THE DEPTHS OF ARKHAM

In The Depths of Arkham you play as Jimmy Steel, an archeologist looking to uncover the secrets of the depths. On his search for a missing family member he discovers hidden caverns tucked away underneath the city. All evidence points towards his family member being lost in the depths of Arkham.

The depths seem to hold many secrets never meant to see the light of day. Fight through dungeons of eldritch creatures and uncover the secrets of the depths to solve the mystery of you missing relative.

Genre: Action-Adventure Hack and Slash
Platform: PC
# of Players: 1
Camera: Third Person
Theme: Eldritch Horror

HOOKS

> Carve your own path through dungeons
> Enjoy the mystery and horror of the unknown (Lovecraftian Eldritch horror theme)
> Enjoy combo based hack and slash game play
> Emotionally intense experience (Horror elements)
> Uncover the hidden plot right beneath the heart of the city
> Collect ancient notes left by people long gone
> Solve ancient puzzles to uncover treasures or clear the way forward
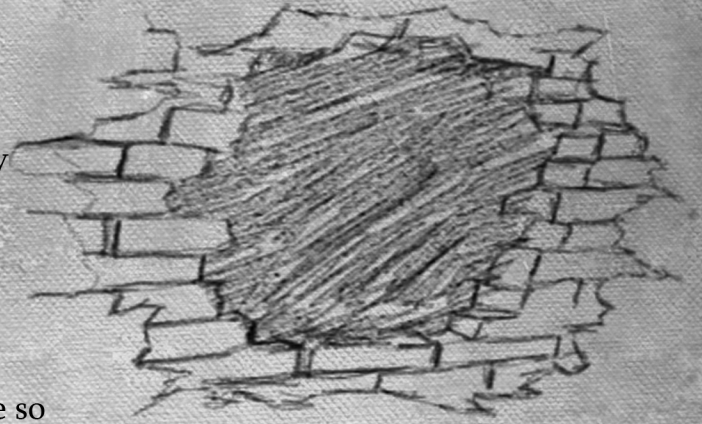> The dungeon becomes more strange and challenging the further you delve into the depths

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STORY

You play as Jimmy Steel an archeologist in the 1900's. He is not a stranger to the mind bending truth behind the world and has seen glimpses of the old gods that wander the diffrent realms. While looking for another adventure he is thrusted into the plot right in his hometown of Arkham for once. Jimmy had returned to Arkham due to a strange blight hitting the city as of the last two months. Jimmy Steel begins to hear rumors that his cousin Samantha Steel has locked herself in her house for a month and has not been seen since. When he enters her residence he finds no signs of Samantha or anything strange. Upon investigating he finds a trapdoor in the floor that leads to a cavern with many digging tools and dirt alll along the floor. Along one of the sides of the dark pit he finds a whole in the wall.

Upon venturing through the hole he discovers a whole diffrent world right underneath his city, one that dates back futher then Jimmy can fathom. There he finds creatures that question his sanity and force him to fight for his survival.

At the depest part of the dungeon Jimmy finds Samantha with all her sanity lost or more so torn away from her. There he finds an old God himself sucking away at the city above, Steel fights the God and defreats him. Upon his return from the depths the blight has been quelled but no luck with his cousin Samatha. Steel takes a week of rest and sets out on his next adventure.

GAMEPLAY

The Depths of Arkham plays as a third person hack and slash game, where you fight through hordes of diffrent and disturbing creatures. The player will be faced with a disturbing story filled with difficult bosses and interesting puzzles. The player will play as Jimmy Steel an archeologist armed with a blade and blunderbuss. They will make use of the combo system between the two diffrent attack types to help them in diffrent situations.

Other games that play similar to The Depths of Arkham are: Devil May Cry, God of War, Darksiders and many more. The success of these games has been thanks to the strong themes just like The Depths of Arkham shows.

GAMEPLAY MECHANICS

Third Person Omni Directional Movement:
The movement is much like other third person games where the player controls a character from behind and can move in 8 directions around themselves using the wasd keys. Moving the camera would re-orient the directions so forwards is relative to the camera direction.

Melee Attack:
The player can basic attack that just slashes with a blade in front of them giving the player some propulsion to feel as if they are actually slashing heavily at unknown beasts. These basic attacks can be used in a combo along with the ranged attack.

Ranged Attack:
The player fires an aoe projectile in front of them using their blunderbuss with a cooldown to avoid spamming a powerful aoe. It can be used in combos along with the basic attacks to change the behavior of the special attack. For example two basics into a special attack would make the character split the shot into three directions in front of them.

Overworld pathing:
The player chooses their own path based on a grid of cards laid in front of them and select a card in the row closest to them. Each card represents a room or dungeon, some rooms have monsters in them while others are rewards(Health, gold , etc), some may be a hidden room that could be something bad(Ambushed or a fall into a trap) or something good. All the cards have a visual indication of what they are allowing the player to carve a path ahead of them. The player is only allowed to choose a card that is one of the three above them based on where they were before.