A Game Concept by Rudi J Will © 2010-2011, 2014

TABLE OF CONTENTS

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THE CONCEPT

Jindak and the Innumerable Horde is a side-scrolling Beat 'Em Up for 1 or 2 players. Think of the ultimate Sinbad movie transformed to game form. The Player takes on the guise of Jindak the Seafarer (or Jindak the Seafarer and the ship's First Mate in 2 player mode), the adventure-seeking sea captain as he battles against the innumerable horde of the title, in order to obtain various mystical artefacts in return for payment by the kings and emperors who yearn to possess them.

FEATURES

- Choose from three initially playable characters, each with a unique set of attributes.

- Start with a few moves and nothing special by way of equipment. Get rewarded with new weapons and magical items by grateful monarchs and rulers, or find new items for yourself through your adventures.

- Battle against mythical beasts and monsters. Many of the creatures of mythos from around the world appear in the game; Chimeras, Harpies, Trolls, Sphinx and so on.

- Command Jindak's pet monkey Nasso to retrieve items and pick-ups that are located in areas inaccessible to the players' characters.

- Completion of the game unlocks the monsters featured as playable characters, for use in 1 or 2 player modes.

PLAYER MOTIVATION

The Player's motivation will lie in character advancement by way of the new weapons and items acquired through successful adventure.

Some more exotic weapons offer new combat moves specific to it. For example using a pole-arm weapon will allow the Player to hit up to three opponents simultaneously, something that a sword of bow cannot offer.

Beasts and monsters taken from several of the world's more prominent mythologies feature in the game. Playing on to see if a favourite monster type is in the game could be a motivator.

Completion of the game in either 1 or 2 Player mode unlocks the beasts and creatures encountered, which become playable. Co-operative 2 player mode adds to the enjoyment.

GENRE

Side-scrolling Beat 'Em Up, in the traditional 8 or 16-bit sense. Left-to-right horizontal scrolling, defeat all assailants, defeat the end of level boss, progress to the next level. However, Jindak and the Innumerable Horde has more to offer.

TARGET CUSTOMER

The Beat 'Em Up player from 'back in the day'. Players who appreciate and perhaps miss games of this type from the 80's, such as Renegade, Double Dragon and Golden Axe, may well like Jindak and the Innumerable Horde.

PLATFORM(S)

Jindak and the Innumerable Horde is designed for creation on Game Maker 7 / 8. As such this game would be made for PC and downloadable or play streamed from the Yo-Yo Games website.

COMPETITION

Recent competition
Retro side-scrolling Beat 'Em Ups released on modern machines.

Other competition
Beat 'Em Ups on bygone platforms, game ROM's for PC.

UNIQUE SELLING POINTS

- Bringing back the scrolling Beat 'Em Up game and updating it for a new millennium.

- Combines elements of Roleplaying games into the Beat 'Em Up formula for a more in-depth playing experience.

- After game completion, play as any of the mythical beasts and monsters featured in the game. This ensures a highly varied game experience as well as offering extensive potential replay value.

DESIGN GOALS

New Millennium Beat 'Em Up
The roots of the true side-scrolling Beat 'Em Up are in the arcades, brought to the home 8-bit computer systems. Games like Double Dragon and Golden Axe were mainstays in the arcades and Jindak and the Innumerable Horde attempts to capture the wonder of the genre and update it for a new millennium.

Progression
Character advancement is key to the game, putting it into a category with only a few other Beat 'Em Up titles. The character advances through the acquisition of new weapons and magical items. The game can be completed 'vanilla', with no additional enhancements, but it will pose a significant challenge to do so.

ART STYLE

Stylised (cartoon) 2D. Humanoid characters have enlarged eyes and three fingers per hand, reminiscent of Warner Brothers' cartoons. The colourful special effects and the bright, simple to understand and unobtrusive HUD will further reinforce this bygone aesthetic.

CHARACTER ATTRIBUTES

Attributes in the game do not play a major up-front part as they might do in a Roleplaying game, but increasing them through the acquisition of new items makes for a smoother, more rewarding playing experience.

Attack   This stat governs the character's ability to hit a target as well as how much damage the attack does. It is displayed to the Player on the pause screen and is increased by weapons and magical items.

