

ENVY

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Executive Summary

Envy is an action-adventure fighting game for home video game console's, PC/MAC. The story is based on an orphan boy who was recently adopted secondly to his brother by a kung-fu master and struggles to feel accepted and loved in society. When he decides to poison his father out of blind anger, he accidentally kills his brother. He rages against his master but in return, he wakes up in a hell where he must fight demonic creatures/ fighters to escape the dystopian world.

Audience Analysis

The target player of *Envy* are ages 14-18 or are professional players. *Envy* stands in the same arena as *Tekken* and *Mortal Kombat*, story-driven as well as community-based. Creatures and fighters are selected, online as well as offline while the player can embark on a story mode for the main protagonist. For other characters, storylines are optional for a different experience in the dystopian world. *Envy* is geared towards Male and female supporters of martial arts and action.

Story

Envy Follows six-year-old Zia, a kid raised by the system with his twin brother Gheno. The game begins when a social worker approaches Zia and Gheno who has been living in an orphanage, to tell Gheno he will be suited with a new family. This breaks the brother's heart once they both realize they will be splitting up. When Mr. Chen, the man who will be adopting Gheno introduces himself, Zia breaks down afraid he will never see his brother again. He either chooses to curse the social worker or beg the master to take him as well. As a result, the man adopts the two children instead of one.

When Mr. takes him home. The brothers are infatuated with Mr. Chen's world. They learn he is a Master of Kung Fu. For the next eight years, the twins spar and go through severe training under Mr. Chen's teaching. Their progress on their skills is tracked and enhanced through choices of training. The problem is, throughout the training and over the years. Mr. Chen has shown many signs of favoring Gheno more than Zia.

Eight years later the twins are Fifteen-year-old, and Zia has grown jealous yet very powerful and finds his situation unfair. He has also gotten confident after almost harming his brother in a sparring match. When he doesn't receive the praise he expected, he grows bitter. Zia is now at a point where he believes he's better than his master and his brother. He doesn't realize Mr. Chen's awareness of Gheno's light-heartedness. Zia acts as if life is now about being the strongest. Once Zia is completely blinded by jealousy, he decides to poison Mr. Chen. But instead, his brother Gheno drinks the tea meant for their master and drops dead.

Mr. Chen discovers this and when he does, Zia takes his anger out on his master. He attempts to fight Mr. Chen but Zia struggles to land a blow. Mr. Chen finally ends the fight by touching a pressure point on Zia's neck. Zia falls unconscious and drops to the floor. When he wakes up, Zia opens his eyes to a hellish world, a dystopian realm. In the dystopian realm, a humanoid demon lurks about until it encounters Zia. It chases after Zia who runs for his life. When Zia is backed up into a corner with nowhere to run. The Demon challenges him a fight to the death; the strongest walk away with their life. The Demon also explains to Zia, before they fight, a hellish realm is a place where only the strongest can survive and the only way to leave is to defeat lord Envy. Zia and the Demon fight. The demon is strong, but Zia manages to win when he discovers how to manifest his chi, power-ups.

Zia wonders the dystopian world adapting little by little coming across nearly twelve to thirteen strange and more powerful demons one at a time, who discovers his sent and seek after him. Each demon is more grotesque and powerful than the last. In the third to last fight, he loses an arm to a gluttonous gobbling creature. After struggling to defeat it, Zia has no time to heal or rest before another demon decides to fight/kill him. With half of Zia's life left, he fights, who he later learns is Lord Envy's guard. Just as Zia aims to kill the demon, the Demon tells Zia he will take him to his Master and when he does, Zia is shocked to notice Lord Envy, who sits on a gothic throne, is him, however, he is pale and suited in armor with sharp edges and wears a crown of skulls. With one arm and half of his life, Zia must fight Lord Envy if he wishes to return home. The fight is located in a fallen castle where Zia gets the chance to run and hide when in need of healing and then returns to fight the dark Lord toe to toe. Throughout the fight, Lord Envy explains he is Zia and all the power he possesses without human limitations.

