IEEE GameSIG Intercollegiate Game Showcase 2013
Game Overview for “Gaia's Edge: Rise of Darkness”

Description: When ominous shadows descend, young Ruff battles through unforeseen perils in hopes of reuniting with his brother and discovering the source of the darkness.

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Key Features:
- Game comprised of three acts set in unique, illustrated environments (non-tile based)
- Cut scenes between acts to develop storyline and foreshadow future events
- Defeating boss at end of each act unlocks sword power-ups
- Witness main character grow from child to young adult
- Fully rendered cut-scenes and animations with pixel perfect collision detection

Target Platform: iOS 5+ (iPad)
Target Audience: Fans of action/adventure games
Third Party Credits: Kobold2D

Paragraph of Gameplay/Objectives:
Gaia's Edge is a 2D, story-driven, fast-paced, side-scrolling platformer in which the player navigates a series of uniquely designed levels, or “acts”, across the world. Throughout the journey, the player utilizes various sword attacks against the three types of enemies per act relevant to the environment, such as corrupted owls, snails, and flowers. There exists at the finale of each act a unique boss, the defeat of whom brings about the reveal of a new, powerful gemstone specifically designed to fit a spot in Gaia's Edge, the main character's sword. The gems hold ancient, mysterious magic, and infuse the blade with strength and ability. Consequently, the sword grows as the character grows. The goal is to reunite with the main character's brother, who has left to fight the evil shadows; yet the player will ultimately discover the source of the darkness, as well as an unexpected player in the darkness' sinister plans.

Game Art:

Web Link for Youtube Video: http://www.youtube.com/watch?v=QTDx9qYWCUQ
Web Link for Youtube Video: (AUDIO FIXED) http://www.youtube.com/watch?v=Ssln7NVyLdk
Submitted by: April 7th, 7:30am

NOTE: Our audio codec did not work on YouTube video version. We have amended a duplicate video in which Youtube supports the audio codec used.