

Bracelets of the Elements: Coliseum

Aka 'BOTE' for short (pronounced like the word 'Boat')

May also be referred to as 'Coliseum'.

"Humans chosen by gods, gods created by humans"

Introduction:

- BOTE: Coliseum is the old school Legend of Zelda focused on a complex combat system and revolves around a game changing mechanic.
- BOTE: Coliseum is a top down Action-RPG.
- BOTE: Coliseum is a combat focused game, with great attention to creating continuous flow. In the game the player will fight countless battles, clashing against a varied number of enemies and fighting epic boss battles. All in effort to save the main character's brother who was kidnaped by a mysterious organization.
- Unique selling points:
 - A fun and flowing combat system.
 - EP system - a unique game changing mechanic, which makes the player balance his health and combat abilities, giving a new playstyle in each play.
 - A deep story, and extensive mythology.

World:

- **Storyline:** Tobias, after waking up alone in a forest, finds out that his brother Wes has been kidnapped. With the help of a man named Jack, Tobias is guided to the coliseum where he has been told his brother was taken to. Now Tobias must complete the challenges of the coliseum, but things are not as simple as they seem.
- **Characters:**
 - Tobias – Main character. Age 16. Given an elemental bracelet by the god of light. Fighting his way through the coliseum to find his brother.
 - Wes – Age 16. Tobias's twin brother. Given an elemental bracelet by the god of darkness. Kidnapped, by a mysterious organization that calls itself 'The Architects', and prisoned in the coliseum.
 - Jack – A man of a rival organization to 'The Architects' called 'The Astronomers'. Guides Tobias through his battles through the coliseum, but Jack has hidden agendas of his own.
 - Zappy – An old gypsy who lives in hidden tunnels of the coliseum.
- **Setting:** The game takes place in a fantasy land called 'Floria', where people each year are chosen by gods, each representing a different element of fire, water, air, earth, light and darkness. A chosen person receives powers from said god, in a form of a magical bracelet with an elemental ability. The world itself is divided into villages, with each village representing a different good and belief system. The game itself mainly takes place in the coliseum which is located in a large village of the fire god.

Aesthetics:

- The main **art style** the game will use is pixel art style for its overworld together with 2D watercolor art portraits for characters during dialog and for game menus.



Figure 1:
Concept
art for in
game.

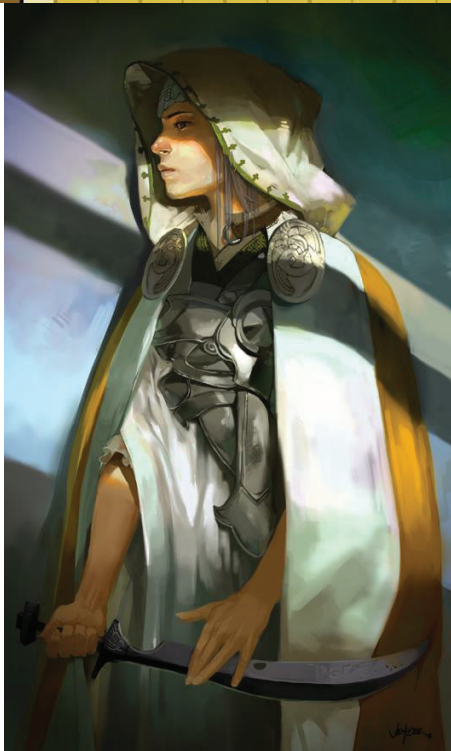


Figure 2: Concept art for character portraits.
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- This art style will hopefully evoke a delightful and nostalgic mood for the player, while also using the watercolor style to convey the characters emotions during the more serious moments in the game and its story.
- **Soundtrack** wise the music will mainly be instrumental with heavy focus on base, and during combat will be with a high tempo, to convey aggressiveness. And during the moments outside the coliseum itself a more slow tempo and up beat music. Sound effects will be in '8-bit' digital style to keep a more nostalgic feel of past eras. The characters dialog will be in gibberish.

