



# Brave New World

PITCH DOCUMENT

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## ***Executive Summary***

*Brave New World* is a multi-platform roleplaying game centered on humans gaining strange powers in the aftermath of a disaster. Dubbed 'Controllers', one such individual, Chrome, must gather their strength and establish relationships in a world set to collapse... using peace, or violence, to do so.

## ***Audience Analysis***

The target players of BNW are a mix of RPG fans, comic book lovers who enjoy comics like Marvel and DC, and those who enjoy media with super-empowered humans like *The Incredibles* and *InFAMOUS*. BNW takes after both of the latter in terms of showing “differently powered individuals” being persecuted and hunted by the public and the government. Other potential audiences are players who like building relationships, both friendly and romantic, with their characters, and Chrome, the protagonist, can romance one of their teammates depending on their player’s choice.

## ***Story***

*Brave New World* follows the adventures of Chrome, a human imbued with extraordinary powers in the aftermath of the detonation of a device known as the Conduit. Having little memory of who they were before the change, they awaken in a strange lab before being set free by a mysterious character that wishes to change the world. After their escape, Chrome locates an abandoned military base, and makes it their home as they begin their campaign to gather allies in an effort to stop World War III from destroying the planet they call home...

## ***Characters***

### Chrome

Chrome is the player character of BNW, a Controller gifted with psychic powers. Having no memory of their past, they awaken in a laboratory and are set free, and are forced to fight their way out while discovering their powers. While they can lean towards more Heroic, Dark, or Neutral actions depending on player choice, at heart Chrome is a determined character who vows to make things right, no matter the cost.

Chrome can establish relationships with their teammates depending on their gender and teammate sexuality and/or loyalty. For example, Scorch, a Dark-aligned character, is straight, and will only be romanced by a Dark-aligned Chrome who is female.

### The Stranger

A mysterious cloaked figure who is responsible for Chrome's release. Having no way to identify them, they prove to be a major character later on...

### Tone

A bodybuilder from Russia, gifted with sound manipulation. Strong and stalwart, she uses her strength and powers to protect those she cares about. She can be romanced by Male or Female Chrome of any alignment.

### Legion

A skittish American man who was once an IT consultant, now imbued with the ability to multiply himself. Easily spooked, he's nonetheless a good ally to have. He can be romanced by a Female Chrome of any alignment.

### Scorch

A wildcard with pyrokinetic abilities, and a real ladies' man or so he thinks. Scorch hides whatever trauma he has with quips and jokes. He can be romanced by a Female Dark-aligned Chrome.

## ***Competition Analysis***

BNW faces off against a few contenders for RPGs. There is *Final Fantasy* of course, with the upcoming remake of the seventh game, as well as *Dragon Quest XI: Echoes of an Elusive Age*. Other contenders include the hardcore dungeon crawler RPG *Darkest Dungeon*. All of them have one thing in common – turn-based combat with varying degrees of difficulty. BNW, however, goes for a more western RPG approach, akin to that of *Mass Effect* with a customizable protagonist and set in a comic book-esque super hero world.

## ***Gameplay***

*Brave New World's* primary gameplay style is turn-based battles, where Chrome and their team do battle with enemies they encounter in the overworld, using their turns to either attack, defend, or use Apex Abilities – special moves spent with Apex Points – to either bolster their stats or debuff the enemy. Buffs and debuffs are standard kinds like dodge reduction, defense up, attack power up, etc. Chrome can also use tag-team moves with certain teammates to deal more damage to the enemy.

Outside of combat, Chrome is able to alter the story via their choices and morality. The game follows a 'hero versus neutral versus anti-hero' setup of morality, dictated by the Meta Alignment meter. Heroic-actions are, well, heroic in nature, and alter Chrome's abilities to be more defensive, granting buffs to their teammates. Neutral actions don't point them in any direction, nor do they change Chrome's powers. Dark actions, being more ruthless and pragmatic, go for a "what's yours is mine" combat style, siphoning health from the enemy and selfishly buffing themselves over their teammates.

Chrome is also able to engage in romance subplots with their teammates, as previously stated. Depending on the teammate's loyalty, which can be gained by completing their Loyalty Story, along with their sexuality and Chrome's alignment, they can become an official couple once the arc is completed.

Some teammates, like Tone, may end up leaving the group should Chrome not gain their Loyalty as well.