

HIGH CONCEPT TAGKOUR



Statement



A third person 3D platform tag and parkour game that requires players agility, creativity and observation in the game with mysterious story to be discovered.

Design goal



Creating an Engaging and Immersive Parkour Experience

Create a fluid and dynamic parkour system that seamlessly blends movement, abilities, and creativity. The controls should be intuitive, allowing players to perform a wide range of parkour maneuvers with ease while allowing the players to discover the story along the way.

Gameplay

The game is a fast tempo tag and parkour game.

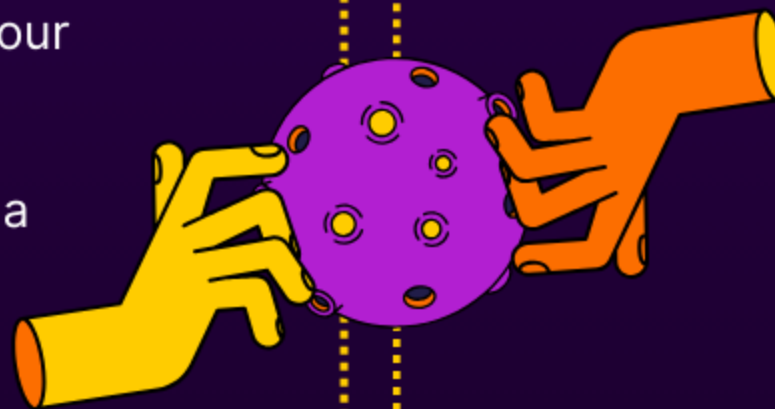
Players will be spawned in a small arena which consists of multiple types of obstacles.

There will be two sides in the game which are the hunter and the survivor

Way to win the game as the hunter is to hunt down the survivor within the time limit.

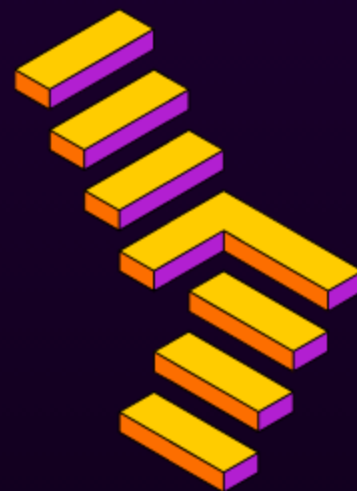
Way to win the game as the survivor to prevent getting hunt down by the hunter within the time limit.

There are multiple characters who can be chosen and have different abilities as a hunter or survivor.



Game Objective

Offer players engaging and enjoyable gaming experiences designed to captivate their attention and provide fast-paced, immersive gameplay.



The abilities can be used to distract the catcher or improve the efficiency of catching.

In addition, there are some specific obstacles that can be interacted with as a distracting mechanism which makes the hunter or the survivor accomplish their goals.

Story and setting



The MC, a playable character, wakes up in a prison cell with a bomb collar strapped to his neck with no recollection on what happened or who he was before he got here. He enters an arena where a spotlight hunter who is chasing the contestants and killing them, MC was able to survive and end the first round. The MC is then drugged and unconscious, waking up in his cell with no answers or way out. Later, the MC survives through rounds of tag and parkour, "TagKour".

It is later revealed as MC then slowly learns more about his past and how he got here and was in 2078, Earth is an overdeveloped cybercity with advanced technology for space travel. Countries put out candidates for a space station, with the strongest candidates being the future of mankind. The MC rejects this ideology and embarks on a journey to save everyone on the ship.

The game ends with the player choosing between three options: leave and save everyone, stay to save humanity but risk the space station being attacked by government forces, or win and have a place on the space station, saving himself and joining the next chapter of humanity.

Features

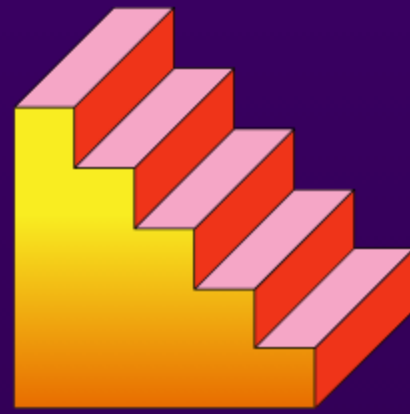
Fancy Movement
move around freely and satisfying animation

Unique Ability
Ability is unique technique specially assigned to each character

Interactive Map
Players are able to interact with the objects in the map

Customization Character and Arena
Players are able to expand their idea of creativity by exploring the customization of the game

Awesome Cosmetic Effects
Rare cosmetics and accessories that make the character more appealing



Reliable Monetization Plan
Gacha system to draw cosmetics, battle pass, limited time events

Dual Game Mode
PVE, story and Player vs Entity Mode
PVP Player vs Player Mode

Multiple Game Difficulty For PVE
Players get to choose the difficulty of the game for story or PVE

Great Community Interaction
Share ideas and gameplay of the game such as the customization of the arena

Camera Angle
Close third person view, players are able to see the character model including cosmetics

Unique selling point



- Customization of character and arena
- Unique abilities for playable characters
- PVP and PVE game mode
- Fast-paced and intensive gameplay

Genre

Action Game

Embark on an adrenaline-pumping journey in this third-person action game, where you'll navigate a stunningly immersive world, mastering parkour moves, evading or hunt, and uncovering a mysterious narrative as you race against time.



Target Audience



Designed for gamers aged 17 and above, this third-person action game offers a thrilling mix of parkour, tag, and mystery, delivering an engaging and challenging experience for mature players.

Target Hardware

Primarily targeting PC platform

Allow players control with mouse and keyboards as input and interactive within the game along with smooth gaming experience.



Competition



1. Naraka: Bladepoint -> Similar concept of movement mechanism and ability
2. Dead by daylight -> Concept of catcher and survivor
3. Volarant -> Concept of map interaction
4. Mirror's Edge: Catalyst -> Concept of parkour
5. Ghostrunner -> Concept of wall climbing and parkour
6. Cyberpunk-> Concept of game worlds and settings