Gameplay:

- **Goals:**
 - The player's main goal is win 5 tournaments and rescue Tobias's brother.
 - The player wins a tournament once he clears all the stage in said tournament.
 - The player must defeat all the enemies in the stage to clear it.
- **Mechanics:**
 - Energy Point System – The Energy Point System or 'EPS' for short, is a mechanic meant to change the player playstyle each battle. In simple terms the EPS is combination of what is usually known as 'Health points' and 'Mana/magic points'. By combining the two, the player must balance his use of magic with regular combat, while considering his/her remaining EP. Once the EP is depleted, the player

can still fight until hit a certain number of times, depending on his/her equipment.

- Complex, but intuitive combat system – The combat system complements the EPS by giving the player verity and choice in his/her playstyle with either focusing on magic or physical combat or the balance of both.
- Leveling system: the player gains experience every time he completes an arena/stage with in the tournament. The amount of XP will depend on his fighting style and he completes the given challenge in the beginning of the stage such as 'Using only physical attacks' or 'Defeating all the enemies under a certain time'. Once the player levels up, the game will automatically distribute his stat points according with his play style, so for example if the player uses a lot of magic most of his stat point will go to EP consumption of magic. If the player wishes, he will still be able to customize his stat distribution instead.
- The game also includes a basic equipment system, where the player can buy better armor, allowing him to get hit more once his/her EP is depleted. The player can also buy different weapons affecting range, power and speed. And lastly the player can buy things such as potions or one-hit kill items such as a bomb. Money can be earned by either completing tournaments which can be replayed over and over again, or completing short quests in the surrounding area of the coliseum.

- **Rules(slice of the game):**

- Tobias returns to the coliseum's main entrance room after finding Jack's lost journal that was lost outside in the tall grass. Jack gives Tobias 5 gold coins, allowing Tobias to buy a potion to replenish his EP during a fight in the tournament. After purchasing the potion, Tobias signs up for the second tournament and enters the arena which is one out of 5 (more than the previous one which only included 3 arena fights).

Tobias fight a group of 5 knights with swords but one has a shield. As they come one by one Tobias blocks each sword slash with his own shield by correctly timing when to raise it. Once he blocks the attack he swipes his sword a few times and defeats two of them. Unfortunately he lost some of his EP in the process but he still has more than half. Tobias decides to use a force field by using a small amount of EP, which protects his body for 5 seconds, while still allowing him to fight. Tobias defeats the first knight out of the two very quickly and the second one he puts into temporary shock by parrying one of his hits allowing Tobias to hit him quickly with his sword and succession. The last knight keeps using his big shield, so Tobias kicks it, and the shield flies away allowing Tobias to defeat the last knight. Just in time as all of Tobias' EP is depleted. Suddenly a small creature, which Tobias has not seen before, enters the arena, ignoring Tobias. Once Tobias gets closer the creature starts chasing him around. The creature finally catches up to him and bites Tobias. Usually any damage would cause Tobias to faint but because of his

upgraded armor he didn't feel a thing (at least on this first hit). Tobias quickly drinks the potion he bought to replenish his EP. In revenge, Tobias kicks the creature the drops a small item and flips over for a second. As Tobias approaches to destroy the creature, it gets back on its feet and seems to have become enraged. Tobias decides not to risk it and uses his EP and shots at the creature an energy ball that destroys the purple bugger immediately. Tobias still has some EP left but this was only round 1.

- **Difficulty and flow:**

- The game creates a new difficulty with each new tournament containing more stages (1, 3, 5, 6, and 7).
- Each new tournament introduces between 2-3 enemy types, requiring the player to diversify his attack pattern.
- As the player levels up he can usually use more of his EP again allowing him to fight more freely and creating balance while fighting harder enemy types.
- At the end of each tournament the player will face a boss mainly mimicking previous enemy units' abilities, allowing the player to relay on previous experience while dealing with a more difficult challenge.
- Lastly the game will have 4 difficulty setting of easy, medium, hard and expert. With easy resting their EP in the beginning of each round and if they die they start at the beginning of the same round with the ep replenished. In medium difficulty only replenish their EP if they die and start at the beginning of the round. On hard the start from the

beginning of the round but restart to the amount of EP the entered the round with. And on expert difficulty, if they die, they start the tournament from the beginning.

