

INKKILLER

HUMBLET Dorian High Concept Document

GENERAL INFORMATION

| | |
|-------------------------|------------------------------------|
| <i>Title :</i> | <i>"InkKiller"</i> |
| <i>Genre :</i> | <i>Tactical RPG Base Turn</i> |
| <i>Mode :</i> | <i>Solo & Multi player</i> |
| <i>Camera :</i> | <i>Top view & Third Person</i> |
| <i>Platform :</i> | <i>PC & Consoles Next Gen</i> |
| <i>Business Model :</i> | <i>Premium</i> |
| <i>Target :</i> | <i>RPG Player ; Movies Fan</i> |
| <i>Rating :</i> | <i>Mature</i> |



GAME OUTLINE

Weirdness / Story Type / Pitch ; Synopsis

WEIRDNESS

Dead by Daylight



Characters

Smite



Marvel vs Capcom

Activities

World

Paranormal



Evoland



Doom Eternal

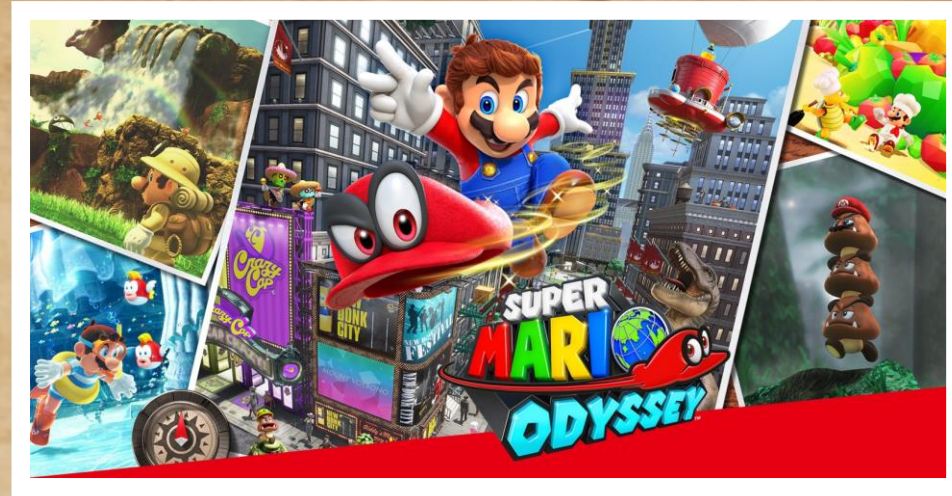
STORY TYPE

Open Ended Designer Created

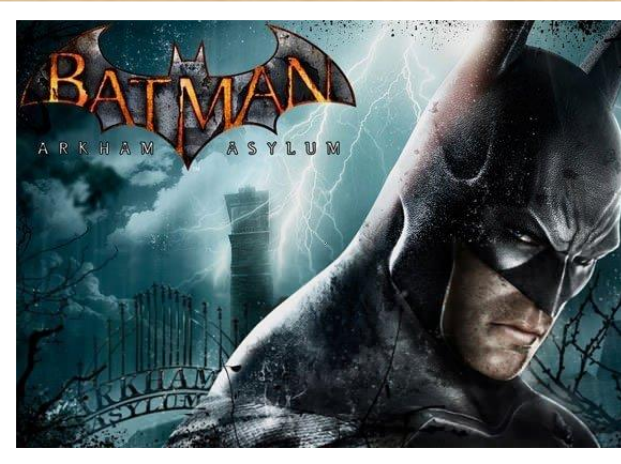
1. *Semi Linear Outcome*
2. *3 Open Areas to explore*
3. *2 Different ending*



3. Grand Theft Auto V



2. Super Mario Odyssey



1. Batman Arkham Asylum

PITCH

South Park : The Fractured But Whole with the characters and the universe of *post 70 movies*.



SYNOPSIS

You embody "David" a 13 year-old boy who has a paranormal connection. He is linked with the book of the dead, controlled by "Thanatos", an aspect of Death in another dimension. Together they must escape the Hawkins Laboratory with all the killer and monster the book can summon. "David" just want a peaceful life, but "Thanatos" wants to use the boy to enter his dimension and destroy everything.

CHARACTERS

Profiles / Characters' Web / Characters' Evolution / Controls

PROFILES

Name : David

Age : 13 years old

Genre : Male

Trait : Kind ; Generous ; Determinate

Weakness : Naïve ; Afraid (at he beginning)

Function : Protagonist of the game, young hero

Motivation : Have a normal life ; protect the world

Consciousness / Alignment : Lawful Good



***Back Story :** When he was 3, David was sold by his parents to the Hawkins Laboratory. He have some paranormal power that allow him to communicate and controls mystical artefacts and creatures. The Dr Loonis, director of the Laboratory, experimented on David for 10 years since then.*

PROFILES

Name : Sam Loonies (Doctor)

Age : 56 years old

Genre : Male

Trait : Scholar ; Obsessed ; Mysterious

Weakness : Strength

Function : studies paranormal ; captured David ; kill Thanatos

Motivation : Learn knowledge much as possible

Consciousness / Alignment : Chaotic Neutral



Back Story : When he was 6, Sam saw his parents get killed by a paranormal forces. Terrified and exited to know what was this thing, he studies all his life the paranormal. After his studies, he founded the Hawkins Laboratory, to capture and study the paranormal. His obsession for the unknow have no limit.

PROFILES

Name : Thanatos

Age : over 100,000,000 years old

Genre : None

Trait : Cruel ; Manipulator ; Aspect of Death

Weakness : Power limited in this realm

Function : Create fighters for battle ; Antagonist

Motivation : Destroy universe

Consciousness / Alignment : Neutral Evil



Back Story : Long time ago, in a different realm, the aspect of death ruled his universe. Envious of conquering more and more realm. First, he sends his book of the dead to find a living thing to be linked at. After many realms conquer, he collects souls of the most cruel and evil living thing in his book to use them as fighters, made of ink.

