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Project “The Deathwalker”

A High Concept Document

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THE DEATHWALKER

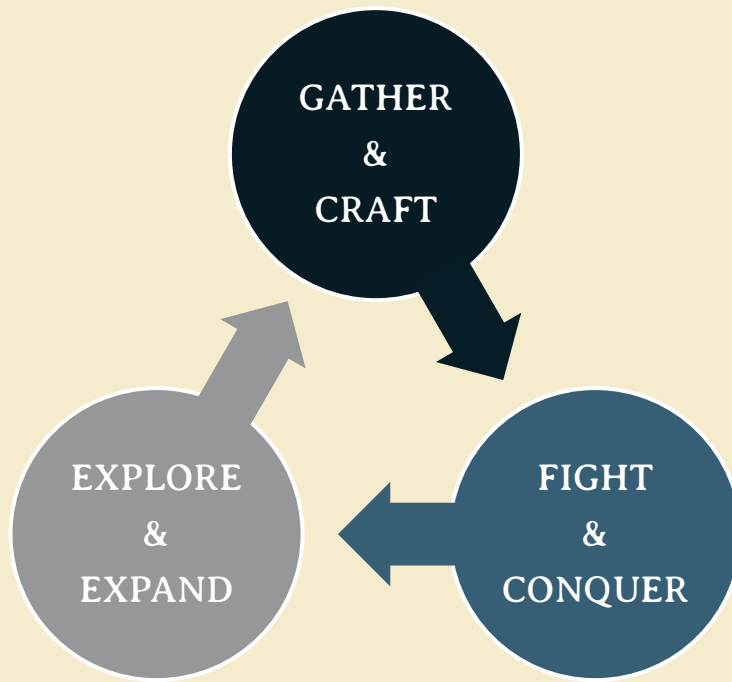
-High Concept Document-

Become the villainous Deathwalker in this open-world action-adventure survival game, as you conquer the Kingdom of Suthmere region by region. With rich storytelling and unique world-building, raise an army from the dead to achieve your dark ambitions. The game features stylized, hand-painted textures and midpoly models, reminiscent of popular titles such as League of Legends and Darksburg. Available on Steam, PS5, and Xbox, The Deathwalker offers a gameplay-focused experience with the option to include a replayable mode after completing the main story.

The setting of the game is in a high fantasy medieval world that was created by me. It features magic, wizards, fantasy creatures, epic battles, and a rich history.

My main target player demographics are:

- Midcore and hardcore gamers who can spend vast amounts of time in a single game and enjoy grinding in games.
- The players usually play single-player games and falls within the explorer or achiever types of player groups.
- Players who play strategy games, especially operational and tactical strategy types.
- People who enjoy Sandbox games.



General gameplay is revolving around these three points:

Gather & Craft

In the first point of the core loop players generally look around for resources and use them to craft and upgrade gear, items, consumables, units etc.

Fight & Conquer

The second point is where players use their skills and upgraded gears and units to fight to gather more resources and conquer settlements with their army.

Explore & Expand

The third point involves using the main gameplay elements and mechanics (such as basic movement, units, items) to explore the undiscovered areas in map and build different buildings and such.

**Note that these points are intersected and there is no obligation whatsoever to execute them in any order.*

The main goal and “win condition” of the game is to Conquer every settlement, region and finally the Kingdom itself.

WHY SHOULD IT SELL?

The game's main selling point is the aesthetics, along with the unique and interesting story. Nowadays, people are interested in stylistic games and non-heroic protagonists.

The gameplay features rising trends such as gathering and crafting, exploring, and conquering. The balance of these mechanics offers players the ability to choose their playstyle. It's like a sandbox where they can do whatever they want while experiencing a linear narrative and storyline.

GAMEPLAY EXPERIENCE

The main narrative should take about 50~ hours. But the game encourages players to replay the game. Having four different weapons, mastery-based development, bestiary and having a campaign like gameplay is the key features along with others makes this game replayable.

