

Space Knight

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CIS 488

Game Pitch

Style Concept

- A futuristic sci-fi world, with a medieval or gothic style of technology
- User plays as a space knight, with a look of a traditional knight but with a technological futuristic look
- Instead of magic, monsters and dragons, there is advanced technology, aliens or robots
- Has an overall fantasy look however
- Enemy is a “Dark Empire” composed of only robots, sort of like a “borg” type enemy

Game Type

- A Third person action/shooter
- Has a behind the character view or over the shoulder, and uses the mouse to target attacks
- Weapons include a weapon that doubles as a sword and laser gun
- Similar concept to a game such as resident evil 4, but with better controls, (the mouse using a PC)
- Movement requires the keyboard (forward, Backward, strafe left/right), while the mouse is just to force the knight to pivot towards mouse target either left or right, and knights animation just looks up or down