

Writing Sample Pitch: AAA Dream Project

It would be fascinating to have a game where the combat is impacted as the story progresses. I'm envisioning an RPG game where the player can choose their player style, but as the game character goes through the story beats of the plot, their combat changes. For example, if a demon possesses a character, they have a choice of using the demon's abilities or not. Combat would be more straightforward, and the player would feel the power that comes with that. However, it comes at a cost: the player starts to lose control of their character as the demon's powers grow and it becomes more challenging for the player to regain control. The combat is difficult if the player limits the demon's powers.

Another concept I would pitch is to include developed companion characters, not just from a writer's perspective but from a player's perspective. Each role of the companion characters relates to how they fight in the game. A vampire joins the crew and tries to avoid feeding on humans, but they have stronger stamina if they have human blood. The player decides how to interact with these characters based on how they want to play the game.

Finally, I think it would be interesting if multiple quests could be completed in any random order. The player would have a choice of three missions, and they could choose which one to prioritize. The order in which the player decides to complete the quests would determine what happens to the gameplay and how the world sees the character. For example, suppose a player chooses to save a village over rescue their friend. In that case, the player gains a good reputation with the citizens but loses many points of relationship with their friend.