CHARACTERS' WEB

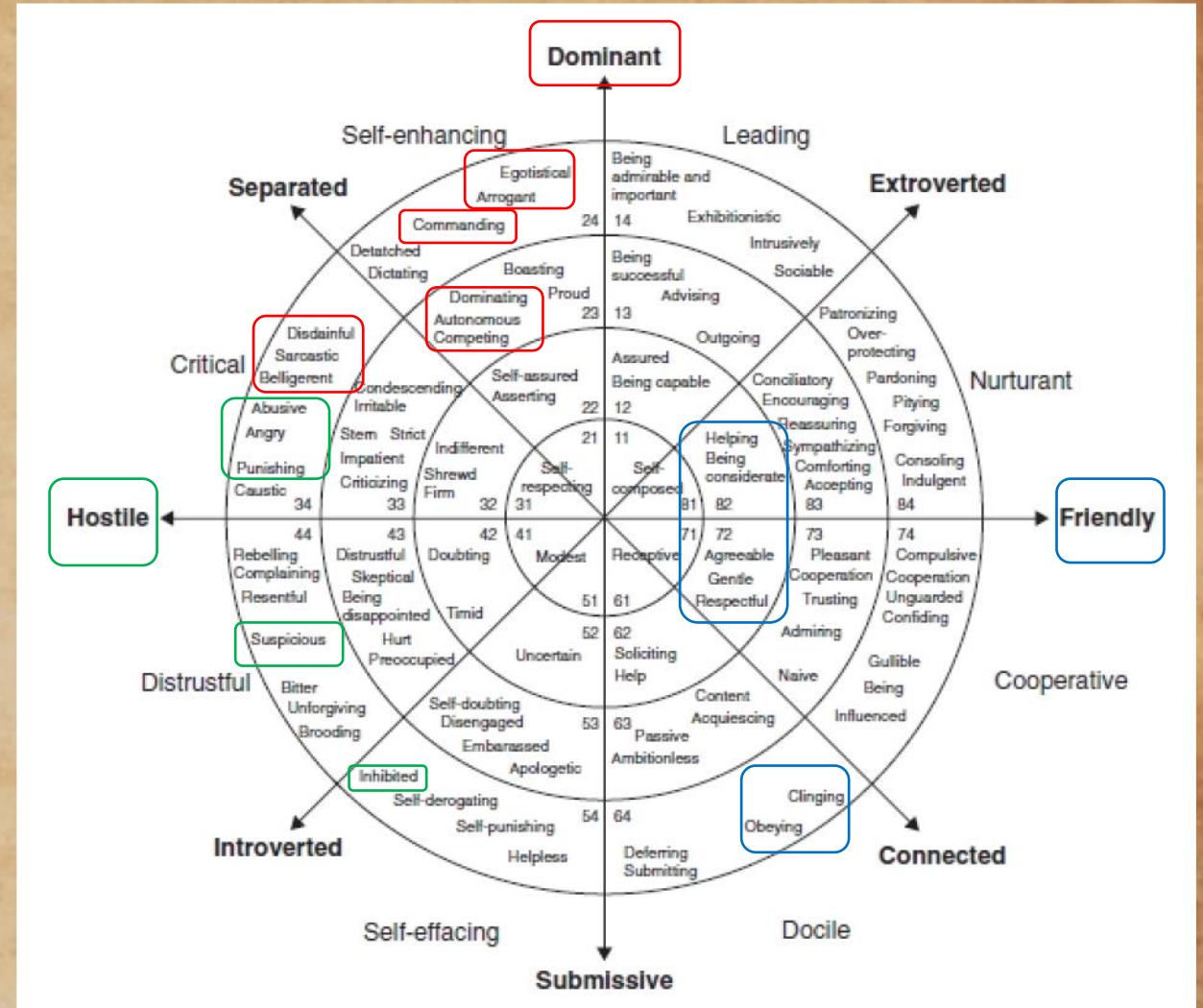


CHARACTERS CIRCUMPLEX

David : **Friendly** ; Helping ; Being considerate ;
Agreeable ; Gentle ; Respectful ; Clinging ;
Obeying

Dr. Loonies : **Hostile** ; Abusive ; Angry ;
Punishing ; Suspicious ; Inhibited

Thanatos : **Dominant** ; Egotistical ; Arrogant ;
Commanding ; Dominating ; Autonomous ;
Competing ; Disdainful ; Sarcastic ; Belligerent



CHARACTERS' EVOLUTION

| <i>Characters</i> | <i>The Laboratory</i> | <i>The City</i> | <i>Thanatos Realm</i> |
|--------------------|--|---|---|
| DAVID | <i>Afraid ; can't control his power without the help of Thanatos</i> | <i>Helping and kind to the habitant ; want to start a new life ; mastered little by little his power and the book</i> | <i>David see the real face of Thanatos ; afraid at first, but then determinate to kill this aspect of death ; use his own book against Thanatos</i> |
| THANATOS | <i>Pretend to be David' friend ; begin to manipulate the boy</i> | <i>Assist David in his journey ; make the offer to be more powerful</i> | <i>Thanatos reveal his plan and transport David and half of the city in his realm ; send his army to have back his book</i> |
| DR. LOONIES | <i>Curious about David and the book ; after the breakout, start to be angry and obsessed</i> | <i>Try to stop David and suspect Thanatos of possessing the boy ; send soldiers and doctor to stop then</i> | <i>Want to resolve the situation by himself ; decided to capture David and steal the book, but failed</i> |

