

ACCIDENTAL DEATH

A Game Design by:
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*"Certainly? In This world nothing is certain
but death and taxes."*

-Benjamin Franklin

Accidental Death

Action/adventure

Platforms: PS3, Xbox 360

Miles Meeker, mild mannered sociopath and momma's boy, has until midnight to meet his quota of souls in order to become the new Death or suffer the consequences of 'pending doom'!

Game Features:

- Stylish cartoon antics and visuals.
- Real-time for realistic passage of time and challenging gameplay.
- A black and white nightmare sub-world of altered reality based on Miles' hallucinations when he doesn't take his medication.
- Three large areas in a British style setting to explore and harvest souls.
- Destroyable and interactive environmental elements used for mayhem and destruction.
- Bonus mini-games starring Torso-Boy!

Gameplay Overview:

The player takes control of Miles Meeker who has been charged with the task of harvesting 1000 souls by the strike of midnight to become Death. Collecting souls is done by either killing hapless citizens or saving wayward ghosts found throughout the environment. Cont on next page...

gameplay overview cont:



At the player's disposal is an arsenal of objects and weapons found throughout the environments. Environmental elements themselves can be used for creative kills of mass proportions. Also at the player's disposal are a select number of vehicles to make travel quicker and this adds another element to how the player can accomplish their goals. Gameplay is mostly mission and goal oriented; however, there are side quests that are added bonuses and challenges. Boss battles in Accidental Death are large and sometimes with a puzzle-like aspect.

Characters:



Miles B. Meeker – Age 36

Although a mild mannered and polite lad, Miles has a dark streak in him and an unhealthy obsession with sharp pointy objects and 'the bright lights'. Oh, did I forget to mention he lives with and talks to his mother, who has been dead in her armchair for years? During gameplay, if Miles doesn't take his medication, the world will become a macabre nightmare in black and white. Once the player has forced him to take his medication there is a short period of time when even the most hideous creatures appear to be 'pink and fluffy'.

Bonnie B. – Age 16

Growing up in the shelter of the lower-middle class suburbs is prime cultivation grounds for this teenage goth girl obsessed with death and the occult. She helps the player out when she realizes Miles has potential to become the new Death.

characters continued:

The Bad-

The God of Chaos - Age 15, 745, 632, 788

Yeah, he is old and he is a god, but he's not infallible. Arrogant and with a hatred for humanity Chaos tries at his least to make Miles' life hell, literally, at least until Miles proves to be more than he at first seemed.

The Ugly-

Mixed up in this mess are the hordes of hell and even a few angels themselves. Not only that, but the dead are rising from their graves and funeral parlors and they will not rest until Miles has been stopped.

The Torso-Boy Mini-game:



The Torso-Boy mini-game consists of the player rolling around saving victims of muggers and murderers. The goal of the mini-game is to see how many people you can save without arms, legs or a head. Pick-ups and power-ups include a katana and movement upgrades. If the player does an excellent job with Torso-Boy, he can even appear during main gameplay and help out Miles.

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