

Sasha's Revenge

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Author:Iconogenic purchased from Dollar Photo

ONE SHEET SUMMARY

Game Title

Sasha's Revenge

Genre

Adventure/Fantasy/Suspense

High Concept

Former prisoner and rightful ruler of Agria escapes from the dungeons of an evil despot and vows her revenge.

Play Mechanic

Players will be taken through a series of challenges, each brings Sasha closer to her goal of regaining her throne. The challenges Sasha faces will allow her to gain allies, fortune, and find her love. She will also receive rewards for a completed challenge, extended health, invisibility, potions and an enchanted sword.

Plot Summary

Sasha fights her way out of the dungeons, her first ally is a slave girl who is loyal to Sasha. Together, they run into the forest where they are attacked by bandits. Once the bandits are defeated, Sasha receives more health and gains weapons. However if she's defeated, she's returned to the dungeons. Sasha's next challenge is to obtain food and shelter. She will need to align her resources with a man she doesn't trust, but will be her greatest ally. Once she secures her army, she will then return to the castle and fight the evil despot, Elah, for the throne.

Platforms

PC/Mac, Xbox, and Playstation.

Target Audience

My target audience are men 18-35 and women 25-40 as well as fans of magic.

Competition

Sasha's Revenge is similar to Skyrim, Oblivion, Dragon Age, and The Bard's Tale.

ITEMS AND EQUIPMENT

Key Item 1: Agria Dagger

Short Description: The Agria Dagger was passed to me from my father on his deathbed. As he had no sons, I would now be ruler of his kingdom.

Function: The Dagger gives the holder access to command Agria's army. Without the dagger the Army will be defeated by its foes.

Appearance: The overall length of the double-edge slightly curved blade is 20". The handle is has a dragon's head at the top with jeweled inlay.

Lore: An ancient sorcerer, weary of the constant wars between the three kingdoms of Aln, Grith, and N'la, created The Dagger as a means of bringing the kingdoms into harmony. The sorcerer gave The Dagger to Solomon, the first King of the combined kingdom of Agria. The sorcerer designed the sword to pick its ruler and allowing the sword to choose each king or queen, Agria has remained united. The Dagger is said to give the rightful heir immortality, when in actuality it slows down the rate of aging. In the hands of the wrong heir, it brings destruction and causes a rift in the kingdom. When the dagger is unclaimed it's magic lies dormant.

The dagger is also used to command the Royal Army, to make them near invincible to their enemies as well as to keep the kingdom from being divided.

CHARACTER PROFILES

Player Character Profile: Sasha

Purpose: She's the youngest daughter of the Royal family and the rightful ruler of Agria.

Lore: As the youngest child of Aziriah, many thought Sasha wouldn't amount to much. She has three older sisters, the oldest of whom was always rumored to ascend to the throne until The Dagger chose Sasha at the age of 13. From that point, Sasha was groomed for the throne.

She was educated in all manners of state and taught how to fight. Her favorite weapons are the dagger and sword. Although she's really good with hand to hand combat. She was also taught to rely on her instincts and smarts instead of her weapons.

After her father dies and Sasha has ascended to the throne, shortly after she is abducted and imprisoned in her own dungeons.

Appearance: A curvy, athletic built female with long dark hair, gray eyes and a caramel complexion. She has a tattoo of a triquetra on the inside of her left forearm.

Barks

- **Tagline/Idle:** We're wasting daylight.
- **Alert:** Look lively.
- **Success:** Bow to the master. [Tells the player that the character has accomplished a task or reached an objective, like completing a level. Example: "Who's yo' momma? That's right, I am!"]
- **Failure:** Guess I'm not going to the ball tonight.

LEVELS AND LOCATIONS

Major Location 1: Agria, is the culmination of three kingdoms.

Short Description: This is a lush, kingdom that borders some hostile territory.

Appearance: Agria is a bustling kingdom with Medieval style architecture. Forests are rich and dense with vegetation. Horse like creatures are used for transportation and farming. Common animals like cows, sheep and pigs are used as cattle. There will be dragons, griffins and a unicorn. There is no electricity, but there is running water, and a sewer system of sorts.

Contents: Agria is populated with deadly monsters, creatures like a troll and ogre combined. They attack anything that moves. They are incredibly fast, but not intelligent. Any citizen of Agria can be spoken to, however there is a small faction of Agrians who wish to go back to the old ways and will give Sasha false information. After any major challenge or before entering a major challenge, the game can be saved.

Lore: There is Grinal Wastelands, this is a harsh, desert like place filled with sand monsters which have razor sharp teeth. If a person isn't granted safe passage by the desert people, then the person could be left wandering in the heat or worse eaten by the desert monsters.

N'la Forest holds fairies and pixies. It is also the home of an ancient sorcerer. One last place within Agria would be The Wicked Mountains.

Castle Solomon-Sasha's ancestral home will be the sight of the epic battle between her and Elah. The castle is a great sprawling stone structure with wooden gates and a moat filled with flesh eating monsters. The castle sits inside a walled city.