

BLADE WARRIOR

MK's unfeasible(?) concept

Blade warrior is about a robot

BW is in 2nd person (What?)

Well, I guess not really. It's like mirror's edge, you see your entire body move, etc

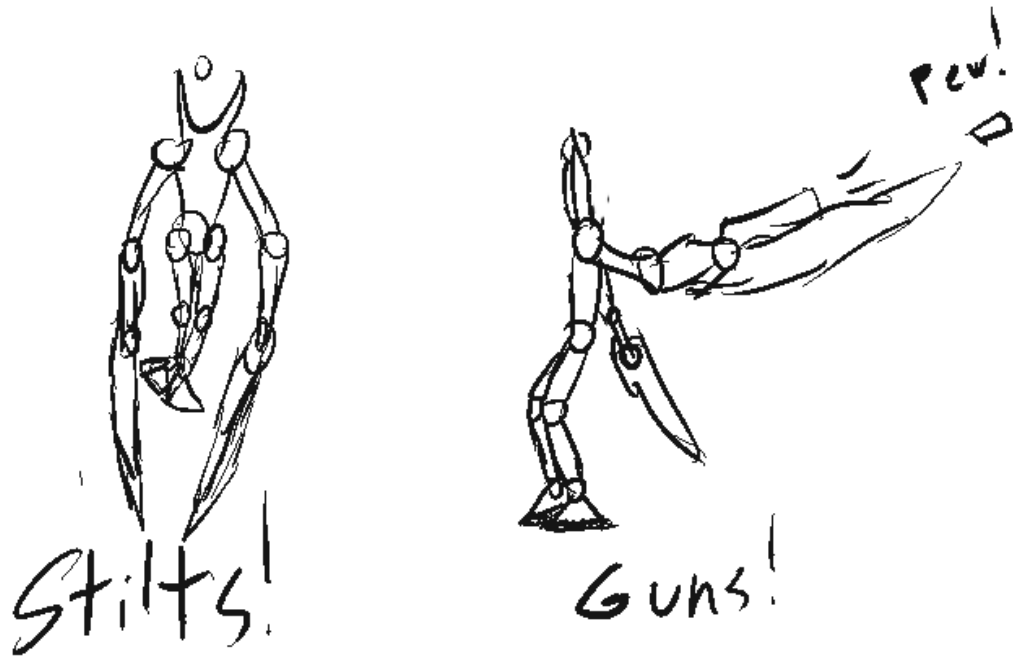
View will be very flexible, full 360 degree swivel, because you're a robot.

This is you:



Except more
BADASS!

You wake up with amnesia because you're an unprogrammed robot. You soon find your 2 swords. The swords are a major game element. You control each sword with each mouse button. Combos are gesture-based, you can control swords in freeform individually and in tandem. You will later be able to do awesome things with the swords, like:



There will be some crazy agility maneuvers you could do with the swords, mirror's edge-style (perhaps do this via quicktime events?). An example: Stilt run across a room, up the wall, onto the ceiling, into a ceiling entrance.

Gigantic bosses with weak points and break-offs. Story-oriented and optional equipment upgrades. Perhaps multiplayer deathmatch and boss run modes.

There is a story. I do have some ideas. Ask me in person.