

**Title:** NinPoem

**Tagline:** “Dance with death to a music pulsing physics based acrobatic action adventure, where the fantastic survive in style.”

### **Concept Overview**

**Genre:** Action/Platformer

**Story:** As one in the village looks to become a member of the higher clan, they must first pass the trials, with but the suit of their family and the song of their free will. There are dangers down this path, not only of others who seek its ways but of the twist and bends itself.

**Gameplay:** Players use their body movement and abnormal suit to gain momentum and lift to defeat enemies and scale the terrain. Using certain controls and physics, players will gyrate the character to move about the level and fight enemies. As enemies are destroyed and certain areas are hit, sound bytes that accompany the track already playing and reward the player. The songs beat and rhythm will give hints to the player when to use certain buttons/movement.

**Player Motivation:** Keep progressing through the level, completing the song and solve all the levels puzzles. Each enemy and level is a challenge with the controls, and thus leaves multiple ways to deal with them.

### **Developer Goals**

- Integrate the Havok physics into an engine for use as in the main mechanic.
- Create engaging enemies which will bring all the tricks of the mechanic before the player’s eyes.
- Music that only grows with each challenge overcame by the player.

### **Selling Factors**

- Deep Controls that lead to addictive gameplay.
- Progress Music Triggered System

### **Unique Selling Points**

- Intuitive controls for flowing combat with physics based motion.
- Music comes alive with each pass moment, the level breathes with it.
- Addictive quick gameplay leaves possibilities endless.

### **Target Market**

**ESRB Rating:** Teen

**Demographic:** 13 to 25

### **Platform/Hardware**

This game needs a control, so it could work on the PC but it would usually work better with consoles (Xbox 360, PS3, possibly Wii). The visuals of this game can be done well with low poly models, but with intense visual effects.

### **Competing Games**

- Chain Dive
- Rez
- Prince of Persia

### **Final Selling Sentence**

Become the most elegant being in the world, in this physics driven music adventure.