

# **Risen**

## **Rise to the top**

Date - 4/06/2008

### **Genre**

Fighting RPG

### **High Concept**

Risen is a RPG game that utilizes the same mechanics of fighting games in the battle system to create real time, fast paced battles.

### **Premise**

In Risen players will start as Kim, a martial arts student, who seeks to enter the Risen Tournament and defeat Ken-Po, the current Risen Champion man who killed his father in that same tournament. To accomplish that, Kim will have to travel through the world to find the Fallen members, ten fighting specialists and friends of his father, the only ones that can teach him the moves he need to win the tournament.

Gameplay in Risen will be close to others RPGs like *Final Fantasy*; Kim travels from city to city, battle enemies, interact with other characters and buys items and equipments.

Enemies will be shown on map, when players get close enough they will be challenge. Battling enemies in Risen is not like other RPGs. Battles are done in real time, utilizing a fighting system similar to *Dead or Alive* and *Tekken* series, where players will be able to punch, kick, counter and defend himself from the enemies.

### **Goal**

The goal in Risen is to be able to enter and win the Risen Tournament.

### **How It Works**

#### **Camera**

The camera in Risen will be a Third-Person camera like the ones used in *Final Fantasy X*; this will translate to a Side camera, like the ones in most fighting games, while in battle.

#### **Party System**

While searching for the Fallen, Kim will also find teammates that can be used in battle. While in battle, if the player dies, the next character the player have will enter battle to try to defeat the enemy. The player's party can have up to 3 members at a time, one of them being Kim, but these characters can be swapped for others in any city bar. Each character has a different set of moves that he can learn, so the player can change which styles suit him best. Enemies will also attack in parties, changing characters when one dies.

#### **Leveling System**

When the player wins battles, every character he have will earn some experience points. The three characters on the party will win more than those who are not on the party, but the idea is that every character stays near the same level, so the player can swap characters at any time without the need to spend hours leveling him up.

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The basic attributes (Health, Defense and Attack Power) of a character rises when he levels up. Also, in some levels, characters learn different and more powerful combos that can be used in battle. The attributes can also be raised by equipment.

## Battle System

To enter battle, players must get close to the enemies that are over the world map. While in battle, the moves the player can use will be similar to the ones in *Dead or Alive*, players can punch, kick or grab to deal damage to the enemies, can guard or counter the enemy's moves and can use combos made of a set order of buttons. These combos will do more damage than the moves used alone.

## **Success & Failure Conditions**

Success comes when the players manage to win the Risen Tournament. Failure comes when every party member is killed in battle, at which point the player need to revert to an old save.

## **Carrot Says:**

**Title:** Risen

**Written by:** mamlfj

## **Week 3**

**High Concept:** Gets the point of the game across; though it doesn't make the game sound very exciting.

**Critique:** There are aspects of this game that I like a lot, like the extended focus on combat, but the entire package feels a bit dated and uninspired to me. Really, *Risen* sounds an awful lot like *Jade Empire*, just with a slightly different setting. The battle system has a ton of potential; but its seems to get stifled with RPG and fighting game staples, which keeps it from being something unique and interesting.

For example; having a party with other members is an RPG convention, while fighting 1-on-1 is a fighting game convention, the current battle implementation feels like you are playing two separate games instead of a single cohesive experience. If the player is allowed to recruit a party; they should be allowed to utilize all of them in battle and at the same time. I can imagine a system similar to *Final Fantasy XII* where the player is able to tweak the A.I. of their party members and assign commands to them on the fly during battle, or even allow them to take direct control of any party member.

The actual fighting sounds pretty interesting; even though the Treatment doesn't really nail down any interesting details. From the sounds of it; battles are strictly a fisticuffs affair, which I fear may get pretty stale fairly quickly. I'd personally prefer a system

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more akin to Soul Caliber's, with weapons and a more super-natural feel, but that's just me. Perhaps an option for the player to go down the path they prefer?

The presentation is easy to look at with a healthy amount of paragraph breaks; but the few grammar and spelling mistakes stop it from being excellent overall.

I think that *Risen* has a lot of potential, but staying too close to standard conventions is holding it back from being a unique and awesome game. Don't be afraid to experiment with different mechanics when blending these two genres; never know what you'll find.

**Fun: C+**

**Presentation: A-**

**Originality: C-**