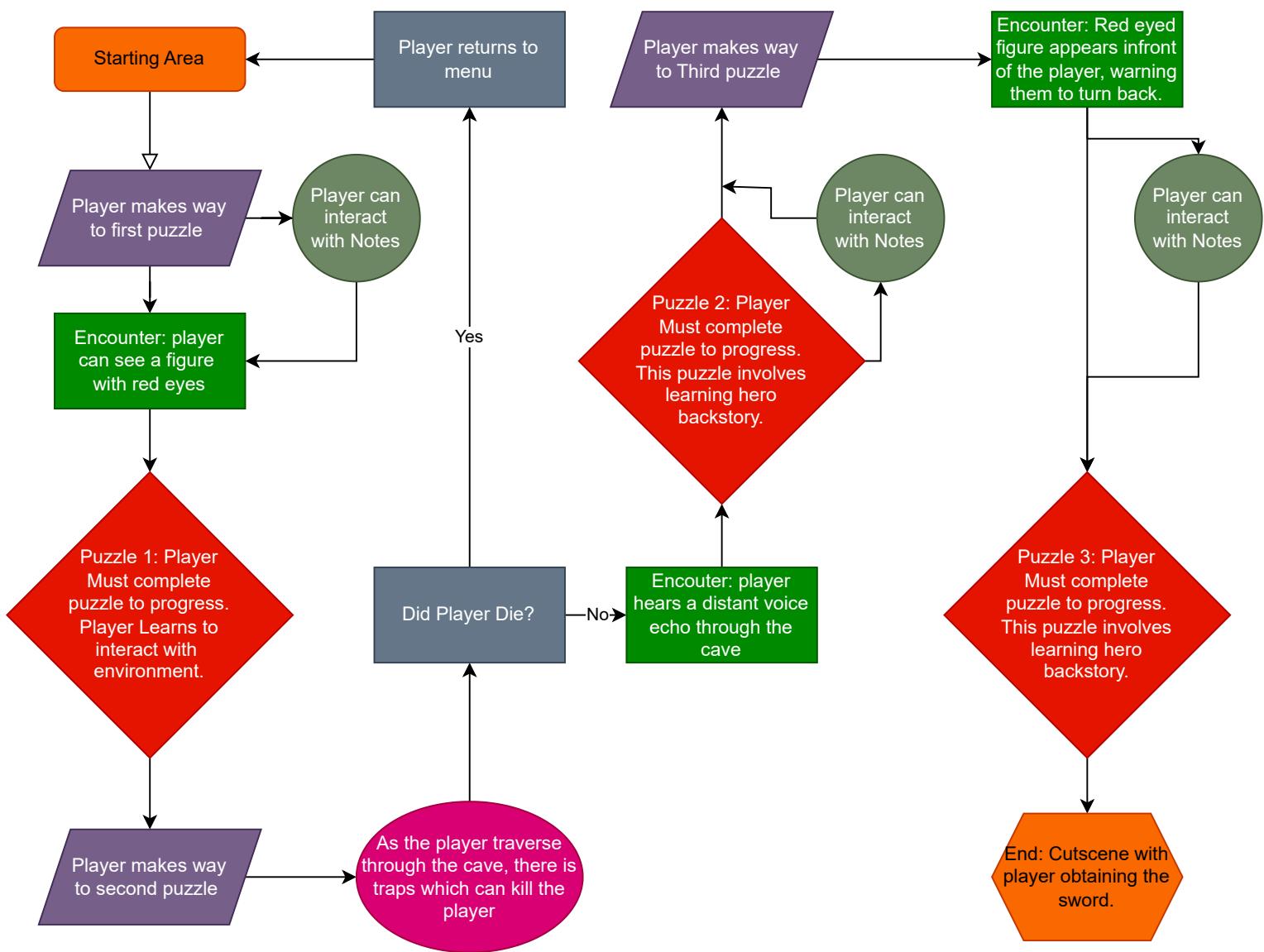
Interactable Books and Notes

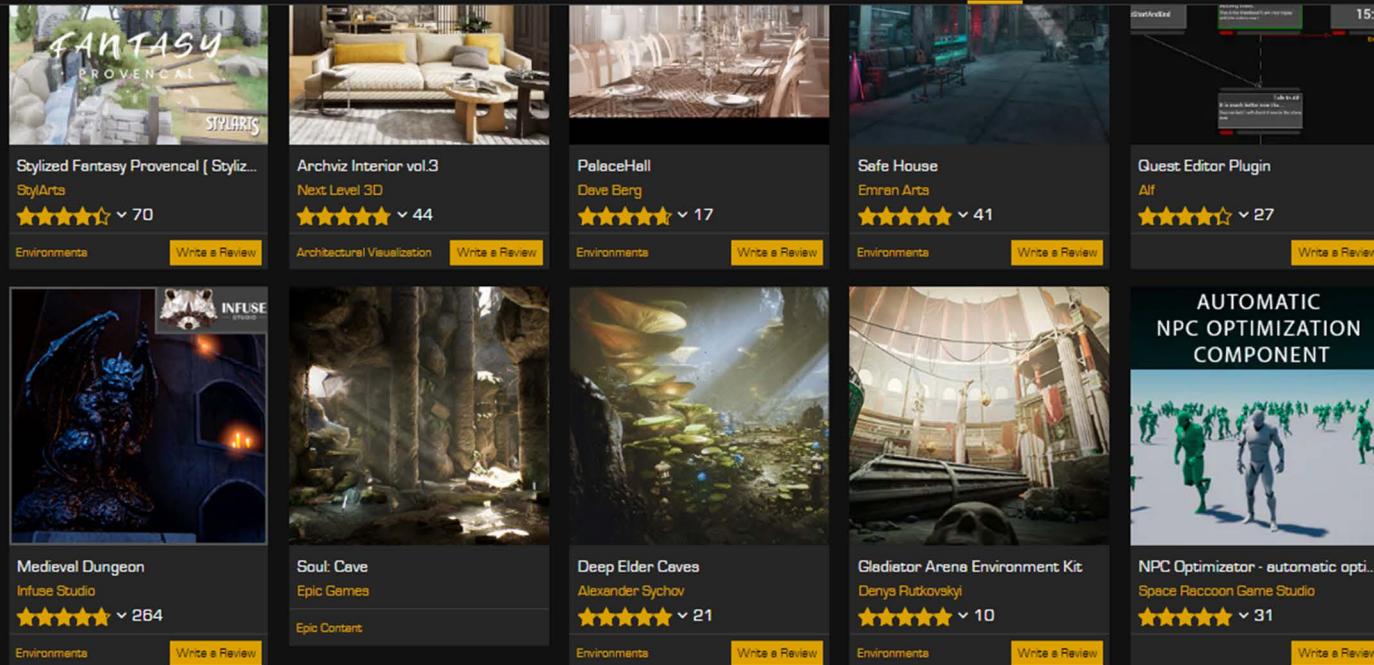
Traps that can kill the player

Level Design I







Sort By: Alphabetical ▾

Asset List

	Ancient Caves	£14.71		
	Cavecrawler	£24.52		
	Mystery cave	£49.08		