CONTROLS

Pause Menu

Character Movement

Select Object

Select Special Skill 2

Select Basic Attack / Interaction

Select Special Skill 1

Switch Items

Navigation in Menu



GAMEPLAY

Core Gameloop / Feature Gameloop / Economical Gameloop /

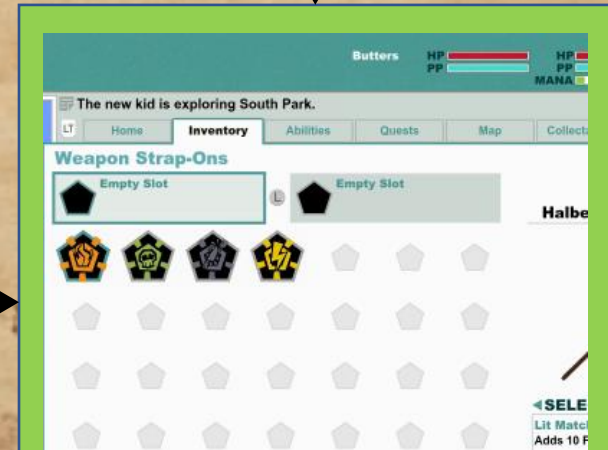
CORE GAMELOOP



Evoland 2
Exploration



Marvel Strike Force
Combat



South Park : The Stick of Truth
RPG

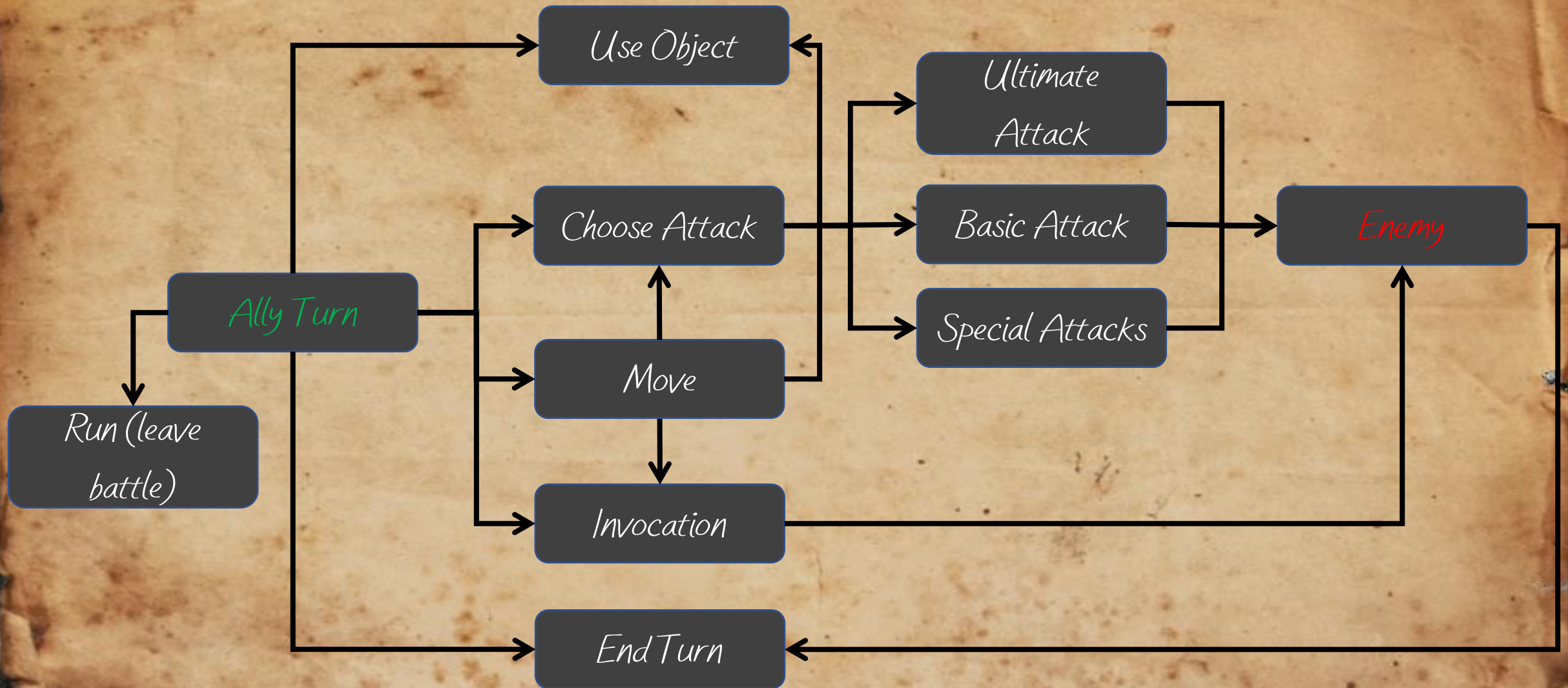
Source

Trader

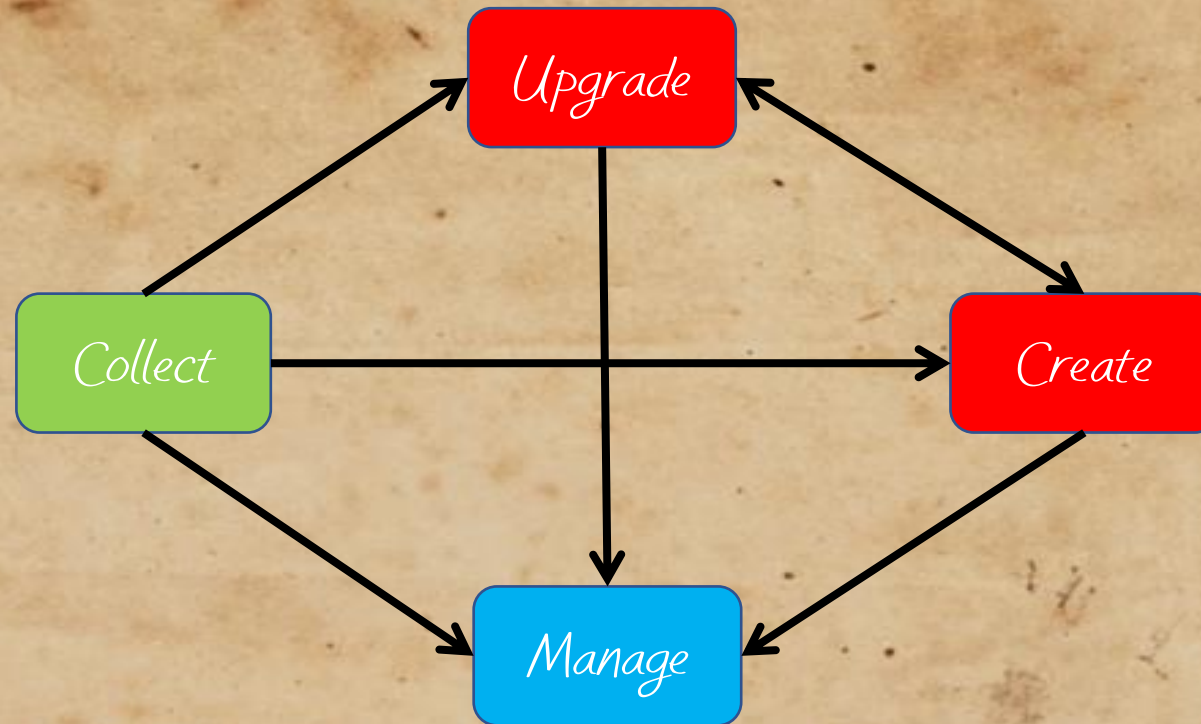
Converter

Drain

FEATURE GAMELOOP : BATTLE

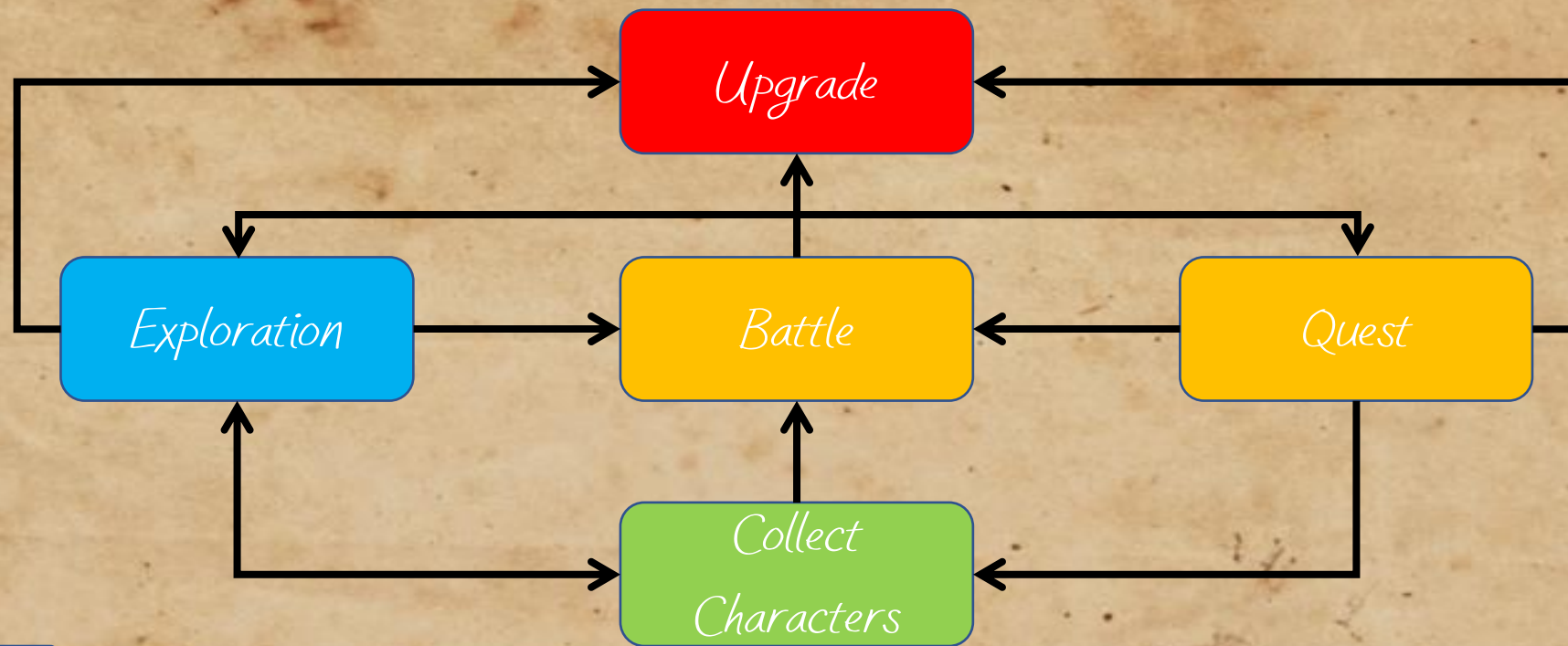


FEATURE GAMELOOP : RPG



- Source
- Trader
- Converter
- Drain

ECONOMICAL CORE GAMELOOP



FEATURES EXPLICATION

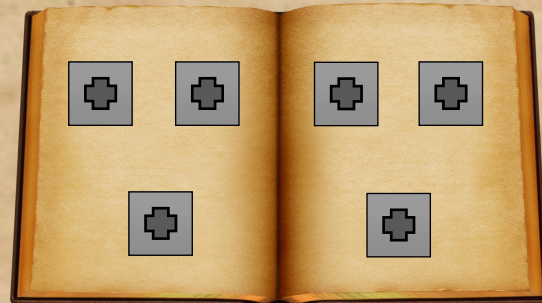
Core Gameloop / Feature Gameloop / Economical Gameloop /

PERKS

There are 2 types of Perks divided in 5 level of rarity :

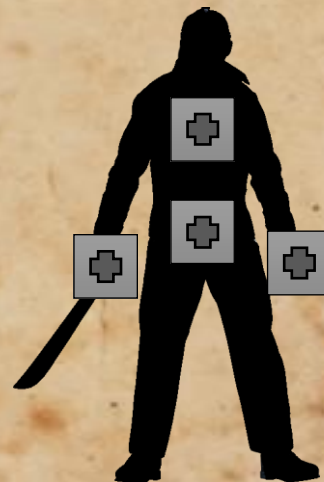
1. Book's Perks

Perks that are placed in the book and changes the stats of all or some fighters and introduce the feature of "Pharmakos".



2. Personal Perks

Perks that are placed on only one fighter. They change the stats but also the skills of the fighter.



The different level of rarity :



Common



Rare



Epic



Ultra Rare



Legend

"PHARMAKOS"

The main features present in the perks is the "Pharmakos".

At the beginning of the battle, an enemy is chosen to be the "Pharmakos", some perks and effects will be activated with the adequate interaction about the "Pharmakos".

- *Example :*



When "the wanted" hit the Pharmakos, if an enemy is 1 block away from the target, he takes 50% of the damages dealt by the "pharmakos".

Perks of "The Wanted"



Every time "the good boy" hit a non-pharmakos enemy, gain 5% of speed.

Perks of "The Good Boy"

BATTLEGROUND POWER

All ally fighter has a "battleground power". At the beginning of the fight, during the preparation phase, the player can choose to sacrifice an ally fighter to activate his "battleground power".

