

~ The Unfinished Journey ~

PC / PlayStation / Xbox / Switch

Concept:

The Unfinished Journey centres around an old, retired Adventurer, who once fought against the forces of darkness which threatened the World, under the rule of the Great Demon Lord. Once hailed as a Hero of the people, as time passes and the lands prosper once again with no more wars to fight, he slips into obscurity and relative poverty, living out his days in his home village, telling tales of the past to anyone who will listen... for an Ale and a Hot meal at the Inn, of course.

Unique Selling Point:

This game will challenge the expectations of what it means to be an aged Hero recounting a tale that even they may be remembering incorrectly due to how long it has been since it took place, and this introduces random **Modifiers** such as people listening to the tales saying they heard it differently, so as the story changes on the fly, the game itself changes, which will be covered in the Mechanics section. This will keep the game replayable as even if you go back to the same levels, the Modifiers will be random.

Game Info:

The game will be an **Action Platformer** inspired by many Fantasy game elements, and on all major platforms, as it is not designed as a AAA title so can be played on Current and Older Generation systems and is even perfect for playing while travelling using the Switch, targeting players who want an engaging RPG experience but with relatively short play-time requirements (*as the levels will not be extremely long*). This means that it can be played casually while on the commute to work, on the plane while going on vacation, or just when you have time at home to relax and chill out.

As a single-player experience, the game will likely not appeal heavily to the **Killer** or **Socializer** market of players, as there will be no Player vs Player or Multiplayer experience where other players can either be killed or befriended, and so it will more favour **Achievers & Explorers**, as there will be colourful NPCs to interact with, Lore to be discovered, and a slew of Achievements and replayability value due to said achievements, alongside choosing which class of Adventurer you play at the beginning, which will alter gameplay and allow you to progress certain Achievements.

Plot Summary:

The main plot of the game follows an old, retired adventurer, telling their tale in their hometown's Inn to a group of younger adventurers. Along this tale, the adventurer will battle through **Five** unique worlds, each with **Six** levels and their own **Unique Boss Encounters**, before reaching the final battle to save the kingdom. Starting in the surrounding **Forest**, the adventure takes them through the **Mountains**, **Desert**, and through the **Wasteland** surrounding the **Demon Lord's Castle** before the final confrontation with the Great Demon Lord himself, where he is thought sealed away forever.

The game ends as the ground rumbles, and it is revealed that the Great Demon Lord was not defeated, and has returned, plunging the kingdom into chaos once again. The old adventurer looks to the younger ones around him with a wry smile and tells them that it is time for them to finish the Journey, fading to black as they grab their weapons and run out of the inn to face their destiny.

Mechanics:

The game itself will be played like similar games in the genre, like **Shovel Knight**, or **Ghosts 'n Goblins**, with an emphasis on the player's ability to Jump, Block, Parry, Dodge, and Time Hits against the enemies they face.

At the beginning of the game, they will select between **Knight**, **Magician**, or **Ranger**, and then the retired Adventurer telling the tale will be that class, and the levels will hold Power Up items based on the chosen class, so it can be replayed three times with different styles of play (*Melee, Magic, or Ranged Attack*).

It will also use a **Modifier** system in each of the levels. For example, you are fighting some easy Slime enemies, and a listener shouts out “*I heard it was actually Demons!*”, and as the Adventurer remembers what really happened the Slimes morph into harder Demon enemies, or if a low number of enemies seems too easy a listener could shout out “*I heard it was three times that amount!*”, and suddenly the enemies get some reinforcements. All this would be somewhat random, to keep players on their toes.