Vendetta Concept

Game Art and Design
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Game Demographics

I think that the game should be targeted towards teenagers to young adults, casual fans can enjoy, and any gender really doesn't matter.

Game Concept

Vendetta will be an open-world game where you play as a shunned warrior with the objective of killing the king. It would start off as you getting out of some type of jail cell after being wrongfully accused of fleeing the battlefield and being called a coward. After escaping into the open-world map there will be things to do like get weapons, train your combat, get better armor quests, and hidden Easter eggs around the map. Similar to the one in borderlands just a small nod to something else as a reward to the player seen below.
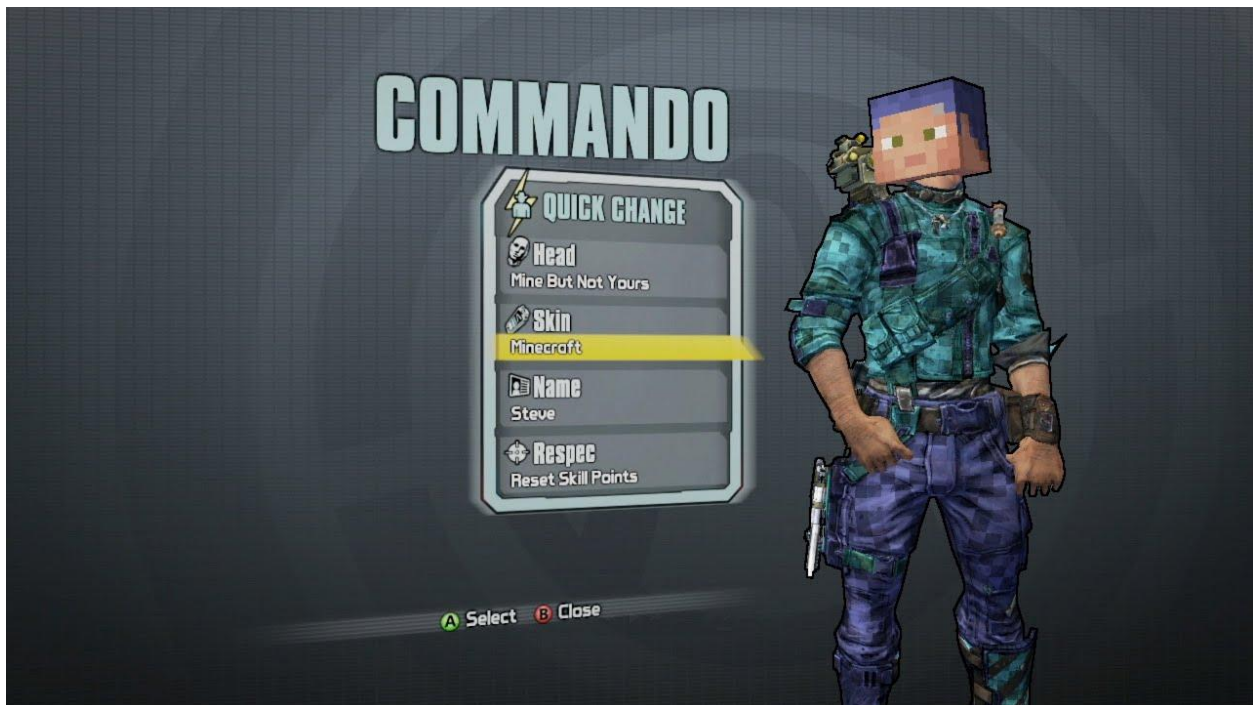

