

Surak Game Concept

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Context

- ▶ Players take on the role of Surak, a warrior of the Sylvara tribe, who are sworn to protect the heart of the forest.
- ▶ As the greatest warrior of his village, Surak is able to equip the Pysis Armor and Ceres Cannon, which are ancient relics that imbue their users with the ability to control plants and harness energy of the sun.
- ▶ Monstrous insectoid creatures known as 'The Tainted Ones' seek to destroy the heart of the forest and bring chaos to the realm.
- ▶ As Surak, players must strike down Tainted Ones and protect the heart at all costs.

Concept



Concept



Gameplay

- ▶ The game is a fast paced tactical first person shooter.
- ▶ Players will be tested in their precision, critical thinking, and reaction time in a series of challenging missions.
- ▶ As players will be unable to directly attack enemies, they must utilize the various plants available to them in order to succeed.
- ▶ Each plant provides unique gameplay elements and it is up to the player to mix and match combinations of plants for maximum effectiveness.
- ▶ The core gameplay will be that of a first person shooter, mixed with strong tower defense elements to create a unique experience.

Level Design Concept

- ▶ Key Goals:
 - ▶ Create a sense of urgency through balance.
 - ▶ Create a space that will allow the player to flow through the environment with ease while utilizing the available mobility options.
 - ▶ Intuitive gameplay.
 - ▶ Allow the player to feel as though he or she has meaningful choices to make.
 - ▶ Create a space that feels open, despite being a linear level.
- ▶ Environment Type:
 - ▶ Dense Jungle
 - ▶ Varied Elevation

Aesthetic Concept



Level Concept