- **Level structure:**

- Player starts in main hub which is the main entrance room of the coliseum (This does not include the tutorial which goes over basic fighting mechanics at the outskirts of the coliseum)
- In the main hub the player can either talk to jack or shopkeeper or see time records for past tournaments on one of the walls.
- The shop keeper offers equipment such as armors, weapons and potions.
- If the player talks to jack offers to either sign up for a tournament or a mini quest.
- If the player choses to complete a quest he is sent to an outside level, where he either needs to defeat an enemy or find an item. Once the quest is complete the player returns to the main hub and receives a reward from Jack (Usually in the form of money).
- If the player choses to sign up for a tournament his transported to an arena(room) which includes a certain number of enemies which come in a certain number of waves.
- After defeating all the enemy waves the player moves to the next room until he defeats all the rooms.

- In some rooms after all the enemies are defeated, Zappy will appear in one of the corners of the room (the room is large and therefore the player will have to look for her).
- If the player finds Zappy s/he can buy special equipment from her with a discounted price.
- Once the player finishes fighting in all the rooms the player confronts a boss.
- Once the boss is defeated the player returns to the main hub and the cycle repeats.

- **Interface:**

- When starting the game the player can choose between 'Continue', 'New game' and 'Options'. If new game is chosen the player will be able to choose a difficulty and then start the game. If 'Continue' is chosen the game will display the last 3 saves with time stamps next to them.
- During all times the player can see his current EP in a form of a bar the drains depending on the amount of remaining EP.
- When the player pushes the corresponding button the button will change colors and Tobias will have a slight glow around him, to indicate to the player he is about to use magic and consequently his EP.
- While outside of combat the player can see the hot key items, and to which button they are equipped and correspond, but outside of combat they can't be used. Also during non-combat the player's current level

and XP will show under the EP bar. The amount of money will appear on the bottom right corner of the screen.

- If the player pauses the game, while not in a tournament, he can customize the hot key items, and also equip different armor and weapon.
- During dialog a watercolor of the speaking character will appear. And the dialog itself will be in a textbox.
- While talking to the shopkeeper, the player will be able to choose between selling items and buying item. If the player choses to buy, he will see the shopkeeper's inventory with the price, a small icon of the item next to it, indicating the type of equipment and the item's stats on the bottom right side of the shop menu box. If the player choses to sell the interface will be similar but showing his inventory instead.
- When entering a room in a tournament the room challenge will appear in text and will fade. Then in the right corner of the screen it will display the number of enemies defeated and number of enemies left, for example: 23/30.
- During a tournament, while pausing the game, the player can only restart the room, save room location (enemy count will restart when he continues from the main menu) and quit tournament which will send the player to the main hub. If the player choses to quit s/he will be asked if s/he is sure.
- After defeating all the enemies in a room, the XP distribution will appear, which will show the amount of XP he received depending on combat style and challenge completion.

- When the player levels up, the character's stat screen will pop up and the player will be able to distribute the stat points himself or let the game automate them.
- During combat the current level, XP and money will only appear when the game is paused.

Diagrams: **Please refer to the end of the document.**

Hardware:

- Major consoles (Wii U, Xbox One and PlayStation 4)
- PC/Mac
- Portable game consoles(Nintendo 3DS,PlayStation Vita)
- Mobile phone(While input shows a controller, observing other games from the same genre the inputs can be easily translated for touch-based mobile play)

Market Research:

- **Similar titles:**
 - The Legend of Zelda: The Minish cap (GBA)
 - Zenonia 1-5 (Mobile platforms: Smart Phones, 3DS, PSP Vita)
 - Bastion (Xbox 360,PS4, PSP Vita, PC/Mac, Smart Phones)
 - **Sales data for similar titles:**
 - Bastion since its release has sold over 3 million units since its original release and further re-releases.
- (<http://www.gameinformer.com/b/news/archive/2015/01/10/bastion-sales-exceed-3-million-transistor-sales-pass-600-000.aspx>)

- The Minish Cap has sold 1.43 million units.
(http://www.zeldadata.com/zeldadata_SalesInContext2014.html)
- Zenonia – Unavailable

- Target Audience:
 - 13-35 Age group males and females using compelling art style and deep story.
 - Group that enjoys Japanese's action RPG's and fantasy elements.

Diagrams:



