

SHANTIDHAM

A Third Person Action-Adventure Game.



A Game pitch document
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LOGLINE – In a quest to become the world's greatest warriors, outcasts, Virat and Amba set out to win the deadliest weapons in the world.

GAME SUMMARY

Shanti Dham is a third-person, role-playing action-adventure game. The player can choose to play as Amba or Virat; both follow different storylines but meet each other throughout the game. The game's goal is to win the sixteen weapons from different gods, which helps the player become more powerful. The game divides into three worlds/parts; each would have another goal. The player will overcome tests set up by the sixteen gods, different typed of Rakshasa's (antagonists), etc.



PROTAGONISTS

Name – Virat

Age- 23

Personality – Serious/Naive

Appearance – Huge/Strong

Strengths – Strong, excellent archer, loyal and dedicated

Flaws – He suffers from Imposter syndrome as he tries to enter a world he doesn't belong. To "Fit in," he would go to any extent.

Powers – He becomes stronger after gaining each weapon, and his archery skills are unbeatable.

Weaknesses – Not good at solving mind games. Does not know how to handle mind games and mazes, which are a regular part of the war.

Background – A Shudra by birth, he dreams of becoming a King one day. He believes he is a fantastic warrior but cannot learn the skills because he does not belong to the Brahmin or Kshatriya (warrior) class. His goal is to rise above and take the necessary education to become the world's best warrior. He would do anything to become a King.



Name – Amba

Personality – Bold and beautiful

Appearance – Petite but feisty

Strengths – She knows how to take a stand for herself. She isn't dependent on any "man" for her needs.

Flaws – Sidelined for being a girl all her life, Amba developed Anger issues growing up, which led to her downfall from time to time.

Powers – She knows her ways out of the puzzle. Lord Surya (The God of the sun) blesses her with a "Suraksha kawach" (Modern day-bulletproof vest), which she can summon anytime onto her or anyone she wishes to lend.

Weaknesses – She isn't strong enough to use her weapons properly.

Background – A princess from a small kingdom under Shanti-Dham, aspires to be a warrior. She wants to become the commander-in-chief despite being a girl. Like Virat, she, too, struggles to find education. She wants to be a part of the fight against Rakshasas.



Main Antagonist (Non-Playable) - Antagonism has two strong forces in this game.

1. Name – Gudamba

Age – 100+

Personality – Reeks of all kinds of evil

Appearance – Deadly

Strengths – Powerful and Strategic Leader.

Flaws – His abilities deplete because of his intense vice of lust.

Powers/Abilities – Can transform into any creature/human.

Weaknesses – Overuses his favours from various gods.

Background – A supernatural being in Hindu Mythology, Rakshasa's are usually man-eaters and can transform themselves to any form, for example, a human being, an animal etc. Rakshasas were the first rulers of the world, who the gods defeated, which led to Humans ruling it. They want their power back; thus, they attack Shanti-Dham, the most powerful Kingdom in the whole wide world. Gudamba is the leader, and the player must use her/his/their weapons to kill.



2. Name – Rudra

Personality – Narcissistic

Appearance – Muscular

Strengths – Cunning! He knows how to manipulate and use people to his benefit

Flaws – Dependent on others to win his battle, it doesn't get his way, is suicidal.

Powers – Is the best at using a Mace/Gada.

Weaknesses – Lacks Confidence when he faces someone even slightly better than him, especially when it's Amba.

Background – King Dipakar's second son. Since he was a kid, Rudra has been greedy for the throne and decided to take over Parth by killing him. Seeing Virat's desperate attempt to become a King, he becomes an ally to Virat and announces war on Parth.



SECONDARY CHARACTERS

1. Name – Parth

Age – 26

Personality- Flamboyant

Appearance – Strong/ handsome

Strengths – Knows how and when to use his knowledge the right way, isn't

Boastful of his abilities.

Flaws– Forgives people easily, i.e., lacks boundaries.

Powers/Abilities – An extra-ordinary all-rounder. Learns how to use every

Weapon to perfection.

Weaknesses– He gets weak when it comes to his family's fighting.

Background- The eldest son of Dipakar and soon to be King, Parth is also

He is known as the world's greatest warrior. He is the best King any Kingdom could ask. But even though he knows Rudra's intentions, he loves him to death and would happily give away the throne if it wasn't his duty.



2. Name- Lekhraj Age - 92

Personality – Strict

Appearance – Old but Muscular

Strengths – Has all the knowledge in the world. She is one of the best teachers in the world.