MONETIZATION STRATEGY

The game will be a premium game with no in-game purchases. Being an indie game, the price will be relatively lower and accessible for many indie players.

STORY

The storyline is a little complicated. The protagonist is a necromancer named Soren, who is also the villain of this story. As a child, Soren had the ability to raise the dead and was happy until his family was murdered when he was 9 years old by the Order of the Eternal Flame. This religion deceives the people of the kingdom for their malevolent purposes.

Soren was then raised by his Master, Magnus, who found him when he was 14. After certain complicated events, Magnus was also murdered by the townspeople because the Order tricked them. After Magnus' death, Soren swore to avenge his master. The story of the game starts after this event, and it shows how Soren becomes a necromancer villain who is feared by all the people, and how he is building an army to defeat the Order of the Eternal Flame.

As for the storytelling, the main storyline will be conveyed to the audience through several methods including:

- Cutscenes
- NPC dialogues
- Cinematics
- Hidden journals
- In UI, within the description of items and such.

CORE GAMEPLAY SYSTEMS

REANIMATING

Reanimating is the main mechanic of the game. The Necromancer can and must reanimate dead things that he encounter or wish to reanimate. To reanimate, the Necromancer spends a resource called *Life Essence*, with each species requiring a different amount of Life Essence. Life Essence can be gained in three ways: the most common way is to kill a living creature and loot the dropped Life Essence, the second way is to burn certain resources like fiber and wood to gain Life Essence, and the third way is to randomly encounter Life Essence across the map. Once reanimated, the dead thing becomes a *risen* and serves the Necromancer. Risen are also *units* with a certain lifespan called *bout*. The Necromancer can only have a certain number of units, and because they become *perished* after a time, the Necromancer needs to constantly reanimate throughout the game.

CRAFTING

Crafting is the primary method to obtain items in the game. Almost every item can be crafted using the *workbench* and *alchemy table*, both of which are considered buildings. Necromancers use resources to craft, such as wood, stone, and fiber, for example, to craft a *Wooden Axe*. In order to craft, the Necromancer needs *recipes*, which are acquired by leveling up (although this may be subject to change).

CONQUERING

Conquering is a big part of the core game loop, and it needs to be done frequently throughout the game. The objective is to *siege* a *settlement*, and to achieve this, the Necromancer needs *intel*. Intel can be earned by sending *explorer units* to a settlement.

Once the Necromancer reaches the required amount of intel, the settlement becomes available to be conquered. In the siege battle, another fight scene ensues, and troops are deployed to desired locations on the battlefield. The troops are the same *fighting units* that the Necromancer uses outside of sieges.

FIGHTING

Fighting is done in two different settings: in the open, where the Necromancer roams freely, and in the sieges. To fight, he uses his *main weapon*, this weapon's skills, and his *innate skills* which he learns from the alchemy table. Every main weapon has one auto attack and 4 abilities, one of them being a blink/dash ability. These weapons can be upgraded in the character window when the weapon reaches a threshold. There will be damage types in the game also, which is a work in progress.

SKILLS

There are two types of skill sets in the game: *Weapon Skills* and *Innate Skills*. Innate skills require different things depending on the skill. These skills can be achieved in the skills window and require a corresponding skill book to achieve. Skill books are crafted in the alchemy table with rare ingredients.

Weapon skills, on the other hand, are specific and can't be chosen; each weapon has four skills, and the more the weapon is used, the more skill points it gains. Each weapon skill set has different playstyles like classes. For example, if player defeats 50 enemies with Grimoire, he gets 1 skill point to spend.

BUILDINGS

As buildings, houses, storages, and tables exist for now. All of them have different purposes and can be upgraded. Storages include *silos*, *sheds*, and *barns*, which are used to contain corresponding resources. Units are divided into three categories: *explorers*, *fighters*, and *gatherers*, and they use these buildings constantly as their stations.

UPGRADING

In the game, almost any functional thing can be upgraded. *Gears*, *items*, and *tools* are upgraded in the workbench, while skills are upgraded in the skill window. Buildings also have their own tabs for upgrades.