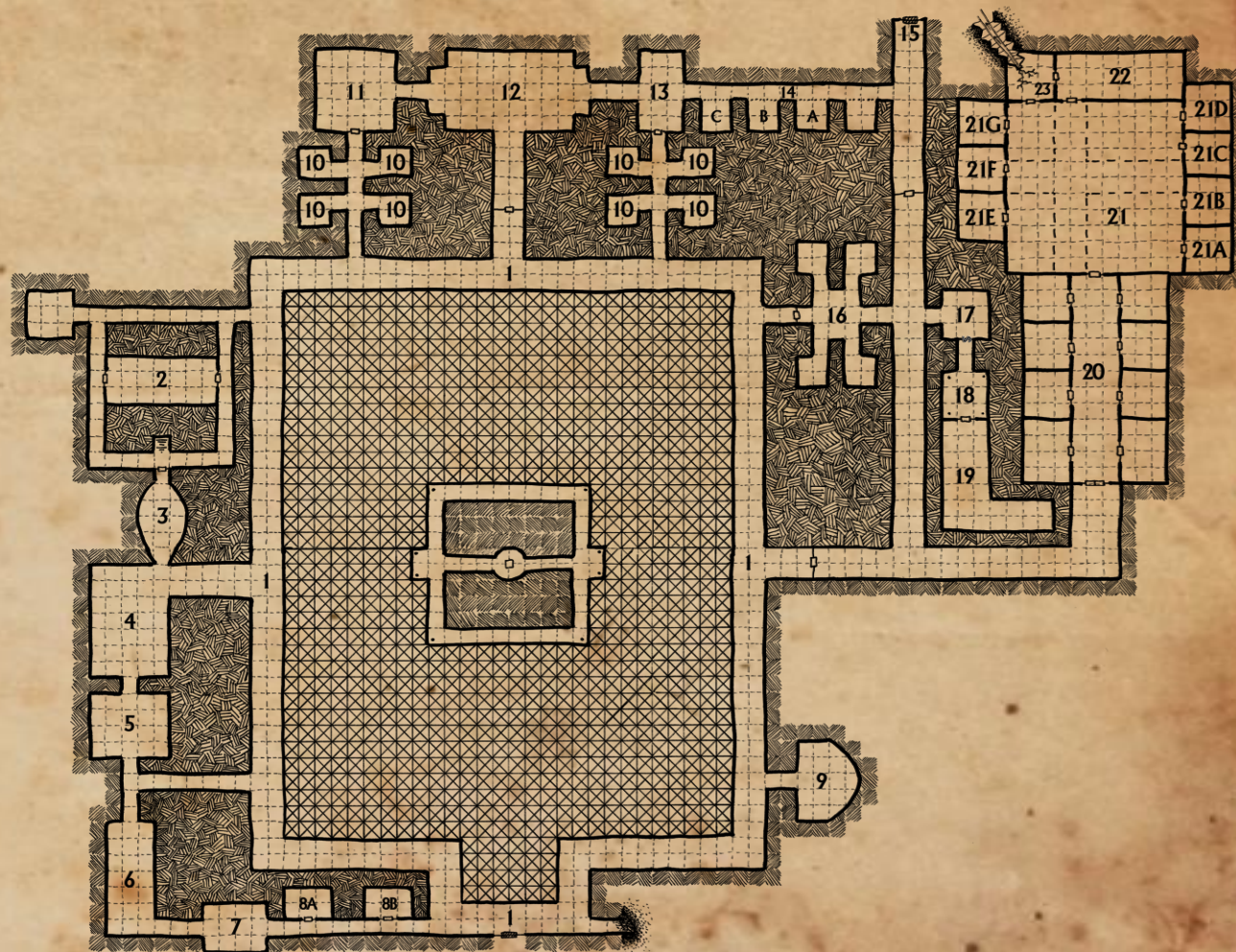
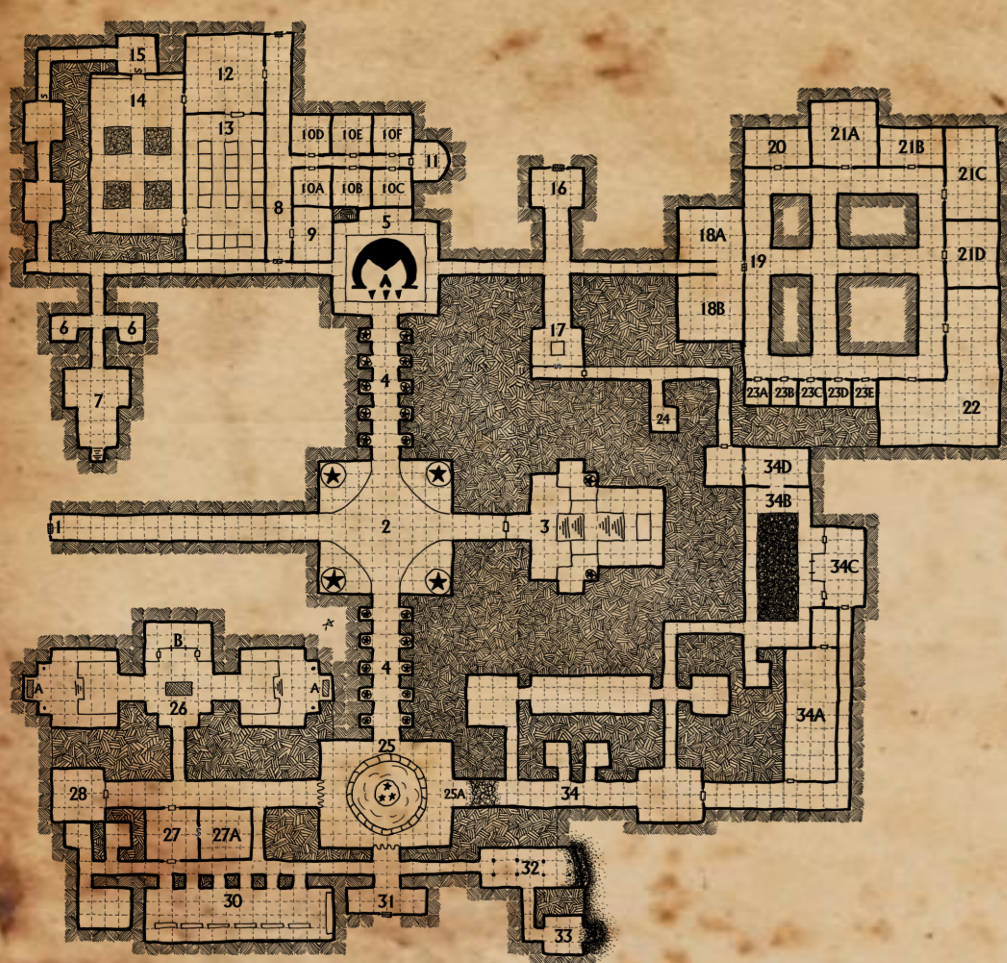
The battleground power will change the conduct of the battle in some certain way :

