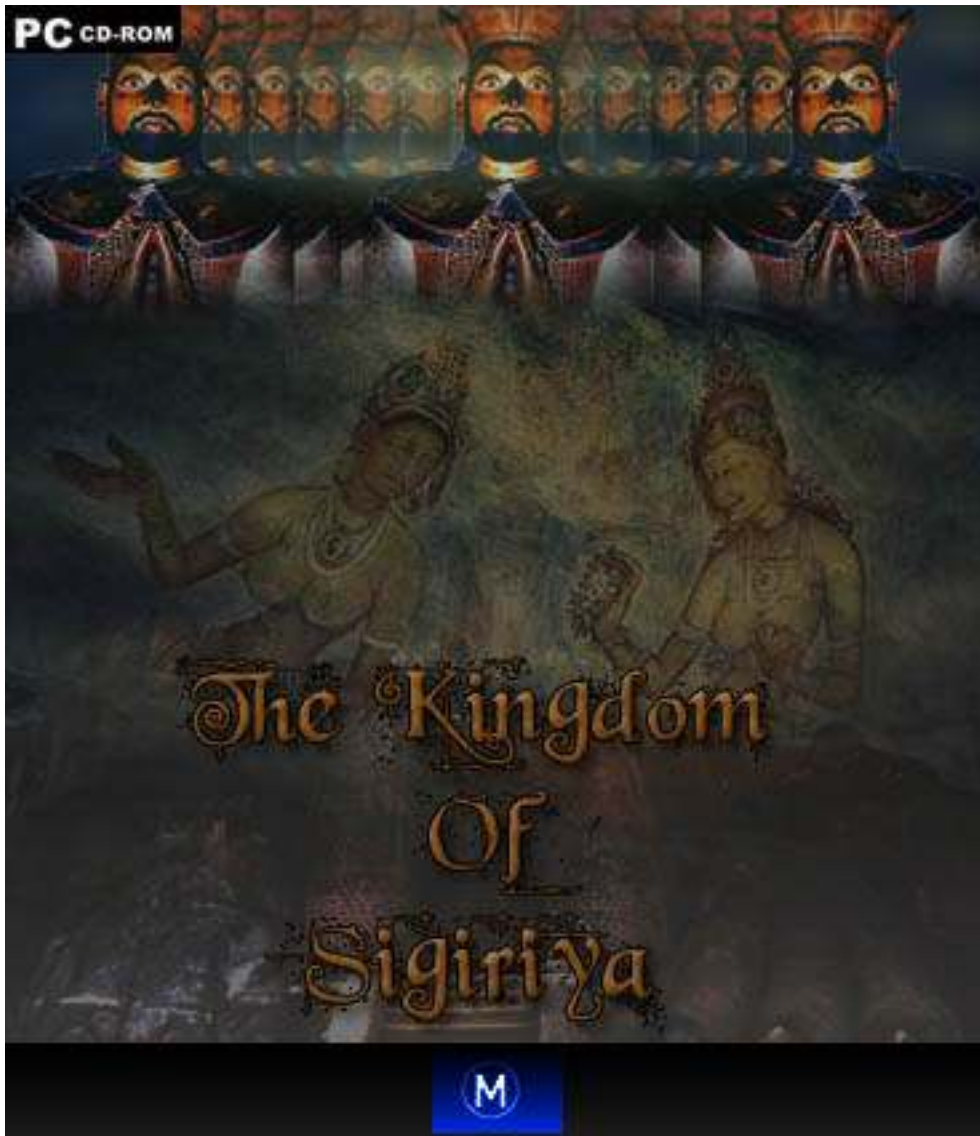


Game Concept – Proposal By Prabhath Perera

The Kingdom of Sigiriya



Student Name: Prabhath Perera

Game Title: The Kingdom of Sigiriya

Game Type: Action/Strategic/Historic

Game Concept – Proposal By Prabhath Perera

Game Overview	3
Game genre/type.....	3
Background	3
Game Setting	4
Game Storyline.....	5
Characters	6
Key Participants	6
Game Platform	7
Audience and Game Classification.....	7
Game Anatomy Aspects/Discussion	7
Goals, Quests and Challenges.....	8
Rules and Boundaries	9
Feedback	9
Interface Design/Control & Use of Context Sensitivity.....	10
Environment Design Description	11
Game Balance.....	11
Summary	12
Reference	14

Game Overview

Game genre/type

The Kingdom of Sigiriya is a historical strategic action game which is based on an ancient true story in Sri Lanka. The game will have strategic thinking, fighting with historic blend. King Kashyapa was the emperor of the kingdom of Sigiriya and he will be the main character of this game. Game will be developed mainly around him and there will be other characters which are true characters from the history. The place he lives also known as Sigiriya. It is a huge rock where he built his palace as a safe place.

