

High Concept - Bloodmoon Samurai

High Concept

Bloodmoon Samurai is a 2D Metroidvania game in an Asian fantasy setting in which the player traverses a corrupted world to prevent the eternal blood moon.

Features

- Combat System with different enemy types
- Health pickups & skills as collectibles in the level
- Skills: double jump, dash, charge attack
- One area (interconnected maps & backtracking)

Genre

2D Metroidvania

Player Motivation

The player takes a journey through a menacing, asian fantasy landscape under the omnipresent Bloodmoon.

Vivid narrative combined with exciting mechanics will grab the player's attention and create a memorable experience.

Unique Selling Points

- Navigation: Interconnected areas & progress with unlocking new skills
- Simple combat: Intuitive controls & basic kits → pick-up & play
- Stone Plates: embedded narrative & upgrades

Target Audience

- Fans of the Metroidvania genre/ Adventure games
- Young adults aged from 14-24; experienced with computer games

Look

- Hand-painted look
- Asian fantasy setting
- Floating islands, surreal environment
- Red as a dangerous, sinister color

Scope

- 1 Level (at the size of one area in Hollow Knight)
- 3-4 Enemy types with slight modifiers
- Simple combat system with combo animations
- 3 Unlockable skills: double jump, dash, charge attack