- **Modify the stats** : "The Revenant" Camp of Crystal Lake (all characters begin the fight with +20% of their HP Max).
- **Modify the effects** : "The Zombies" Devasted city (Poisoned effect last 1 more turn and deal more damages).
- **Modify the damage type** : "The Bully" Dilapidated School (all Strength damages are +50% more effective).
- **Modify the battlefield** : "The Beast" Upside Down World (portals appear on the map, characters can go throw and teleport to the location of the other portal).
- **Add some specificities on an effect** : "The Evil Personality" Dark Alley (character suffering from Insane deal +50% of all damages)

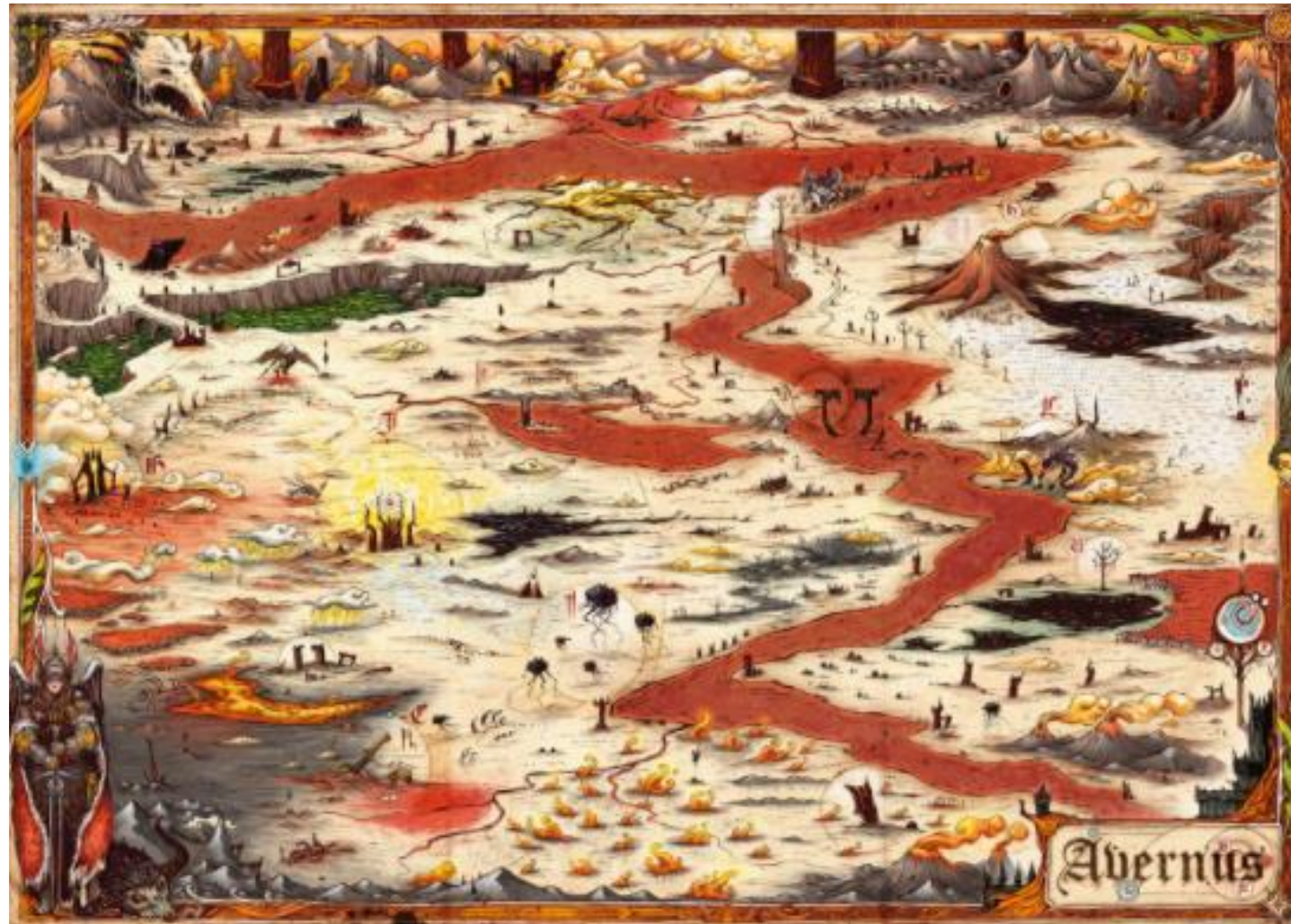
STORY WORLD

Background (scenario) / Arena Map / Level Design

ARENA MAP (HAWKINS LABORATORY LEVEL)



ARENA MAP (THANATOS REALM LEVEL)



LEVEL DESIGN

Hearthstone



Open

Meta

Macro

Linear

*Semi
Open*

Micro



Kirby Super Star Ultra



Fire Emblem: Path of Radiance

EXPERIENCE

View

CAMERA

Third Person Isometric (outside battle)



Final Fantasy 9

Top Down (inside battle)

