

Monster Odyssey

Game Identity / Mantra:

Stylized 2d sides scrolled, action adventure about a monster escaping a human tribe to its home.

Escape and survive

Design Pillars:

This games design pillar based the below 3 parameters.

(Adventure, strategy, stealth)

Genre/Story/Mechanics Summary:

This game uses a unique stealth mechanic to tell a story about escape and survive

Escape & survival dependent

Features:

Character abilities –

Defense –

Chameleon skin - Hide in the plane site

Mind control/Hypnotize – make enemies hit themselves or do their bidding

Attack-

Cocoon maker- shoots a green slimy sticky goo to bind the target in the place forever.

Deafening roar – as per the name leaves the enemy tremble in fear with a enamors roar

Enemy abilities –

Attack –

Net through – troughs net to capture the monster. Ranged

Stick smash – Smashes a stick to capture the monster. Melee

Spell reveal – A counter to player chameleon skin ranged & mind control

Defense -

Shield cover – Protects from roar

Spell cast bubble – Creates a magic shield

Abandon shield – Droop their shields in place to escape from the green goo.

Interface:

Player uses the HUD interface & a virtual joystick to control our character

Art Style:

Stylized 3d

Music/Sound:

Include links to music and sound design similar to what you're trying to achieve. You can also list the emotional responses that the sound should invoke in the player.

Mind map link

[Link](#)

Development Roadmap / Launch Criteria:

Platform: Google Play/iOS/Web.

Audience: 8+ to 30.