Flaws – Anger issues

Powers – He can summon any god anytime he wants and is blessed with a boon of never dying unless killed by a woman. Weaknesses - When it comes to weapons, he didn't use them properly back in his day, thus having had to start teaching.

Background – Lekhraj has been retired for ten years now; Everyone praises his skills, and he was given the title "Satguru" (The ultimate guide towards salvation). He has been in deep meditation since. Lekhraj agrees to guide them if they bring him one of the missing weapons, which was taken away because of his carelessness in his collection, by which he can officially become a god.



GAMEPLAY

The player can choose to start playing as either Amba or Virat. The two journeys start different but meet each other throughout the game. Then, the player can choose to switch to the other character to experience the qualities of that character. The game's primary goal is to get hold of the most potent sixteen weapons globally. Each weapon can only be used once, and the player decides how and when to use it, which eventually leads to how the story will proceed, especially at the end.

Before starting the game, the player can change the costume and assign weapons to their characters. These weapons will always stay with the player no matter what. The weapons include swords, bow and arrow, Gada, axe etc.



The World

The story takes place in the Kingdom of Shantidham, a kingdom filled with peace; King Dipakar is the King and takes good care of his people. His son, Parth, the world's best warrior, is next in line to become King, which isn't what his brother can relish. Meanwhile, the Rakshasa's plan to attack and rule over Shanti-Dham to disrupt the Kingdom. The Kingdom would need as many hands as possible to defeat them. To help this magical Kingdom, Amba and Virat set out to Madhuban (the training area of warriors), fight the Rakshasa's on their land, Tapovan (Battlefield of the Rakshasa's) and move on to Mohvan (Battle for the throne).



Madhuban - is the training world of the protagonist. Madhuban is an enchanted forest where warriors come to train and gain weapons. Virat and Amba meet each other and their mentor, Lekhraj. He teaches them to become world-class warriors and, in return, asks them to pass the tests(levels) to gain weapons from various gods.

Key Locations in Madhuban

Training Centre - Amba and Virat are trained by Lekhraj here, Lekhraj is unaware of Amba being a girl. This location is explorable, but Lekhraj controls its mechanics. Side quests to prepare the players will take place here



The forest of tests (ParikshaDarkhat)- Here, the players beat levels set up by different gods. This area is also explorable, but you must complete the levels to gain all weapons. The forest changes as you start completing the levels. Amba and Virat split here. A warrior can only do his tests in their most vulnerable self, i.e., Amba must shed her fake identity as a man before starting her first test.

Tapovan – Rakshasa's Attack

Tapovan is a battleground set up by Lord Indra, who owes Rakshasa a favour. Amba and Virat team up and play on their strengths to prove their worth as warriors. The land is explorable, but the quests must be completed to complete the game.



Mohvan (The land of Attachments) – Is a barren land where the battle for the throne occurs. This world is more about facing the demons inside oneself. It's also about letting go of the desire to be in a body and finish all vices.



Side Quest Number 1 – Dekho, Dekho Kaun Aaya ? (Look, who has arrived?)

The Rakshasa are introduced here. A small narration of the Kingdom's working and future circumstances is also presented. Finally, our protagonists, who are far away from this world, will start their journey to reach the top.



Virat is a charioteer's son and belongs to the Vaishya caste. He isn't allowed to pick up weapons according to the rules. As a result, his small village is attacked by Rakshasas. The player is properly introduced to the protagonist here. Virat's task is to fight them and send them out of the village.

For Amba – Amba's palace is attacked by a nearby Kingdom. This is her chance to prove her skills as a potential warrior. The players' task as Amba is to defeat the commander-in-chief of the enemy's army and present him to her father, Dhruvad, before her brother.

Side Quest Number Two – Kaha Hai Lekhraj? (Where is Lekhraj)

Unaware of where Lekhraj has been meditating, both the players set out to climb the Kailash Pada Mountain and waterfall to find Lekhraj. Here, the player explores the character's powers. Face tribes while clearing this level and attempt to fight them off with just one weapon. Unfortunately, after clearing this level – when Amba and Virat come to him for help, they disturb Lekhraj's meditation. In anger, he curses them that when it's the most important battle of their life, they will forget all the knowledge they would learn here; only if they were in remembrance of God this curse would not work.