Background

King Kashyapa was an emperor who governed the Sri Lanka in 3rd Century BC. His kingdom was Sigiriya, which was located in the middle of the country. The King Kashyapa was the only king in Sri Lanka who built a palace on a huge rock. The king Kashyapa built this palace because he had threats from and several other countries and it will be safer to live in a palace on a rock rather staying on the ground. The Sigiriya rock is the highest peak around that area and the king was able to clearly see if there are any rival armies coming to attack him. The reason to name this place as Sigiriya was because this rock has a shape of a lion and the term Sigiriya refers to lion in “Sinhala” language which is the main language in Sri Lanka.

This palace has every single facility, which other usual palaces have. This includes swimming pools, water supply etc. In addition there is a canal around the rock in order to protect the palace by enemies. Also the legend says there were carnivorous animals in this canal which made impossible to cross over the canal.



Sigiriya Rock

<http://jlorimer.files.wordpress.com/2006/11/sigiriya.jpg>

Game Setting

Since the game is based on 3rd century BC in Sri Lanka, the game will have an ancient look. There were no any motor vehicles at that time. The Elephant was the main transportation method of Sri Lanka at that time. Therefore game will have elephants as the transportation method. The king will look more elegant than other civilians or army from his appearance, dress and jewelry.



The king Kashyapa's character will look like this

http://www.sangam.org/taraki/articles/2006/images/cutureimq2_000.jpg

The entire game will be involves with the nature. There were no any cities or building in that time. Most of roads were gravel roads. Most of Sri Lankan villagers are farmers,

Game Concept – Proposal By Prabhath Perera
mainly cultivating rice. Therefore the game will have villages with small cottages surrounded with small forests, paddy fields. Also every single village has a Buddhist temple. Since the Sri Lanka has a tropical climate, the game will have a bright weather most of the time. There will be heavily raining period as well. The game player will be able to make the climate changes from the game options.



Paddy fields with greenish environment

<http://park.itc.u-tokyo.ac.jp/ae-labo/2004home/events/041119SriLanka4.jpg>

Game Storyline

Since the theme of the game is new, there will be an animated introduction movie in the beginning of the game. It will demonstrate about the kingdom and the king, who are his enemies, what actions he has taken to defend his self from enemies etc. In addition it will show how he became the king of Sigiriya.

The game begins where the king starts to build the palace on the Sigiriya rock. The player of the game has to make this rock a safe place as well as a palace with all facilities. The game player will plays as the chief officer of the king and he has to complete missions according to king's instructions. These missions mostly involved attacking rival army, organizing king's army, place them and use extra actions like place traps to protect the kingdom etc. The player will be gain points by attacking enemies, taking the right action, placing soldiers and traps in correct places etc. The player will be able to gain bonus marks by completing additional tasks which make the player

Game Concept – Proposal By Prabhath Perera
occupied. These additional tasks mostly related to entertainment and making the rock
“Sigiriya” better place such as decorate and renovate it.

Characters

Most of characters of the game have taken from the real historical stories behind King Kashyapa. For an instance king Kashyapa’s brother “Mugalan” etc. In addition there will be soldiers, villagers, monks etc. in this game.

Since this game is based on 3rd century BC, 3D models of these characters will be different to ordinary 3D human characters. Including appearance of humans, way the king dress, way the army dress, weapons etc. In addition all other objects such as the Sigiriya rock and the palace will be same as actual Sigiriya.



Entrance to the Sigiriya rock will be same in the game

<http://www.travelphoto.net/a-photo-a-day/wordpress/wp-content/sri-lanka-0073a.jpg>

Key Participants

The game can be played in either single player mode or multi-player mode. As I mentioned above the player has to build the palace, renovate it, attack enemies etc. in the single player mode. The multi-player mode allows to play two players at a time. In this mode one player will be chief officer of King Kashyapa and other player will be king’s

Game Concept – Proposal By Prabhath Perera
enemy brother Mugalan's chief officer. Mugalan's chief officer has to attack Kashyapa's kingdom, kill the king and take his crown and the officer has to defend and protect the king and his crown from his brother's army.

The player/players will be able to name the chief officer/officers as they wish from the game options.

Game Platform

Since the story of the game is new to game the game world, the game will be released only for Windows based PC's in the initial stage. The game will support Microsoft Windows 2000, XP and Vista. The game will be released for other platforms such as Playstation, XBOX etc. depending on the success of the first release.

The reason to release the game as a PC game is most of game players uses their computer to play games.

Audience and Game Classification

"The Kingdom Of Sigiriya" game is a strategic action game with a historic background. Since the game consists all these characteristics, any game player who interested in strategic, action or historic games will find this game interesting. The game will not be "very hard" game which hardcore gamers like to play. Therefore the main target audience age group will be game players over 15 years with moderate gaming skills.