QUESTS

Quests in the game will be simple and direct. There will be a main questline to track main progression after the tutorial, as well as side/optional quests to gain more power. While some of the optional quests may feel more mandatory, others will be entirely up to the player's choice. For example, the Necromancer can encounter a hidden diary in the forest, and when he reads it, it will give him a quest where the reward is a rare upgrade material or item. There will also be quests with time limits, where the reward is a vast amount of resources or Life Essence.

TIER

Once again, in the game, many things have a tier system, including weapons, enemies, and settlements. The regions are the main determining factor for the tiers. For example, each region has two unique minerals/ores that can only be accessed in that region and the next one. Main weapons also have tiers, and every successful major conquest makes the next tier accessible. Enemies follow the same logic as gatherable resources.

UNIT

Units are known as Risen in the game. There are three types of Risen: gatherers, explorers, and fighters. Gatherers collect resources based on the Necromancer's orders.

Fighters can roam and siege with the Necromancer. Explorers are used to uncover the map's fog of war and gather intel from settlements. Each building has a limited amount of space to store units, but these restrictions can be expanded by upgrading the buildings.

VISUAL ASPECTS

General Aesthetics

The game's artstyle is inspired by the theme of morbidity and death, featuring a dark and eerie atmosphere throughout the world. The character models and environments are designed in a midpoly style, with a focus on intricate details and textures that give the game a unique and immersive feel. The textures are handpainted, giving the game a stylized look that is reminiscent of games like League of Legends by Riot Games, Darksburg, Northgard, Dune Spice Wars, Wartales by Shiro Games. Overall, the combination of the game's artstyle and theme creates a visually striking and unforgettable experience for players.



Picture 1.1, 1.2



Picture 1.3, 1.4



Picture 2.1, 2.2, 2.3, 2.4

Visual Theme

The game's visual theme is intentionally morbid and unsettling, with a heavy emphasis on the grotesque and decay. I aim to create a world that feels necrotic, where everything is slowly crumbling and decaying. The environments are dark and foreboding, with twisted and gnarled trees, abandoned buildings, and overgrown ruins. Even the characters and creatures in the game have a certain necrotic quality to them, with a sense of decay and corruption that permeates everything.

INSIDE THE WORLD

MAP



This is an early product stage map of Suthmere, the kingdom where the game and story take place. The Ironwood region will be the starting point of the game and also the first region to be conquered.

CREATURES AND ENEMIES

		SIZE			SPEED			RANGE			IS PASSIVE	DAMAGE			
		S	M	L	S	M	F	M	S	L		L	M	H	
ANIMALS		rabbit	deer	bear	bear	deer	rabbit	beaver	bear		rabbit	beaver	wolf	bear	Tier 1
		squirrel	wolf			beaver	squirrel	wolf			squirrel				Tier 2
		beaver				wolf					deer				Tier 3
															Tier 4
UNDEADS															Tier 5
HUMANS		Archer	Cavalry	Archer	Swordsman	Cavalry	Swordsman	Cavalry	Archer			Swordsman	Archer	Knight	
		Swordsman	Knight	Knight	Pikeman		Knight	Pikeman				Pikeman	Cavalry		
		Pikeman													
MAGICAL CREATURES															
LEGENDS															

Location	Tier	Animal	Human	Undead	Magical Creature	Legend
Ironwood	1	Rabbit				
		Squirrel				
		Deer				
	2	Wolf	Ironwood Swordsman	Skeleton		
		Bear	Ironwood Archer			
		Beaver	Ironwood Cavalry			
			Ironwood Pikeman			
	3			Zombie	Barksin Warrior	
					Barksin Lasher	
					Barksin Guardian	
					Barksin Archer	
	4			Spectre	Fungoid Warrior	
					Fungoid Brute	
					Fungoid Caster	
					Fungoid Tosser	
	5				Fungoid Lancer	
					Dryad sage	Treewarden
					Dryad ranger	Mycocceph
					Dryad Healer	Verdant Sovereign

