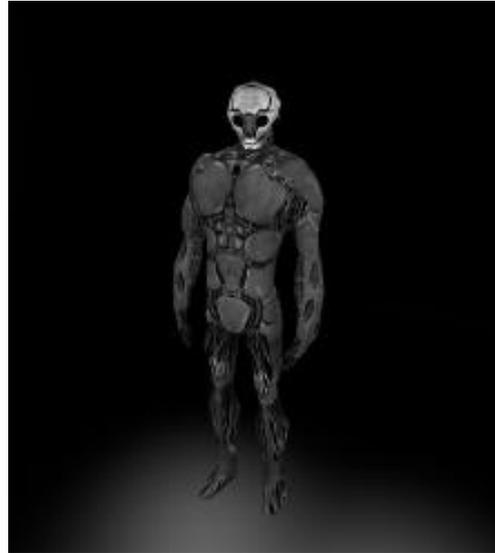


Game Character Theme Plan

CHARACTER BIO

Character Image:



Name: Evorg

Age: Hundreds of years

Gender: Male

Appearance: Evorg seems to be a cybernetic creation with human appearance, his exoskeleton is made in titanium. Metallic and black colours.

Personality: As a machine, he has been programmed to protect the door, so he will defend it attacking or neutralising whoever wants to accede the castle.

Role in the game: Evorg is a ward, so he will protect the main entrance of the final castle. You have to kill him to acces to the last part of the map.

Skills: Jumps, strong armor/shield, martial arts.

Goals and motivation: To protect the door of the castle.

Short history: Evorg was crafted by his master hundreds of years ago, he has a nuclear reactor inside him that makes his life infinity. He doesn't go away as he has no soul nor aspirations, he is a machine made for custody the door and he will die defending it.

Origin of Inspiration: Character

Number of Instruments: 3

What Instruments: Bass, Drums, Synth Lead (or acid bass line)

Song Length:30'

Composing Melody: Melody-first

How the song will sound: Yo have to defeat the perfect guardian, a monster made to protect the door. But it is warding something bad inside. Stoic but evil. Metal and techno sounds.