

Game Vision

Mage of Electricity

Thematic statement

Mage of electricity is an action adventure game, where the player uses **gadgets** and tools. All these gadgets are based on **electromagnetics** such as Tesla inventions. The game is based on history about **Tesla and Edison** and will show 'the dark side of the history', but in a friendly-cartoon way for any public.

Vision statement

Mage of electricity is all about electricity and magnetism. Cartoon style, especially for younger people.

Gameplay is a 'pure' adventure genre, like Jak & Daxter.

You play around the world, which is a web of **connected "Big levels"** in a linear sequence. Dealing with **different objectives (puzzles)** in your way to the main objective, the super bad boss. During this path, you have to **fight several enemies**, raging animals, people and robots.

To fight them all and be able to go further in the game, you need to collect some scrap pieces which will make you able to craft some key items (gadgets/tools) or consumables used for puzzle solving, add mobility options or fight a type of enemy.

Game **will focus on action and platforms** rather than puzzle or crafting system, however this crafting system will be necessary for crafting **key items**, crafting **key items will be straightforward** and not a time waster if the player doesn't want to explore it.

Puzzles and levels have different solving options. Also enemies can be fought in different ways, including harmless options.

The main objectives are accomplished during story in automated form. However, there's also a **secondary objective system**, those objectives are NPC quest. Completing them gives special items that will make the game easier or allow access to secret zones.

Game is expected to offer +15 hours of gameplay including secondary task.

Concept statement

Mage of electricity overview

Action adventure

PC & Consoles

Target Age: 10+

More specific target: **Mainly for youngsters between 12-16 years old**, but due to the popular interest for Tesla story, and its politics content, the game will fit another

profile of people. Which is, young people between **18-22 years old interested somewhat in politics and how revolutionary Tesla was**. Becoming any kind of niche geek game in a casual way.

Game overview

Nicole is the secret daughter of Nicola Tesla. She wants to save her father from the big bad Boss, Edison.

Nicole has to overcome a lot of difficulties to reach the secret lab of Edison and fight its guards, break into security systems and investigate to destroy the conspiracy.

Nicole uses some own inventions to paralyze enemies, give electricity to wires, walk on the walls, move objects with electromagnetic force, etc.

Game outline

Player is seeking the secret lab so she has to investigate different zones and follow the clues. During her travel, Nicole will need to beat some bad people who're trying to hurt her. So she will need to get scrap for creating more powerful inventions to stop enemies, get able to pass blocked zones and discover new blueprints to create those tools. She will need to **jump over high walls**, pass energy to **power up systems**, use **electromagnetics** to move objects, **fight** tons of enemies and **solve all security puzzles** in her way to **defeat big bosses of the conspiracy**. She has to become more and more powerful!

What makes the game unique in the market? (USP)

- **Intelligence is used for action.** Make players embrace creativity and play smart even in situations with high action. (To give an example: if enemies are wearing metallic coats players could try to get all packed and throw single target lightings to one of them will spread to others)
- Shows physics and **electromagnetics** as a funny game in a **dynamic way** instead of relaxed logical puzzles. Dynamic is referring to use the electromagnetics in the action/combat situations where different changing values are in the same situation, non-static situations.
- Shows part of the real history about Tesla and Edison, but the player can also discover documents and other parts of the history and think what convinces them the most to make his 'own version' of the history.
- **History is discovered, not told.**
- **Embraces creativity**

Competitors

Jak & Daxter, Ratchet & Clank, Sly Cooper, Spyro, **Zelda** (some of them).

Teslagrad uses some of electromagnetics, but there are really few games about Tesla or electromagnetics.

All of these games have an action adventure core, also Mage of Electricity.

In a more deep comparison:

- Mechanics/systems: **competitors** are based somehow in physics but they fall into **magical/fantasy** field while Mage of Electricity has a **more realistic approach** about the **electromagnetics**. Even if some parts look like **science-fiction**, could be 'doable' things someday in the future, like all Tesla inventions and prototypes, the game is exaggerating but **not using magic at all**.

- Story: competitors stay with stories out of pure fantasy and don't have a real human story behind. Mage of Electricity offers the **real component of telling a true story** (even if our protagonist is fictional), gives **more engagement to the player** and makes them feel like that **'fiction' is not that far from reality**.

- Mechanics related to story (inspiring): competitors could tell the same stories with different gameplay or could use the same gameplay to tell different stories. In the case of Mage of Electricity the mechanics are part of the story, it's the **story about electromagnetics systems itself**. Being that so real related, the aim is to show a **"close future that could be" to inspire players to make that future real in real life**.

- Combat creativity: competitors are focused on **direct combat**, this game uses **indirect ways of hurting enemies** using the gadgets and electromagnetism.