Quests in Madhuban

Main Quest Number 1 - Guru-Dakshina –

Amba and Virat arrive at Lekhraj's place to become his students. Lekhraj wants the two of them to prove if they are worth the study and orders them to fight off the students of his rival and get their teacher as a payment to him. *Amba and Virat* team up for the first time; during this task, Virat finds out about *Amba* being a girl and promises to keep her secret from Lekhraj. **The two form a strong friendship here.**

Side Quest Number 3 – Rukna Nahi, Thakna Nahi! (Don't stop)

Both the Players start their Training with Lekhraj. Complete small tasks to get to know the art of each weapon and gain the knowledge to pass all the tests.

For example, helping Lekhraj out with chores and helping the nearby villages' farmers out.



Main Quest Number 2 - Arjuna-Pariksha – Arjuna was the greatest warrior in the world. Before sending *Amba and Virat* off to Madhuban, Lekhraj sets up an archery test to see if the two are ready or not. The test is simple: pierce the eye of a revolving fish erected on a pole by looking at the reflection in a water-filled vessel.

Main Quest Number 3 – Agni Pariksha

The player must find a child amidst fire and reach the safe house. Then, the player must fight demons

and find a way to protect the child simultaneously. Once the player completes this level, they get the weapon of Agni. Both the protagonist plays the levels, but the player plays as the character chosen initially.

It would be tough for Virat to remember the fires' path and pattern, but he would know how to use his bow and arrow.

Amba – Is excellent in solving puzzles but would struggle to summon the right bow to defeat fire.



1st Weapon – Agni Astra (Fire) – Can create fire on any level, a fire so intense that it could melt the earth's crust based on the user's will.



Main Quest Number 4 – Lehein

The player must go deep inside the ocean and find the cave where Varuna (weapon) is kept for finding Varuna. After that, the player will come face to face with sea monsters and Nagin's. They have a limited amount of time and a map to solve. After winning this level, the player unlocks the second weapon.

Then, the player can start using the weapons according to their will.

2nd Weapon - Varuna (Water)- This water weapon is known to create massive volumes of water. It can counter Agni Astra.

Main Quest Number 5 – Maya ka Vaar (Maya's attack)

The player must get through the forest of paristhithi (forest of situations"), which brings in front, one's most profound and darkest fears (physical and psychological)

For Amba - Amba's task is to use her warrior skills and fight her brother, Drona. The pressure of proving herself gets to her, her fears start increasing and the next to fight is her father, Dhruvad. After defeating Dhruvad, Amba gets more scared for the next test, i.e., face Lekhraj. The three aren't real, just an illusion created by Madhuban to test warriors' strengths.



For Virat – Virat is Infront of everyone, showcasing his skills as a warrior, but he is stripped of the warrior title by the head priest, Vijur. So Vijur challenges him to a game of Chausar (kind of like ludo) to regain his status.

The two start running away from their respective challenges and meet each other. They console each other and remind each other of their strengths. Audio logs, in the end, can help to understand their relationship turn better.



3rd Weapon – Vayavya (Wind) – The weapon of Wind that can create a Tornado.



4th Weapon - Bhauma (Earth) - This weapon is said to create land. It has the capability of moving the earth's plates.



Main Quest Number 6 – Samna – Virat and Amba face to face to fight in a five-dimensional place; here, you can only win if you choose the correct Mantras as the protagonists are in an angelic

form. These mantras will be taught to the player by Lekhraj. The winner gets hold of the weapon, Antardhana. Amba wins the fight and is gifted an extra weapon, the Bhargavastra. Virat and Amba fall in love here.



5th Weapon -(Space) - This weapon can make things disappear; since the object disappears, space gets created.



Side Quest Number 4 – Teri Ankhein Bhool Bhulaiya (Your eyes are like a maze)– To get back to the training center,



the players must get through one last maze by solving different war positions.

Main Quest Number 7 – Shakti Virat and Amba have parted their ways and promise to find their ways back to each other. Virat wants to join the Shantidham army and has to prove himself by fighting with Parth, whereas Amba has to fight with Drona (her brother) to gain the position of the general-in chief, in her father’s army. After this Quest, the two receive Bhargavastra and Sammohana from Lord Indra as he is impressed with the two of them and appreciates their hard work.

6th Weapon - Bhargavastra - A weapon that creates a massive shower of arrow valley piercing everything it hits.

7th Weapon - Sammohana – A weapon that can put entire armies into a state of unconsciousness or collapse into a state of trance.



