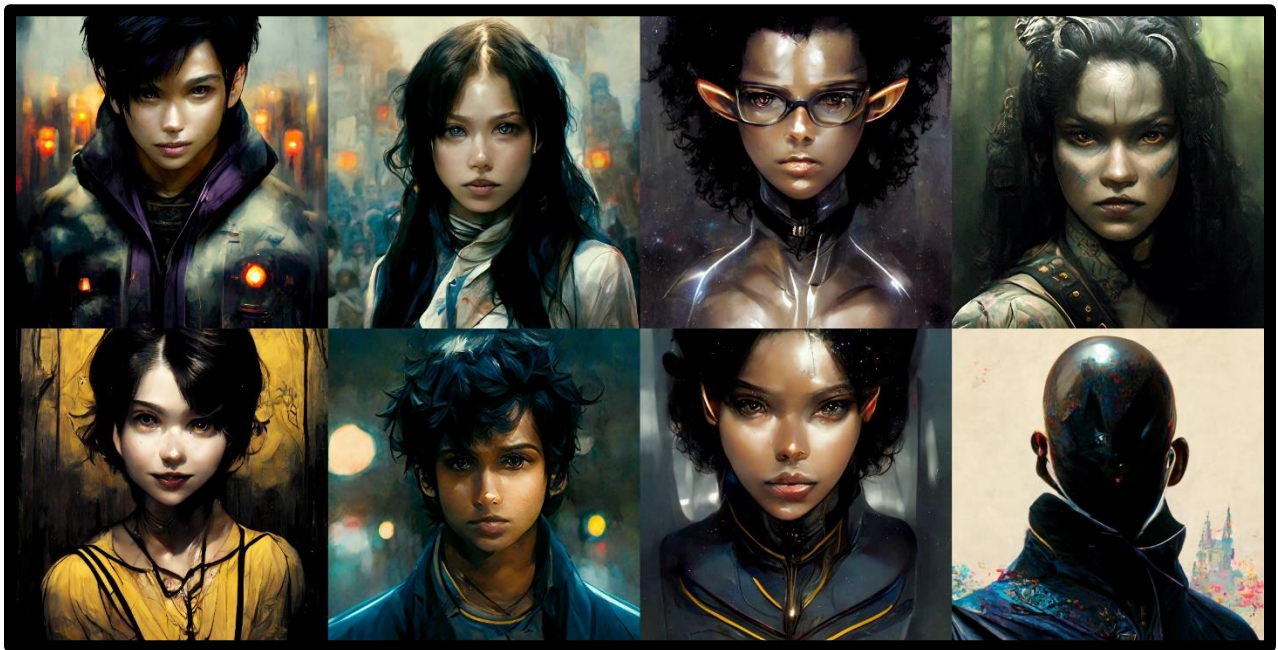


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# Spectrum

## (Concept Document)



**Target Platforms: PlayStation 5, Xbox Series X and Series S, Microsoft Windows**

**Genre: Role-Playing Game**

**Rating: Mature 17+ (M)**

Created by Daulton Scott  
Art generated by MidJourney  
Version # 1.1

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## Spectrum - A story of heroes travelling across different dimensions who must learn to overcome their differences while saving each world from destruction.

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### Summary

Earth was destroyed six months ago by creatures called “Devourers.” Two young survivors named Cyril Wong and Forsythia Callaghan discover a way to visit parallel worlds called “Domains” that exist on a dimensional plane called “The Spectrum.” Together they will travel across the Spectrum, save the other Domains, and search for a way to restore their dying world.



**The Combo Gauge:** Build up combo hits in battle to fill your Combo Gauge. Reaching higher combo levels grants you stronger abilities and finishers!

**Travel to different worlds:** Each Domain has a unique history, people, and locations to discover. Visit incredible worlds of fantasy, science fiction, horror, and more!

**World Hopping:** Domain Rifts let you quickly warp between locations. Use them to discover new areas and solve mind-bending puzzles!

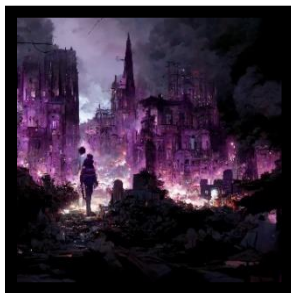
**Companion System:** Party members can pair up in battle to combine their moves into powerful new abilities! Pairs that fight together will grow closer, unlocking skills, side quests, and cutscenes showing how their relationship makes them stronger.



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### Game Features

- **80+ hours of gameplay:** Over 70 quests and side missions that tell an epic, quirky, and thought-provoking story.
- **Cinematic cutscenes:** Gorgeous real-time cutscenes that bring the story to life.
- **Character Affinity Progression:** Each playable pairing has an affinity meter that increases with combat experience. Strong pairs gain passive skills that players can customize to fit their playstyle.
- **Equipment:** Equip your party with the best gear to make them stronger and sturdier in combat.
- **Crafting and Gathering:** Gather materials from the Domains to craft new weapons and items. Combining things from different Domains can lead to brand-new inventions



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## Competitive Analysis

*Target Audience: Ages 17+, fans of role-playing games, narrative-driven games, and action-adventure games.*

Comparables	What they do:	What <i>Spectrum</i> will do:
Mobius Final Fantasy	<ul style="list-style-type: none"><li>• Turn-based combat with deck building system</li><li>• Slows down between hits to add visual flair</li></ul>	<ul style="list-style-type: none"><li>• Abilities can be equipped in limited slots, similar to deck-building</li><li>• Slow down between hits to grant extra time to accumulate combos</li></ul>
Baten Kaitos 1 & 2	<ul style="list-style-type: none"><li>• Turn-based combat with deck building system</li><li>• Limited time per turn to use a limited number of moves</li></ul>	<ul style="list-style-type: none"><li>• Timed turns, but with no limit on number of actions per turn</li><li>• Some abilities will have cooldowns to prevent spamming one skill and add strategy</li></ul>
Tales Series	<ul style="list-style-type: none"><li>• Team combo moves during Overlimit or Break status</li><li>• Character skits that flesh out character personalities</li></ul>	<ul style="list-style-type: none"><li>• Combo moves created by combining player moves that are useable at any time</li><li>• Fully rendered character cutscenes unlock as you complete side quests</li></ul>
Fire Emblem Series	<ul style="list-style-type: none"><li>• Characters bond by fighting in battle together and giving gifts</li><li>• Characters that bond gain fixed stat bonuses</li></ul>	<ul style="list-style-type: none"><li>• Party bonding occurs through combat and quest progression</li><li>• Pairs that bond unlock passive skills that are customizable</li></ul>
Kingdom Hearts	<ul style="list-style-type: none"><li>• Travel to different worlds based on Disney properties</li><li>• Drive Gauge that increases with time and by defeating enemies</li></ul>	<ul style="list-style-type: none"><li>• Original worlds based on popular genres of fiction</li><li>• Combo gauge that increases with each hit (and heal)</li></ul>
The Legend of Zelda: A Link Between Worlds	<ul style="list-style-type: none"><li>• Warp between parallel locations on two dimensions</li><li>• Identical maps with minor variations create unique and challenging puzzles</li></ul>	<ul style="list-style-type: none"><li>• Warp between parallel locations between multiple dimensions</li><li>• Maps for each Domain will be completely different; Rifts are the only thing connecting them</li></ul>