THE PEOPLE	Treefolk	Fungal Network	Dryad Folk
THE BOSS	Treewarden	Mycceph	Verdant Sovereign
THE ARMY	Barkskins	Fungoids	Dryads

Barksin Warrior	Fungoid Warrior	Dryad sage	
Barksin Lasher	Fungoid Brute	Dryad ranger	
Barksin Guardian	Fungoid Caster	Dryad Healer	
Barksin Archer	Fungoid Tosser		
Barkskin Bender	Fungoid Lancer		
Barkskin Stalker			

Enemies	Drops				
Rabbit	EXP	Life essence	Rabbit Heart	Rabbit foot	
Squirrel	EXP	Life essence	Squirrel Heart	Squirrel tail	
Deer	EXP	Life essence	Deer Heart	Antler	

RESOURCES

RESOURCE NAME	TIER	PURPOSE	ACQUISITION	ALCHEMY	CRAFT	UPGRADE	SKILL	MINES / ORES	PLANTS	ORGANS
LIFE ESSENCE	1	UNIQUE	ROAM/PLANTS/ANIMALS/CRAFTABLE							
WOOD	1	CRAFTING	PLANTS							
FIBER	1	CRAFTING	PLANTS							
STONE	1	CRAFTING	MINES/ORES							
HERBS	1	CRAFTING	PLANTS							
COPPER	1	CRAFTING	MINES/ORES							
DEER HEART	2	ALCHEMY	ANIMALS							
ANTLER	2	UPGRADE	ANIMALS							
RABBIT HEART	2	ALCHEMY	ANIMALS							
RABBIT FOOT	2	UPGRADE	ANIMALS							
SQUIRREL HEART	2	ALCHEMY	ANIMALS							
SQUIRREL FOOT	2	UPGRADE	ANIMALS							
DEER HIDE	2	CRAFTING	ANIMALS							

REGIONS						
1.	copper	iron	silver			mines
2.	copper	iron	silver	lead		
3.	copper	iron	silver	lead	quicksilver	
4.	copper	iron	silver	lead	quicksilver	gold
5.	copper	iron	silver	lead	quicksilver	gold
6.	copper	iron	silver	lead	quicksilver	gold
	common	uncommon	rare	extremely rare		

SKILLS

Reanimation 1						
Casting Time						
Damage Type						
Damage						
Range						
Target						
Cost						
Duration						
Cooldown						
Reanimation 2						
Casting Time						
Damage Type						
Damage						
Range						
Target						
Cost						
Duration						
Cooldown						
Reanimation 3						
Casting Time						
Damage Type						
Damage						
Range						
Target						
Cost						
Duration						
Cooldown						

WEAPON SKILLS

Grimoire	Long Cast time, higher dmg
Raise Shadow	Summons a shadow pet
Runic Captivation	Lock enemies in a large area
Grim Surge	10 secon boosted as,ms,dmg,cd
Shadow Shift	Cast shadows and recast to teleport to it
Scepter	Higher range, higher attack speed
Death Path	Draw a death laser to dmg and slow

NOTES

- All the screenshots can be seen as “sneak peeks” and were taken by me from my personal workspace. They are not complete whatsoever, and their only purpose is to emphasize and showcase the workflow and style.
- The story of the game, although originating from the game's history, has evolved beyond that and is now being written as a fantasy novel featuring the same characters as the game.
- The idea and design of the game are solely mine, and I have had no external assistance with designing. The game is currently in the ideation phase and has not yet been developed.
- The game is being worked on as a side project in my leisure time. However, if the necessary development requirements are met, it is definitely something I would consider fully developing.

SOURCES

- Picture 1.1 – 1.4 [\(41\) Soulstealer Vladimir Skin Spotlight - League of Legends - YouTube](#)
- Picture 2.1 – 2.4 [ArtStation - Lary Kummer](#)

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