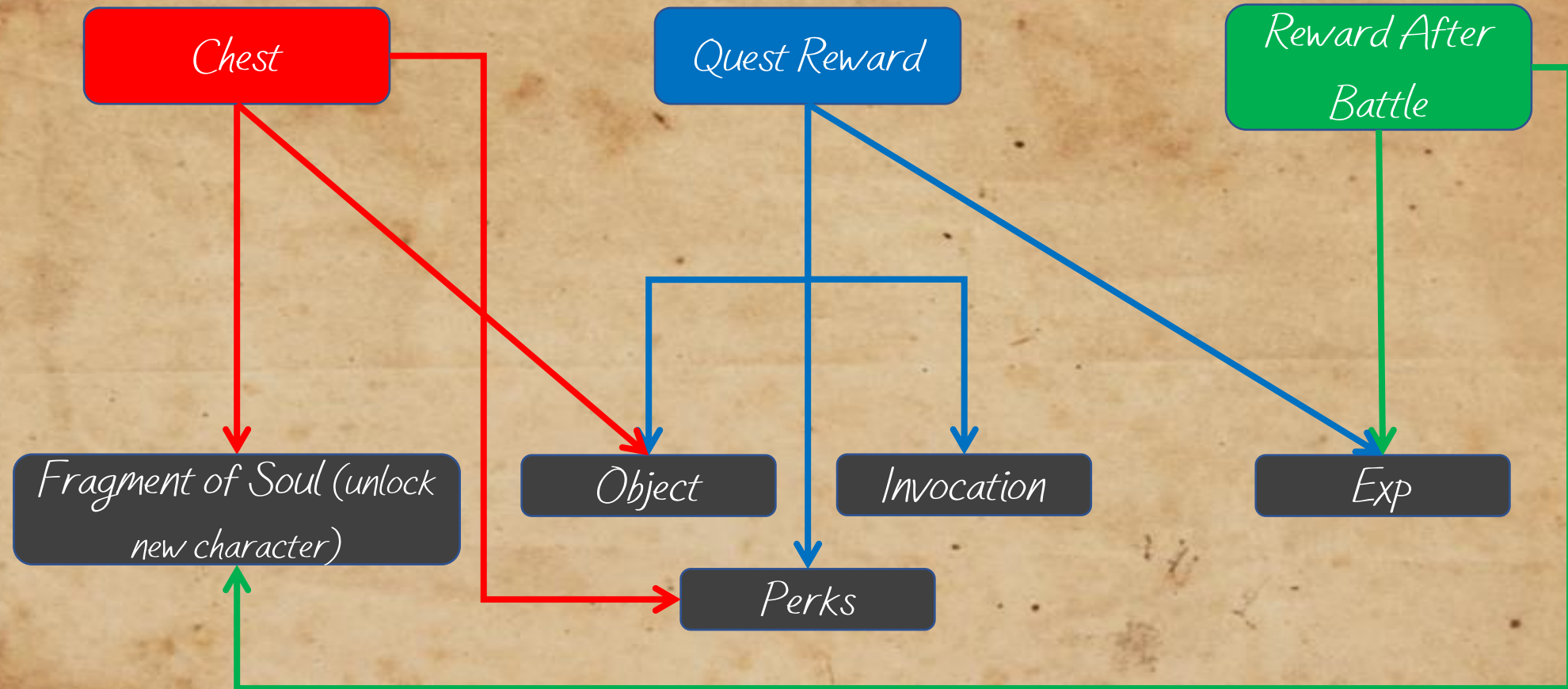


Evoland 2

GAME ELEMENTS

Collectibles

COLLECTIBLES



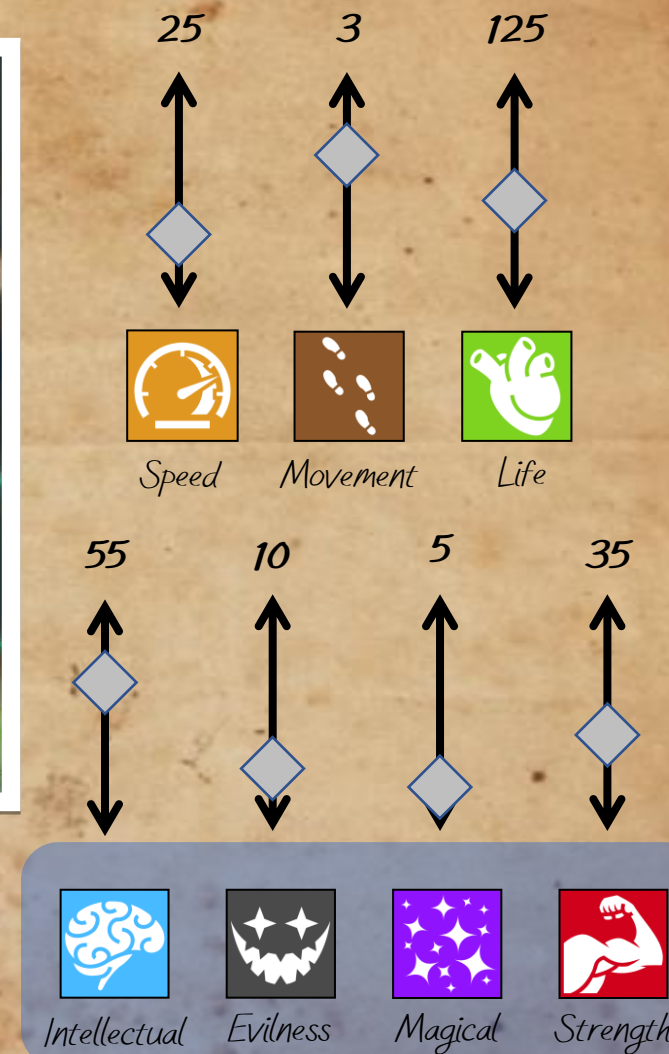
ENEMIES , UNIT & BOSSES

Unit Skills / Stats

EXAMPLE : ENEMY SHEEP

| | |
|----------------------|---------------------|
| Name | Experimented Doctor |
| Type | Human |
| Class | Evil Genius |
| Role | Fighter |
| Location in the Game | Laboratory / City |

| | |
|------------------|--|
| Base Attack | Strength + Electrified (melee/cac) |
| Special Attack 1 | Intellectual +25% + Bleeding (distance) |
| Special Attack 2 | Intellectual +35% (distance) |



