



# Mana Storm

Open World/Fantasy/RPG

Game Pitch

# Overview

- Mana Storm is an open world fantasy role playing game that immerses the player in a world of magic and misdirection. Wielding power both destructive and subtle the player will embark on a journey to decide the fate of magic itself.

## Features

- Vast, reactive open world
- Unique magic casting system
- Rich, Indepth story as part of a new IP
- Solve complex magic based puzzles
- Player created character with customisation and upgrade options.
- Platforms: PC, Xbox Series X and PS5
- Age Range: 14-28 (Males and Females)





# Gameplay

## The power of Magic

Discover the power of magic, with a library of spells and abilities to choose from. Combine spell effects to create even more devastating results. No mana pools and few cooldowns. Your spells are all you have here.



## Progression and Customisation

With each level gain new spells and abilities, augment your character with new armour and items. Full character customisation allows the player to fully realise themselves within the world.



## Explore and Discover

Journey through a huge open world; full of stories, side quests, danger and adventure. Get lost a completely new fantasy world with a host of original characters and tales. Uncover this worlds hidden and dangerous past.



# Game Mechanics



## Movement and Camera

- The player moves using first person camera and controls.
- There are magic abilities, such as levitate or teleport to help the player alter their movement.

## Support Characters

- A range of support NPC's to assist you throughout the game.
- Close combat specialists to keep the enemy occupied.
- Magic experts with unique spells.
- Summonable minions for you to command.

## Conversation Systems

- A professionally voiced cast will bring each character to life with a wide range of conversation options.
- There will also be the opportunity to use spells in speech to gain the upper hand and draw out more information.

## Magic

- A spell for everything.
- Healing spells to keep you and your allies safe.
- Combat spells to defeat enemies.
- Illusions to confound enemies.
- Mind control to find information or even control your enemies.

## Items and Armour

- Gather armour and items from throughout the game world and through progression.
- Equipped items confer certain buffs or access to new abilities.
- Armour sets can provide additional protection or empower certain spells.





# Magic

## The force of Creation and Destruction

Magic is a powerful force in the world of Mana Storm. Even though it is controlled by the Mages Authority and the Mana Storm itself it still exerts a powerful grip on the world.

## A new way to cast

Mana Storm uses a completely new system to cast spells, using a button combo system similar to fighting games.

## Types of Magic

- Elemental, Arcane, Restorative, Illusion and Mind Craft.
- Each has a certain play style.
- The player isn't restricted to anyone type.

## Spell Effects

- Combine spells to create a more powerful effect.
- Alter the environment with certain spells.



# Magic Controls

## How it works

Instead of using a single button to prime and release a spell, Mana Storm will use a new kind of button combination system to prepare spells.

The more powerful the spell the more buttons will be used in the combination.

Each button corresponds to a hand gesture that the player character will make as part of casting the spell.

## For Example

Let's use the Vortex spell as an example. It is a level 3 Arcane spell meaning it will need three buttons to prime it, in this case A, Y, X.

First the player enters cast stance by pressing down on the D-Pad

Then, pressing each button in turn will cause the player character to sign each gesture.

Once all gestures are made the spell is primed and ready to be unleashed with the right shoulder button.

Left button – Mage Sight  
In Cast Stance – Sign 5  
Left Trigger – In Cast Stance – Sign 6

Right button – Quick Cast Spell  
Right trigger – Use primed Spell

Use consumable  
In Cast Stance – Sign 4

Cancel  
In Cast Stance – Sign 2

Interact  
In Cast Stance – Sign 3

Movement controls  
Click in for sprint



Camera controls  
Click in to teleport

Up - Map  
Left and Right – Switch quick cast spell  
Down – Enter/Exit Cast stance

Jump  
In Cast Stance – Sign one

## Why?

The plan is to create a much more visceral and engaging system for casting magic. While also creating a new type of challenge for this genre of game.



# The Open World

## World Overview

Fantasy games are often known for their sprawling and varied worlds and environments, Mana Storm will be no different. There will be medieval urban settlements, small farming communities and dense forests to name a few environments.



## Everywhere has a story

An aim for this game is to make players want to ride out in search of adventure, not just follow the path of the story. As such there will be a variety of activities and adventures that a player can take part in. Each of which will have a story to it.



# Puzzles and Mysteries

## The Mysteries of Magic

Mana Storm isn't all about combat and magical firepower. There will be a significant focus on puzzle solving, both in the main quest line and throughout the game world.

This will take on a variety of forms, from simple riddle solving games as the way up to full blown 'escape room' like challenges with interlocking puzzles.

One of the axioms of this game: Make the player feel smart and powerful.



# Main Character

## Fully Customisable

The player character will be fully customisable in terms of appearance, voice and personality. Despite there being multiple races in the game Human will be the only option as they are the dominant group in the story and the world.

## Inquisitor of the Mages Authority

The player character starts out as the newest member of the Inquisitors, the policing arm of the Mages Authority, whose job is to seek out and deal with magical disturbances and unsanctioned mages.



## Build your power

As the player proceeds through the game they will increase in power, gaining experience points to spend on learning new spells and abilities. There are also ancient secrets of magic, lost time to be found by exploring the world.



# Story

## Danger and Distrust

Mana Storm takes place in a world of persecution and distrust. Magic is prevalent but is under the ever watchful eye of the Mages Authority, only mages sanctioned by them are allowed to practise magic.

## The Mages Authority

Centuries ago, The Mages Authority saved the world from a devastating cataclysm by creating the Mana Storm. Now, with the Storm giving them control over magic they use it to maintain a tenuous peace in the world.

## The Forces of Change

But now the world is changing, old powers are returning to the land as new ones grow in strength. The Mages Authority and its position is more fragile than ever. And the Mana Storm itself is starting to change.



## The Fate of Magic

Into this changing and desperate world the player will step forth. Set on a journey that will reveal old truths, ignite new conflicts and even decide the fate of magic itself.