

NINJA MAYHEM

One Page GDD Document

1 Intended Systems

This game is intended to run on PC, iOS, Android, Xbox One, and PS4.

2 Target Audience

Teenagers and young adults, fans of RPGs, MMORPGs, or Strategy games.

3 Intended ESRB Rating

T (Teen) – 13+

4 Game Summary

In a feudal Japanese garden town with strong martial arts traditions and history, most inhabitants are aspiring martial arts masters all hoping to be the very best. At the very beginning of the game, the player, a skilled ninja trainer, is introduced to a secret dojo, where they must choose one distinctive type of ninja to team up with in their journey to assemble a powerful ninja team to prepare for combat. Ways to assemble a team of ninjas include defeating wild ninjas in encounters, protecting other wild ninjas stuck in combat, and having others temporarily join your team to help them return to their trainer if they are lost. Ninjas that are part of the player's team gain experience every time they engage in battle, unless they are knocked out. Ninjas with enough experience gain levels, which increases their HP, defense, agility, and other skills. If the player has more than one of the same type of ninja (i.e. two black ninjas), they can combine the powers of those two ninjas, which makes them both more powerful and grants them extra powers not available otherwise. Sometimes, if other players are nearby, the player can team up with them or challenge them. Players earn spendable currency for winning battles and completing tasks. As a player's team levels up, they can unlock new areas of the surrounding world to explore. New areas will always have players growing their skills like them. Players in a single area generally match skill level. While most characters in this online world are other players, many are wild ninjas or computer-controlled villains.

5 Distinct Gameplay Modes

Open World Mode is the main mode of the game, where the player must assemble and train a team of ninjas. In Friendly Battle Mode, the player can send battle requests to other players that they have befriended, which is possible by exchanging friend codes. This mode is set in an arena exclusive to this game mode. In Combat Mode (to be added at a later time), the player is put in a short scenario where they are allied with other players and they must all take turns fighting a villain and his minions, Fire Emblem-style. In Tournament Mode (to be added at a later time), the player can register for a ninja fighting tournament whenever one is available; it pits them with players from all over the world.

6 Unique Selling Points

"Swift MMORPG!"

"It's not just an RPG – it's a super-swift MMORPG!"

"Assemble your very own ninja team!"

"Battle other players and level up!"

7 Competitive Products

Pokemon, Fire Emblem