Defence   This stat governs the character's ability to avoid attacks and how much or how little damage he or she sustains. It is displayed to the Player on the pause screen and is increased by armour and magical items.

Lives   The Player begins with only one life. Through achieving milestone game scores the Player can earn additional lives, up to a maximum of nine. Using up a life causes the character to respawn at the same spot that he or she died. All on-screen enemies are knocked down momentarily, to allow the Player to get ready for the continued onslaught.

Health   This is a representation of the Player's ability to sustain and survive damage. Health increases by a small amount eachlevel, in line with the increased challenges offered by the game. It is displayed to the Player on the game HUD. Health pick-ups replace some lost health to the character.

Special Move   The Special Move meter is a bar with five segments. One increment of the bar is lit by defeating three opponents within a four second time-frame. When all five segments of the bar are filled the special attack associated with the currently used weapon (sword, axe, bow, pole-arm, unarmed) can be performed. These are best saved to use against boss monsters

PICK-UPS AND ENHANCEMENTS

Several pick-ups and upgrades are available in the game. Some of the more common ones are detailed below.

1-Up   Picking up a '1-Up' increases the Player's available pool of lives by one. If the Player already has the maximum of nine lives, then the 1-Up yields a thirty second period of invulnerability. Becoming invulnerable has no effect versus bosses (although any minions present in boss battles cannot harm the Player during such a time).

Health   Picking up the various types of food item (all have the same function, the variety is for aesthetic purposes only) instantly heals 10% (small health pick-up) or 25% (large health pick-up) of damage sustained by the character.

Super Health   Picking up this potion bottle heals all damage previously received as well as increasing maximum health by 25% for one minute. When the health buff wears off, if the loss of health would kill the character then they are automatically left with one health point (thus avoiding automatic death).

Weapon   Some weapons are rewards for completed quests, while others (of a more mundane nature) can be found while fighting through the levels. The broad weapon types are; swords, axes (rare), bows, pole-arms (rare) and unarmed (equipping no weapon on the character). Each weapon type has an associated unique special move.

Armour   Various armour sets can be gained during the game. Most are rewards for completed quests. A few can be found while fighting through the levels. The broad armour types are; cloth (clothing), leather and scale mail. There are both mundane and magical versions of each armour type. The character's visual changes according to which type of armour is being worn.

Enchantment　Enchantments can only be gained by completing a quest. The Player is offered the chance to have one weapon or type of armour to be made magical. Typically three choices will be offered to the Player. These include such effects as increased damage, increased attack speed or sustained damage reduction (further to the armour's own damage reduction stat). This effect is permanent and cannot be removed, or transferred to another item. In the case an item that is already magical, the enchantment further increases the magical ability already present within that item.

PLAYABLE CHARACTERS

The game begins with three playable characters. These are Jindak the Seafarer, Aleesha the ship's First Mate and Torvol the Mercenary. Each character represents an archetypal combination of attributes. Jindak is a skilled fighter, with good physical stats. Aleesha represents average stats, with no stand-out qualities but no real weaknesses either. Torvol is a skilled fighter and tough, at the expense of attack speed.

JINDAK THE SEAFARER		TORVOL THE MERC	
ATTACK	★★★★☆	ATTACK	★★★★☆
DEFENCE	★★★☆☆	DEFENCE	★★★☆☆
MOVE	★★★☆☆	MOVE	★★★☆☆
SPEED	★★★☆☆	SPEED	★★☆☆☆
HEALTH	★★★☆☆	HEALTH	★★★★☆

While not strictly a playable character, Jindak's pet monkey Nasso also plays an important part in the game. He does not participate in combat, but instead uses his incredible speed and agility to scale sheer surfaces and vault over obstacles in order to retrieve items and pick-ups for his master, that are in places that players cannot themselves reach.

IN CLOSING

Everyone at Scary Tiger Studios believes that we have what it takes to make a great side-scrolling Beat 'Em Up for mobile platforms and Nintendo hand-held consoles, that harks back to a bygone time. Many of the current staff members cut their developers' teeth creating games for the Nintendo Gameboy and Gameboy Advance. Additionally, all members of staff are Beat 'Em Up game fans, to some degree or another.

This Writer would like to thank you for your consideration with regards to the viewing of this High Concept document.