The game will be released for matured audience under "M" rating. The reason to release it under "M" rating is the game has moderate violence such as killing people, strategic thinking which may younger players under 15 years find little difficult.

Game Anatomy Aspects/Discussion

Goals, Quests and Challenges

The single player mode has 8 levels and multiplayer mode only has a one type of game.

In the single player mode the core objective of the game is to kill the main enemy of King Kashyapa, who is Mugalan. Mugalan will not be appeared until the level 8. In the level 8, player has to find, identify and kill Mugalan. In addition the game has a sub goal in each level. Following will be the sub goals for each level.

1. Build the palace with maximum security levels
2. Defend the enemies who are coming from east side of the kingdom
3. Defend the enemies who are coming from west side of the kingdom
4. Protect villagers from enemies who come to attack villages
5. Protect the king from enemies when he was with villager in the village.
6. Take the king to a safe place from the palace when the enemies surround the palace.
7. Re-attack enemies and take the palace back.
8. Find and kill Mugalan.

There will be an instruction before each level starts which clearly states what the player has to do and not to do.

Additionally there are quests, challenges which keep the game player occupied. For an instance some times rival enemies come to the palace as civilians to kill the king. These enemies will randomly release a red light. The player has to identify these enemies from that light. Also there will be a security level indicator which indicates the level of security around the king up to 2km. When the security level is low, the player has to take the appropriate action to that section. Also there may civilians in the village who are actually rival enemy soldiers. When there's an enemy soldier enters to the village as a villager, there will be an alert on the status bar. Then the player has to go to the village and find the enemy soldier. As I mentioned before the enemy soldier will randomly release a red light from his body. If the player kills an innocent civilian, then he will not only loose marks he will get black credit. If the player gets 3 black credits then the game will be over. There will be other quests and challenges which will be identical for each level. For an instance in the first level, when building the palace the player will be rewarded when he finds secret places in the rock. These secret places consists treasures or other

Game Concept – Proposal By Prabhath Perera
valuable assets such as paintings, models etc. When completing each quest or the challenge, the player will be rewarded by a real video about the Sigiriya as well as points. There are 24 different video clips about Sigiriya that the player can be get by completing each quest or challenge.

In the multiplayer mode, both players will be able to send their soldiers as civilians and when the other player finds it, he will receive only the bonus marks.

Rules and Boundaries

Since the game will be designed for moderate level of game players, the game will be easily understand by the player. The player just needs to follow instructions before each level, which assist players to accomplish each level.

In addition there will be keyboard short-cuts for each action which comes with defaults key set. For an instance up arrow key is the short-cut to move forward. But if the player wants to place some soldiers in a specific place, then the player can select all the soldiers from the mouse and click on the destination. It will move all selected soldiers to that specific location. Also user will be able to change the shortcut keys or make it default by using game options.

The player will not be able to kill or find Mugalan until comes to the level 8. Mugalan will be appeared only in level 8. Also when the player has to go to the village to find the enemies, who are live with civilians, player has to go alone, not with other soldiers.

Feedback

The game consists of both explicit and implicit feedbacks. For an instance there are places in the palace with ancient characters and there are treasures inside those places. The player can simply press on those characters to get the treasure. When the player reaches somewhere near to the secret, there will be an animated gem appeared on the screen to inform the player that he's close to a secret. Also when the player kills enemies, they will scream with rough voice and if the player kills civilians, they will scream with an innocent voice.

When the player finds a secret, there will be pop up boxes on the middle of the screen which shows bonus marks and the entire screen will get blurred after that and mixed with the bonus movie about the Sigiriya. Also the game will give a beep sounds when the player tries to take an impossible actions. For an instance when the player tries to jump from the Sigiriya rock, the game will give a beep sound which helps to convince the player that he's trying an impossible action.

Interface Design/Control & Use of Context Sensitivity

The interface of the game has a controls section on the bottom left corner of the display. The control section includes a small 2d map contains the top view of the kingdom which makes the player more easy to navigate through the kingdom, left, right, up, down arrow keys and middle key to move further, backward, left and right. The middle key allows the player to see the perspective view of the scene. It can be used to turn or rotate the scene. Further there is a rectangle with the current score, black credit information, bonus marks which is located on the top of the control window. There will be list of weapons in between arrow keys and the status bar. These weapons include sword, knife, spear, flambeau, bow and arrows. Next to the arrow keys there is a menu button, which allows the player to save the current game, exit, and jump to game options. Also user will be able to access each of these options by using function keys. ESC button will be the short-cut key for the main options menu. In addition the game supports Joysticks and Joypads.