- Creativity: competitors have no creativity at all, are closed systems and designs that have one (or two at the most) ways of solving the same situation. In Mage of Electricity creativity used in game by the player and knowing things about the real world where they live, makes the player think that **every cool function of the game is an achievable goal in their real world**.

Competitive Statement

Mage of electricity vs Ratchet and Clank: Rift Apart

Mage of electricity	Ratchet and Clank: Rift Apart
Historical ambient	Pure fantasy
Teaches about history and physics	No teaching at all
Mixed options for combat	Shooter driven
Simple crafting system	No crafting system
Systemic gameplay with varied applications	Scripted gameplay
Complex/open maps	Straightforward maps

Mage of electricity vs Zelda Breath Of The Wild

Mage of Electricity	Zelda Breath Of The Wild
Gameplay systems with realistic physics	Fantasy physics system
Focuses on electromagnetics gameplay system	Has a little of everything but doesn't master anything
Shows the real history with few fictional bits	Fantastic and fictional story
Many options can solve encounters at the same level cost/efficiency	Has weapons or systems more overpowered than others
Inspire young people to learn about real world physics/history	No inspiration applied to real life

Mage of electricity vs Teslagrad

Mage of electricity	Teslagrad
Action + 3D platforms	2D puzzleish transformer
Shows real facts	Pure fictional story
Many hours of gameplay	Few hours of gameplay
Multiple mechanics/dynamics at same time	Single and simple use of one mechanic
Player is in control	Level controls the actions

Essence Statement

Mage of Electricity is an **action adventure game** about a **girl who's a physicist** looking to save her father. She will **need to fight, create and use machinery, gadgets, weapons based on electromagnetics** and Tesla-like inventions **to overcome all difficulties** in the way.

Core Statement

Game about a young girl who has to **fight the power** (hehe).

She enhances herself (by the use of gadgets and crafted items) and learns how to make new powerful stuff to fight all her enemies or **break the walls that 'can't be broken'**.

Inspire people to be more creative in their lives, open their **minds to think in a wider range of problem-solving** ways and also learn something about real physics/history. This can be achieved by having **multiple creative solutions** to

obstacles based on **electromagnetic principles** and the gadgets.

Goals statement

The main goal of Mage of electricity is to immerse players in the **history of physics and politics** in a **funny way** in a friendly and good looking cartoon world.

- Goals for game design & programming:

Create a system that allows the Player to **solve combat and puzzle situation in a variety of ways** that "feel smart"

- Goals for level design & art:

Show the player **a future that is not too far way** to inspire them in the real world.

- Goals for narrative:

Tell a story of history and politics in a **light-hearted way**

Overview Statement

Gameplay overview:

Game will be focused on action and platforms, it will have some puzzles to advance in the zones and a simple craft system.

Abilities:

The player will have access to abilities provided by the equipment/crafts.

Abilities such as:

- throw lightnings
- attract or repel metals (can be used to deal damage)
- walk on metal structures (defying gravity with magnets)
- interact with any electric system as lights
- Collect scrap to make new items like consumables
- Use that consumables to blind enemies, burn zones, etc
- Paralyze enemies with electricity
- Double jump with upgraded boots
- some basic interactions, pushing buttons, pull levers, open doors (also with keys) etc
- 'Parkour' with its abilities and gadgets
- Electromagnetic abilities can be used also for solving puzzles

All these abilities will provide the mechanics and dynamics the player needs to have a wide open variety of ways to pass throughout the game. And this is the most important feature of the gameplay. **Some of them will require the player to have energy to be used.**

Game world:

There will also be a variety of levels and zones, indoors, outdoors from country lanes to 'hi-tech' cities, and different kinds of places, ships, underground facilities, labs, etc. including different sizes of zones, from small ones to big ones.

Visuals:

The aesthetics of the game will be cartoon and setting based on 1880-1900's. Game is planned to be available for all publics, so will contain no mature content or heavy explicit violence. Language used will be simple and accessible even when the game explains some political issues or terminology.

About the story:

Nicole is a 16 years old girl, who was raised by her mother almost her whole life. They live in Austria . Her father, Nicola Tesla, left her when she was 5 because Edison reclaimed him in Paris. Some years after that Nicole discovered that her father went out because of threats and that he was somehow kidnapped. So she decided to follow her father's steps to find him and bring him back home.

She is a very smart girl and learned so much about physics at home in his fathers lab and created some inventions based on her father theories. Here is where the gameplay starts. Nicole has to get out of home and try to survive by herself in the world, but she will have some enemies everywhere she goes. From wild animals to the Austrian Empire to Edison's guards.

During her journey the history of electromagnetics and Tesla inventions is told and discovered, some parts of the story are optional that the player can explore. Also there's no one single story, there are two versions of it, the Tesla version and Edison version, so the story may change based on the player's decisions to whom they will trust. Driving the story to two possible endings, anyway Edison will stick as the bad guy in both of them, but approach will be different, including that in fact Nicola Tesla has abandoned her and her mother on purpose instead of being kidnapped. The story of Edison abusing and exploiting Tesla will remain, but that story is told during the game, but **the story that the player is playing is Nicole's story**, which may vary.

This said, let's go into gameplay features.

As said before, the game will focus on the action and the adventure part, which in this case means combat and dynamic kind of movement to move through the zones.

Some of the abilities have been listed before, but here are a couple of things about abilities.

Some of them require energy to be used, the abilities which uses electricity and some that use magnets (this require so little energy, only for activating the magnet). Which brings us to the energy system.

Energy system:

- Player has a tank with limited capacity of energy
- Abilities drain energy
- Some zones drain energy
- Some zones disable energy use
- Some zones will be of 'infinite energy' where energy is full all the time
- Energy can be obtained:
 - By charging anytime anywhere (infinite energy is the main proposal of Tesla's)
 - Collecting drops of energy which can be found around the world, can be dropped by enemies, etc
 - Getting it from another tanks or enemies (faster than solo recharging and

is useful to make enemies not use certain abilities)

Craft system:

In the game there are **pickable objects** that the player may get to create new inventions/gadgets/tools. There are two types of pickable, scrap and specific items. Scrap is like the coin, can be used for trade with some people at any point but it's mainly used to create useful items for the gameplay.

And specific items is a rare collectible used for creating a specific tool and it's unique in the game because you can only have one in the story, like magnet boots.

Unique inventions must be crafted in a **crafting table**, they are disposed of in different zones of the game. While **consumable items** can be crafted anywhere and only need scrap.

Inventions can also be improved with scrap or scrap + any specific item if that upgrade adds a new functionality.

To sum up **every unique crafting item, adds a new functionality to the player**. But scrap can improve the walking speed, distance of jump, etc.

The combat:

Combat in this game doesn't necessarily mean fighting, hurting enemies and defeating them, it means the way you can deal with enemy encounters. In every little encounter there will be a 'harmless' option.

This 'harmless' option allows the player to paralyze enemies, distract them or simply sneak through them. Enemies will be blocking the player to pass further or they will simply distract the player or make them move from a specific zone, etc.

'Harmless' abilities:

- **Pass without being noticed**, like crouching or walking on the roof, walls or any zone far from enemies vision.
- Throw 'light grenades' which will **blind enemies** vision so they can't follow the player
- Use **sonic radio frequencies** to 'stun' them with sound around the player, so they **can't** use their hands or **hear where the player is**
- Closing enemies in a zone by moving an object that will block their path (maybe using magnets)
- Electrocute them a little, with some taster type shots
- Drain energy from some sources making them unable to use certain abilities
- **Run** from them

Even if this seems to contradict the idea of action, there will be action anyways because encounters will not be like a stealth game or a puzzle, enemies will be chasing and attacking the player so the player has to run, dodge and renew the crowd control abilities. Crowd control abilities have a limited time effect. Even if the player is using so many crowd control abilities, they will need to look for more energy/resources to keep using them, while running around the scenario trying to not get caught or defeated.

The classic combat:

The classic combat is a classic combat style game, when defeating enemies seems the only way to deal with them.

Main harmful abilities are:

- Some physical weapons, like a stick, chain...

- Punch with electric gloves (uses some energy)
- Physical weapons electrified, an iron bar imbued with lightning, metal chain...
- Throw lightnings
- Use magnets to attract metals and hit enemies in the path. Also repelling metals will cause damage.
- Electrify metal zones
- Expansive wave bombs
- Fire/heat (by heating metals with energy)

Epic boss fights:

Game is focused on action and challenges. So the bosses will be **big challenges** to surpass. Each boss will offer a **new dynamic** only used for that boss, and will make the player play smarter than before. All of them will be **different and unique**.

Mobility:

Mobility will stick fictional instead of trying to simulate the real world. The player can move freely on the ground, walk, jump, run, dodge... Eventually getting some upgrades such as:

- Double jump
- Walk on any metal surface, no matter how the angle is, even upside down. (Magnets mechanics)
- Teleport from some teleport station to another (one of tesla ideas)
- Run faster
- Jump higher
- Grab the edges of platforms
- Attract herself to a close metal surface (dealing damage on the way)

Inspiring players:

One of the strengths of the game is that it can inspire so many players to learn more about electromagnetics and physics, even if the game is not focused on teaching. The game will show some blueprints of experiments and other things that the **player can try to do at home** in a non-intrusive way.

Even if the game is fictional, the goal is to generate the feeling that the game is useful while fun. Make the players **embrace their creativity**.

Wide options:

These are the main attributes that the game will have. But having all this whole system and playing with Tesla inventions there is a **wide range of options that can be created** later in the project, Tesla even designed an **Earthquake machine!**