Narrative for Virat - At the competition, Parth rejects competing with him because of the caste difference; Rudra sees this as an opportunity and promises Virat to make him King of a nearby Kingdom if he helps him get on the Throne.

Narrative for Amba - Amba tries to convince her father to appoint her as the Army commander, but her father wants her to marry Parth. Everything goes on the side when the Rakshasa's take over, and everyone has to unite to defeat them. Amba has her chance to prove her worth as a warrior.



Quests In Tapovan



Main Quest Number 8 – Rakshasa- Awahan

Gudumba's army has arrived, Virat has to defeat his brother, Kumba. Amba has to get through a maze created by Gudumba's army chief, Kala and kill him. After completing their tasks, the two have to unite and use their powers to defeat Gudumba, together. The player must use their weapons properly to get past this quest.

8th Weapon - Gandharvastra – This Astra can make the Rakshasa's think that the other is their enemy, by which they end up killing each other.

9th Weapon - Nagpaash- A weapon that can produce venom.

Main Quest Number 9- Chakravuyh –

It's day two of the battle, Amba and Virat team up to defeat Gudumba together.

For Virat – Virat's task is to use his strength and use the right weapons at the right time., as soon as Amba clears the path and guides him towards Gudumba.

For Amba – Gudumba is in the middle of a maze created by his army, which is Amba's job to crack. Also, will the player let Amba use her sexuality to move forward or use weapons instead?



10th Weapon – Teen Baan – It comprises of three infallible arrows. One will mark the targets to attack, the second will try to save an ally, and third would destroy targets.

11th Weapon - Vasavi Shakti – A spear made of lightning that can only be used once. This weapon could destroy the target irrespective of who or what it was.



12th Weapon - Vajra - Vajra means, "The divine Lightning Thunderbolt" in Sanskrit. This weapon could cut through any mortal defenses. Once invoked and discharged, the weapon can bring down a shower of arrows at once.

QUESTS FOR MOHVAN

Side Quest Number 5- Kitna Lalach Hai? (How much Greed do you have?) (For Virat) – Rudra orders Virat to kill Parth and promises the King's position of Amba's small Kingdom, the player must duel it out with Parth.

Side Quest Number 5- Pyaar Ki Kashti Mein (In this Shaky boat of love) (For Amba) –

Amba's brother Drona arrives on the field in an attempt to stop her. Here, the player must sneak out or duel with Drona.



Narrative - Seeing Virat trying to kill Parth in such a crucial battle, Amba's heart breaks as she sees the love of her life on the dark side. Amba tries to save Parth and gets hurt, seeing this Parth falls in love with her.

Parth and Amba get married. A heartbroken Virat finds comfort in Rudra. Rudra's uncle suggests that he not let this anger go to waste and declare war on Parth before being officially crowned as King. Rudra and Virat go to his court and challenge him in front of everyone.

Main Quest Number 10 Parmatma-avahan –

For Virat – Virat is Loyal to Rudra, the player has to kill off Parth by using the weapons which are left. This isn't going to be an easy duel because Parth is one of the best warriors in the world.

For Amba – While fighting for Parth, Lekhraj spots her and realizes her identity. He challenges her to kill him or else he will take away her status as a warrior. The player has to defeat Lekhraj with the remaining weapons.

Lord Shiva arrives and explains what all has happened because of one man's greediness. He gives them the four deadliest weapons in the world. Now, the Player decides, either they can continue to fight or use their weapons in a way to end this world and liberate this world from sorrow.



The Final Weapons

1. **Pasupatastra** – One of Shiva's weapons, every time it is summoned, it's head would never be the same. It invokes many monsters and a vast spirit that personifies the weapon. Would eradicate target irrespective of the target's nature. The Astra can destroy the whole world.

2. **Sudarshana Chakra/Trishula** - These two are the signature weapons of the Supreme Gods Shiva and Vishnu. Both are unmatched in power by any earthly weapons and are supreme in their aspects. Their powers are limitless and give high maneuverability. Both are weapons of will; they act as their user's desire.

3. **Brahmadanda** – This weapon gets mentioned as the weapon superior to any other weapon in terms of capabilities and destruction. It could nullify the effects of any weapon. Most importantly, it can swallow anything the user targets. It can create a black hole.

4. **Rudrashtra** – It has the destructive power of Lord Shiva. When launched, this Weapon kills enemies in thousands by an intense beam of laser.



So, would you end the world and liberate all the souls from pain or fight and rule over barren land?