CUTSCENES

Timeline / Game Flow

TIMELINE

| <i>Name</i> | <i>Where (in the game)</i> | <i>Type</i> | <i>About</i> | <i>Technic</i> |
|--------------------------|---|----------------------------|---|-------------------|
| <i>Presentation</i> | <i>Start of the game</i> | <i>Advancement</i> | <i>Explication of the story and presentation of the world</i> | <i>Book-strip</i> |
| <i>David and Hawkins</i> | <i>(post "Presentation") Beginning</i> | <i>Real Time Cinematic</i> | <i>Quick view of the laboratory and David, apparition on screen of DR. Loonies and the Book</i> | <i>In Game</i> |
| <i>Tutorial</i> | <i>(post "David and Hawkins") Beginning</i> | <i>Real Time Cinematic</i> | <i>Breakout moment, David escape with the help of the Book, explication of the battle system</i> | <i>In Game</i> |
| <i>After Breakout</i> | <i>Start of the Level 2 (the City)</i> | <i>Setup</i> | <i>Explication of the world and the goal of David and Thanatos, presentation of the "outside battle" system</i> | <i>In Game</i> |
| <i>Leaving the city</i> | <i>End of level 2 (the City)</i> | <i>Payoff</i> | <i>View of the transition between the Lab and the City, starting of the level 3</i> | <i>In Game</i> |
| <i>Thanatos Realm</i> | <i>Begin Level 3 (last level)</i> | <i>Advancement</i> | <i>Presentation of the level 3 (Thanatos Realm), all area unlock. Beginning of the endgame</i> | <i>In Game</i> |
| <i>The Ends</i> | <i>End of the game</i> | <i>Payoff</i> | <i>Consequences of the player' choice, death of David or Thanatos</i> | <i>In Game</i> |

GAME FLOW



References



BONUS MATERIAL

Other "Plan"

OTHER "PLAN"

Extension : New Fighter ; New Battlefield

New Game Mode : Player vs Player



Marvel Villains



DC Villains



APPENDICES

References

REFERENCES : CHARACTERS VISUAL (MOVIE

Friday the 13th Part 2 (1981)

Halloween (1978)

Child's Play (1988)

Saw (2004)

Alien (1979)

Predator (1987)

Alien vs Predator (2004)

Hellraiser (1987)

The Texas Chain Saw Massacre (1974)

Candyman (1992)

Stranger Things (2016)

Scream (1996)

Star Wars III / VI (2005 / 1983)

Army of Darkness (1992)

Dracula (1958)

Terminator 1 / 2 (1984 / 1991)

Matrix (1999)

The Little Shop of Horror (1986)

Beetlejuice (1988)

Back to the Future (1985)

Christine (1983)

A Series of Unfortunate Events (2004)

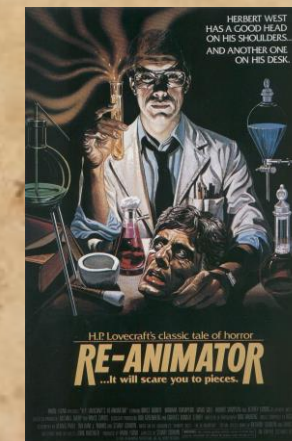
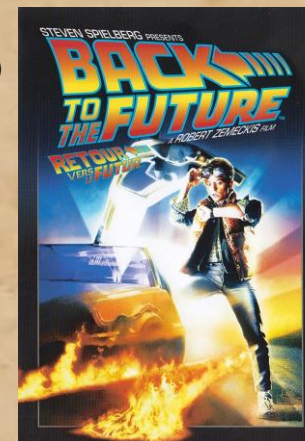
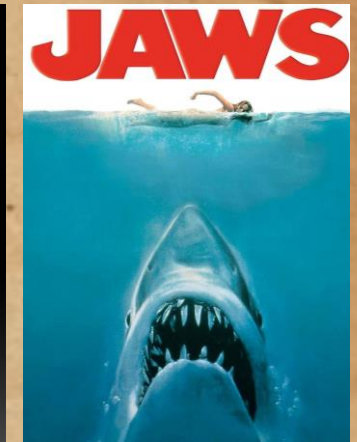
The Omen (1976)

You Only Live Twice (1967)

Harry Potter 7 / 8 (2010 / 2011)

Jaws (1975)

Re-Animator (1985)



REFERENCES : CHARACTERS VISUAL (MOVIE)

Army of Darkness (1992)

Legends (1985)

The Exorcist (1973)

The Lord of the Ring (2001 - 2003)

The Wizard of Oz (1939)

Gremlins (1984)

The Thing (1982)

The Silence of the Lambs (1991)

It (2019)

Anabelle (2014)

The Ring (2002)

The Nightmare Before Christmas
(1993)

Fantômas (1964 - 1966)

Once upon a time in the West
(1968)

Ghostbuster (1984)

2001 : A Space Odyssey (1968)

Mad Max : Fury Road (2015)

Skinning (1980)

Who Framed Roger Rabbit (1988)

*Sherlock Holmes : A Game of
Shadows* (2011)

*These references are
used to the inspiration
of the fighters and
their skills*

BOARD / VIDEO GAMES

South Park : The Fractured But Whole (2017)

Les Demeures de L'épouvante (2016)

Night of the Full Moon (2019)

Strike Force (2018)

Dead by Daylight (2016)

Evoland 2 (2015)

Might and Magic (1999)

Friaday the 13th : The Game (2017)

Home Sweet Home : Survive (2021)

Atmosphere, RPG and special effect

Skills, Perks and objects

Movement, turn-based and grid

Skills and atmosphere

BOOKS

Dracula (Bram Stoker 1897)

Frankenstein (Mary Shelley 1818)

Strange Case of Dr Jekyll and Mr. Hyde (Robert Louis Stevenson 1886)

The Lord of the Ring (J.R.R Tolkien 1954 – 1955)

The Invisible Man (H. G. Wells 1897)

The Shinning (Stephan King 1977)

The Legend of Sleepy Hollow (Washington Irving 1820)

Harry Potter (J. K. Rowling 1997 – 2007)

Méchants : Les grandes figures du mal au cinéma et dans la pop culture (Dobbs 2017)

PAINTING

Saturn Devouring His Son (Francisco Goya 1819–1823)

The Last Judgment (Jérôme Busch 1482)

Medusa Mosaic (End of 11th century)

The Headless Horseman Pursuing Ichabod Crane (John Quidor 1858)