MOIRAI'S TRIAL

Group 12

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Something has to keep all of this together, right?

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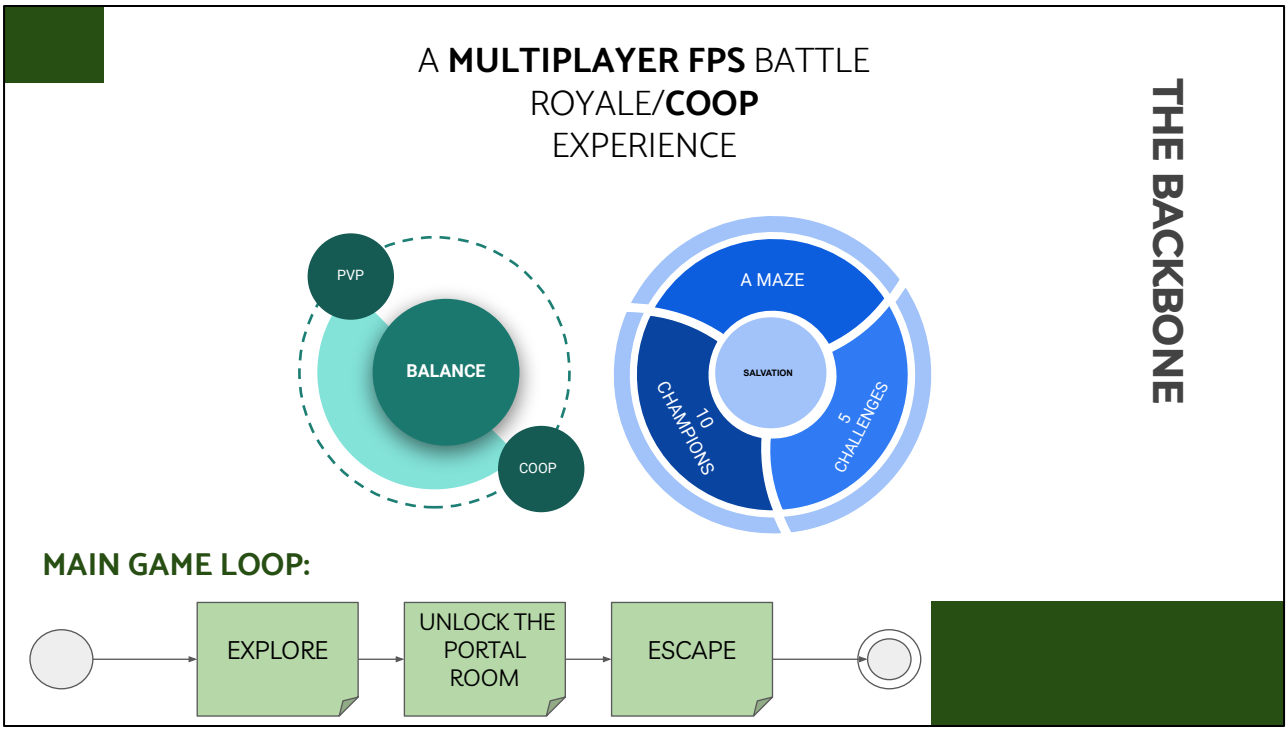
Let's see how this is going to be, well, seen.



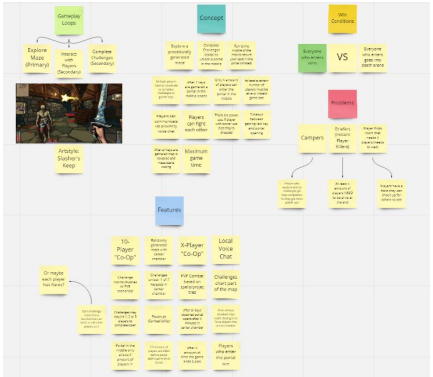
The game we are proposing to develop can be defined as a kind of first person shooter battle royale with some co-op dynamics.

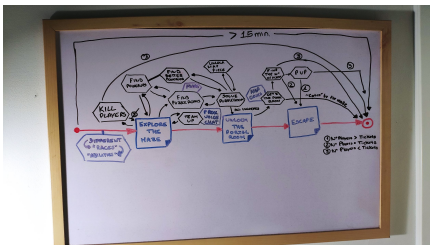
On this slide we have a summary of the main cycle of the game, which consists of exploring the map (a maze), finding and solving challenge rooms, which unlock a portal room that finally allows the players to escape and win.

VOICE CHAT

FEEL

BEHIND THE SCENES





MAIN FOCUS

Build a road from top to finish, while being aware of possible bumps and how to avoid them

THE PROCESS

WHAT ABOUT...

THE PLAYER'S ACTIONS

The player can:

. Navigate the maze (explore it to find skills, challenge rooms, etc.)

. Chat with other players via proximity voice chat (to, among other things, be able to cooperate with other players)

. Launch projectiles and executing skills (to fight and overcome the challenge rooms)

Challenge rooms will have different tests that can vary from puzzles to PVE encounters, but regardless of the challenge, mastery of movement and shooting mechanics as well as cooperation with other players will always be necessary.

Image taken from the game *Grimoire: Manastorm*

WHAT ABOUT...

THE PLAYER'S MOTIVATION

The main objective of the game is to escape the maze, to do that you need to unlock access to the room that contains a portal that allows you to do so.

The means to achieve this end consist of two components: the pvp part and the co-op of the game.

.For the first, and because the number of players who can escape is limited, there is not only a motivation to kill opponents for a place on the portal but also to steal power ups from them to become stronger.

.On the other hand, the player is also motivated to join others, either to protect themselves within a team or to collaborate in solving challenges.

WHAT ABOUT...

THE VALUE OF OUR CONCEPT

In a market saturated with battle royale games, it is rare to see games that take advantage of the genre to offer new experiences. In our game, we are going to take this genre and give it interactions of social dynamics. Players will have to cooperate with each other to progress in the game, but at the same time they will have to be constantly looking over their shoulder, as in the end only a few players will leave the maze alive.

The game combines randomness in the level design with deep combat mechanics and social dynamics to offer a fun and highly replayable experience.

THE ANCIENT GREEK **MOIRAI**'S LEGEND

SNEAK PEAK

VISUAL REFERENCE