it will be the third person with your character being in the middle of the screen.
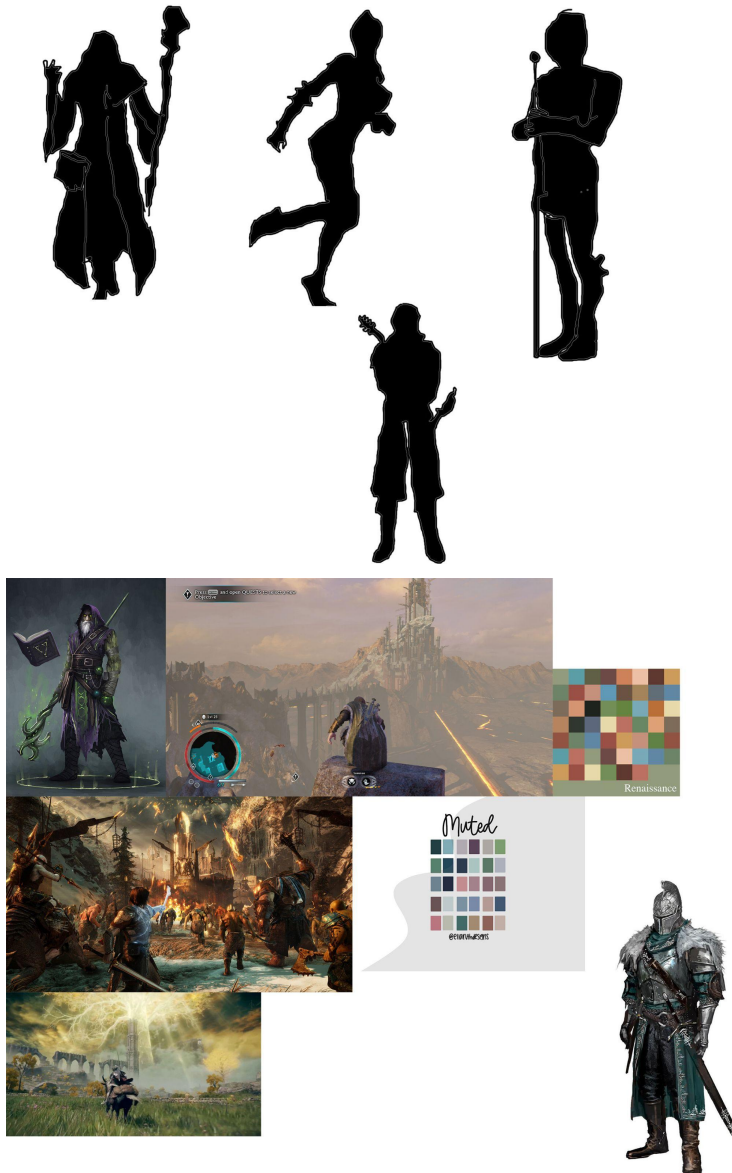
Shown above are thumbnail sketches and a mood board for the game.

The game will be in the medieval era in a fantasy world, so enemies will be things like orcs slimes at low levels and as you progress things like knights or mages/sorcerers will start to be more challenging enemies to fight and as you get closer to the king in his castle the harder the fights will be. A stealth system will be in place to have things like sneaking past enemies or stealth blows.
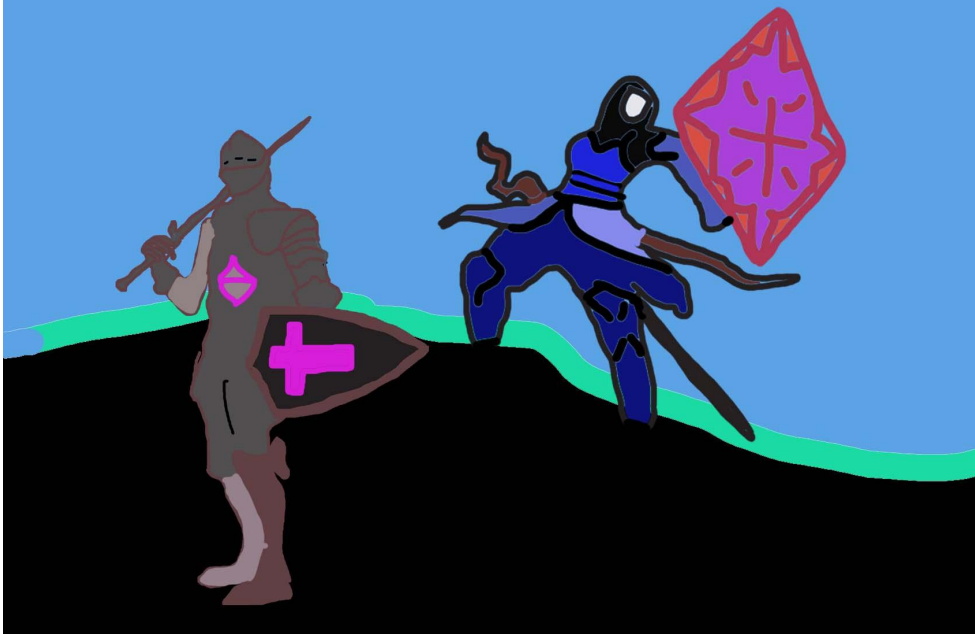
User Interface

