Rift

Can you survive the fight?
Two Worlds

Two Stories

The Same story
The Rift at Earth

The Nation of Maktaris were bitterly fighting another race known as the Illumans. The Illumans happened upon the Maktarians and found them worthy of conquest by forcing them to conform to their beliefs, their religion. The Maktarians wanted none of that. The war between the Illumans and the Maktarians began. After 5 years of a deadly war, the Illumans decided to tear open Earth's sky.

Science made it possible to open a rift in the sky that led to a dimension unknown, the Illumans didn't care what happened next. They knew that the rift would swallow Earth. That was good enough for them.
With the great rift opened by the Illuman of both worlds. They first to find that the rift connected their world to another.

They also found that they had a very strong ally, the Illuman, on the other side.

They decided to combine their resources of Tech and Magic to conquer both worlds and become all power rulers.
Your Mission

- The Humans have found out about the Maktari and have proposed an alliance. Your mission is to fight alongside the Maktari and help save your world and theirs. All while furthering the newly formed Alliance.

- Sabotage the Illuman any way possible. They’re alliance is strong.

- Fight Illuman you come by as you go to complete your mission.
This Game is

- an Action-Adventure, Role Playing, Sci-Fi, Fantasy, and even possibly a MMORPG

- A unique combination of Magic and Tech. How two worlds of different ideas combine thanks to the same enemy.
Rating Target

- This game can easily be created to get an ESRB rating of Teen.

- This is an acceptable prediction because we can easily combine the magic and tech to make it safe for children over 13 but include humor and themes that adults would still enjoy.
Our Market Target

- We plan to target those 13 and older. Those in the age bracket of 15 – 20 year old males which are probably most likely to play the game.
Motivation for the Player

- This game in a single player idea can easily be won by helping to defeat the Illuman.

- If we went with an MMORPG idea, the goal would in a sense be the same but there would be no actual ending for them to reach.

- We could even have the option to play as an Illumian as well. Making the game even more in depth.
Why is this unique

- This is a game brings together Magic and Tech into one package.
- This unique combination and story line will have players playing the game to see what happens next.
- Because of this unique combination I expect that this game could be successfully sold to players out there.
Who this game is up against?

- If it was to be created as an MMORPG: World of Warcraft would be its competitor since it is also a MMORPG

- Depending on development it could have competitors such as Gears of War, and any more Halo franchise games.
  - It would be similar to these games since humans are fighting a war against an invading alien species.
The Goals

- I expect the game to be a smooth and fun gaming experience meeting my expectations of games.

- This game attempts to create a fun but also semi-serious tone during gameplay. It will bring tension, excitement, humor, challenges and more.

- Players could easily have a create their own character with their own back story that goes in line with the over all theme and plot.
Highlights

• The game will have gameplay on earth, the Makari lands, and on your and the enemy spaceships.

• The player will need to be able to sneak past enemy patrols, surprise enemy forces, and be able to navigate the worlds and the ships they will visit.

• The Player will be asked to help sabotage the Illumian Alliance to help balance the power in both worlds.
Conclusion

This game has an innovative foundation, that can lead to a fun and innovative game that is worth the time and money to create.

With a balance between Technology and Magic the player can have a fun time using both to further their mission.