The text type of this game will have an ancient touch. This will help to keep the ancient look of the game. Further the game will have a wording style which is common to gaming world including warnings messages, menu names etc. This makes easy to understand warnings, menu names etc. But the audio narrative style will have a deep elegant voice. This helps to convince the player that the Kashyapan or Mugalan always watching him (In the multi-player mode one player will be Kashyapa's chief officer and other one will be Mogalan's chief officer).

Game Concept – Proposal By Prabhath Perera
de-motivate of finding secrets. Therefore these secrets will be entirely different from each other. For an instance the secret would be a treasure or an art like a painting.



Secret paintings will look like this. This is an actual painting which can be found in Sigiriya

<http://academic.bowdoin.edu/isle/program/images/isle01.jpg>

Further the game has challengers including physical challengers such as fighting with enemies, strategic challengers like organizing the army and placing them in right places, creative challengers such as building the palace, Intelligence-base challenges such as identifying spying enemies or undercover enemies etc. All of these different types of challengers help to keep the game balanced as well as keeping the player motivated.

Also the narrative feedback will be provided as instructions before each level starts, when the player attempt to take an impossible action, when the player finds a secret, when the player accomplish the mission etc.

Summary

The Kingdom of Sigiriya is a historic strategic action game based on a 3rd Century BC true legend in Sri Lanka. The game will be released as a PC game for Microsoft Windows 2000, XP and Vista. The targeted audience will be moderate game players above 15 years who interested in playing historical, action or strategic games. Since the game has moderate level of violence game will be released under “M” rating. (Matured Audience)

Game Concept – Proposal By Prabhath Perera

The main characters of this game will be King Kashyapa who is the emperor of the Sigiriya Kingdom and his enemy brother Mugalan. In the single player mode the game player will be the chief officer of King Kashyapa. In the multiplayer mode one player will be chief officer of king Kashyapa and other will be chief officer of Mugalan.

In the single player mode, the player will have 8 levels. The core mission of the entire game is to find and kill Mugalan. There will be sub goals, quest, chalangers and secrets in every level in order to keep the player motivated and occupied. These tasks includes find and kill undercover enemies, find treasures, paintings, building the palace, protect civilians and king from enemies etc.

There are some rules and boundaries when playing the game. There will be an introduction with instructions and rules before each level starts. Some of boundaries will be the player will not be able to find Mogalan until level 8; the player will not be able to jump from the Sigiriya rock.

The game will provide audio, text graphical feedbacks when it's necessary. For an instance audio narrative will be provided through out the game, there will be a text message displayed when the player kills a civilian, the undercover enemies will randomly release a red light etc.

The game has a control panel with navigation options, weapon selector, status bar, and a menu button which is located on the bottom right corner of the game. In addition there will be short-cut keys for each option which can be changed from the game options. The ESC will be the short-cut key for the game menu.

Since the game is based on 3rd Century BC in Sri Lanka, the game will have an ancient touch. Also there were small villages in the Sigiriya kingdom and most of villagers were farmers. Therefore the environment will be mainly rural with full of greenish paddy fields and forests.

The main mission, sub missions, quests, chalangers, hidden secrets will be well balanced motivation elements of this game. There will be only 3 hidden secrets in each mission and all of these secrets will be different from each other. Also all the sub task

Game Concept – Proposal By Prabhath Perera
will be different from each other. Therefore the game will have well balanced
consistence tasks which are different from each other.

Reference

<http://www.oflc.gov.au/resource.html?resource=214&filename=214.pdf>

[Accessed 25th April 2007]

http://www.sangam.org/taraki/articles/2006/images/cutureimg2_000.jpg

[Accessed 25th April 2007]

<http://www.identifont.com/samples/typerevivals/AncientText.gif>

[Accessed 25th April 2007]

<http://www.rootsweb.com/~lkawgw/slm-kings.htm>

[Accessed 25th April 2007]

<http://academic.bowdoin.edu/isle/program/images/isle01.jpg>

[Accessed 25th April 2007]

<http://park.itc.u-tokyo.ac.jp/aee-labo/2004home/events/041119SriLanka4.jpg>

[Accessed 26th April 2007]

<http://www.travelphoto.net/a-photo-a-day/wordpress/wp-content/sri-lanka-0073a.jpg>

[Accessed 26th April 2007]

http://www.silkroadandbeyond.co.uk/images/360_sri_lanka_b_014.jpg

[Accessed 26th April 2007]

<http://jlorimer.files.wordpress.com/2006/11/sigiriya.jpg>

[Accessed 26th April 2007]

Game Concept – Proposal By Prabhath Perera

<http://www.oflc.gov.au/resources/456.jpg>

[Accessed 26th April 2007]