Zia finds the strength to defeat Lord Envy despite his attempt to get into Zia's head. Finally, Zia gets Lord Envy on his knees, begging for his life, offering him all that he could ever want. All the power he had ever wished for. He tells Zia if he goes back, he will experience another hell no different from where he is now for what he has done. Still, Zia is willing to surrender himself to the consequence of his actions. With a final blow to Lord Envy, Zia has finally destroyed the part of him which has caused him great suffering. The room goes white with a flash.

Zia wakes up. He's in the sparring dojo. He sees his brother before him holding out a hand. It all comes to him now as he uses the hand that was taken in the dystopian world to latch onto his brothers. They'd been sparring and his brother knocked him out. You can see there is a change in Zia's perspective when he speaks to his brother complimenting him. Mr. Chen Watches the two as they continue to spar. Mr. Chen compliments Zia with a simple nod of approval. His heart grows lighter than before.

Characters

Zia

Zia is the main protagonist and an option in the selective fighting experience. He starts as an orphan, raised in the system with his brother. Once he is adopted, he overcomes his journey of Envy as he learns to live with his brother and new father as he holds resentment towards what seems to be favoritism around their developing martial arts skills taught to them by their father and Master.

Throughout the game, Zia makes a horrible mistake, killing his brother accidentally and wakes up in a hell in which he must journey through learning how to break free from it and overcome his greatest fears.

Gheno

Gheno is Zia's brother who appears to be better than his brother when it comes to martial arts when in fact he is more at peace within his heart. Gheno Pushes his brother to get better without trying, simply from being, seemingly have the strong will power.

Gheno is accidentally poisoned by his brother Zia.

Mr. Chen

Mr. Chen adopted Zia and Gheno when they were five years of age and raised them to learn kung-fu. He is a wealthy man, yet dedicated to his craft and wanted to children which he could not have, to carry on his teachings.

Mr. Chen possesses special abilities. He sends Zia to the boy's own hell he has created within himself by hitting a pressure point. In this hell, Zia's journey begins.

Lord Envy

Lord Envy is a reflection of Zia's anger, resentment, and jealousy he has held within his heart for so many years. He is Lord of the dystopian realm and is one of the strongest entities who reside in this world. Gheno seeks out Lord Envy determined to fight and defeat him so he can leave.

Competition Analysis

Envy provides a playing experience that covers all areas of desired playing experiences such as combat, free roam, and skill development, unlocking special moves and abilities after defeating characters.

Similar games would be Tekken and Mortal Combat, but with Envy, the nature of the games is self-discovery in which when utilizing other creatures other than the protagonist you start with, you can discover the transformations of characters who live in the hellish world and to give them a chance at changing back into a human form which still contains the ability to fight. This allows different skin selections when choosing who to play with after the journey is complete.

Gameplay

Envy makes us utilize and overall heavy interactive story. The back story is what is sought out after the player makes it through the main characters' journey. The dystopian world receives endless characters at a faster rate than similar games reflecting the reality of so-called “ bad choices made in the world around us. The play experience subconsciously and consciously always players to recognize their own ability to overcome internal demons; issues within themselves or with others. Envy is a high concept-driven to raise attention to emotional intelligence.

The focus on Branched storytelling. The player gets to make decisions based on the character's situation. The choices get harder and create tension within themselves. branched storytelling allows an intimate moral navigational compass to built along the. The player grows to become stronger at making choices with emotions they can relate to.

Combat mode allows fighters to compete amongst one another. There are many characters to choose from once you encounter them, however, each back story to how they ended up in hell is unique onto them, leaving the player with an intimate knowledge of where certain characters come from while others may not get the chance too.

Free-roam play is a playing experience where your character gets to discover other characters and fight them on their own whether it may be the CPU or online.

[You may add additional sections as necessary. Consider your game concept's essential features and decide whether these sections will adequately convey your game's features and scope. Additional sections you may want to consider including might be: Locations, Marketing Plans (if any already exist), Budget and Schedule, and so on.]