For the user interface with the game being in the third person, I will have the character be in the middle of the screen at all times with things like a health bar and a stamina bar on the side of the screen to show the player. Having a minimap in the top corner of the screen to show the player where he's going. The player will also have a

pouch in the bottom corner as an inventory space.
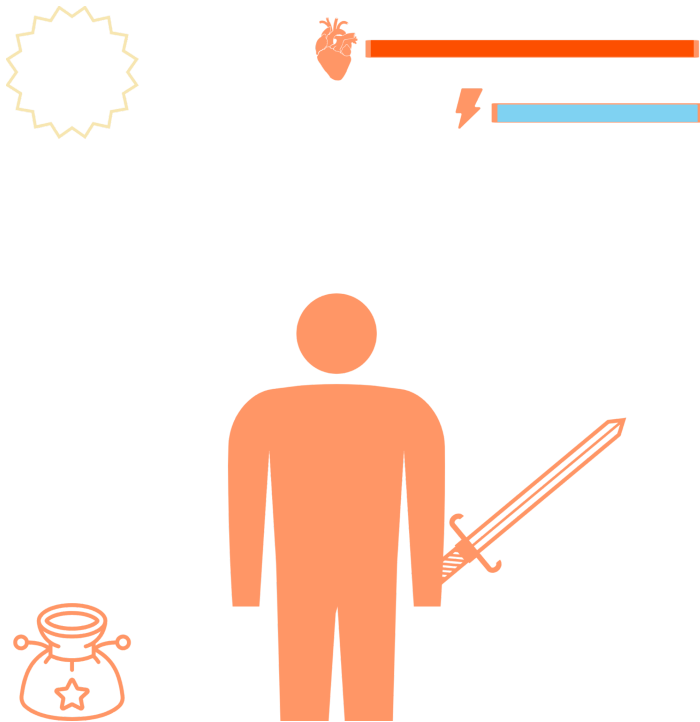
Hud Example

Game Mechanics

The game will be an open-world adventure fantasy game as mentioned earlier in a third-person view. It will have mechanics like sneaking around crouching down, attacking enemies, a dodge like a roll, or sidestep. Enemies would attack back when the player is close and enemies with range will attack when the player is spotted. Things like health potions and rest spots to heal a player and restore stamina. Weapons will be able to change throughout the game like axes and swords.

Unique Selling Points (USPs)

A couple of unique selling points for Vendetta would be that it is an open-world game where you're free to do whatever you want whenever you want, if you want to go to the final boss right at the start of the game you can similar to the way in Breath of the Wild how you can do the same thing, but the two differ since Vendetta will be a medieval-style game with different combat and world design. Another game that it could be similar to is dark souls with the weapons and fantasy parts of the game but differing the two with how the game is played since you won't be locked to a level at a time and have to go back to the hub world when you want to switch levels.

Lastly, another game would be Skyrim with similar weapons and spells but on a smaller scale. Something new in my game would be when the player dies they need to get back to where they were to get their stuff that would be on the body of the player.