



The Full Armor of God

A bible-inspired Game by Dasheek Dennis



Purpose and Vision

Experience being a Disciple of Yeshua (Jesus) in the first century middle east.

Aim - Themes - Vision

What is it?

*A 2D, turn-based, role-playing game
inspired by the biblical concepts of
Spiritual Warfare, Evangelism, and Being
a disciple of Yeshua.*





The Vision

We envision a gaming environment that's exciting, fun, and true to it's Biblical narrative from which it draws it's inspiration.

We want to further deepen the player's desire for God and his Kingdom through:



01

Beautiful Art 

High definition, fully rendered digital drawings, pixel art, and user interface that feel biblical.

02

Immersive Story 

Extra rich stories, following disciples of Messiah that echo the bible.

03

Powerful Music 

An emotional, captivating, and fully orchestrated soundtrack in keeping with a middle eastern/fantasy theme.



Game Goals

Evangelize, fight temptation, and put on The Full Armor of God.

Gameplay - Mechanics - How to play

Evangelize

Evangelize non player characters (NPCs) by choosing "evangelize" from the NPC command window.

You'll be taken directly into Spiritual Warfare where you'll fight against the dark forces holding the individual back from believing in the Gospel.

If you're victorious, the unbeliever becomes a Disciple and yields a *special* Armor which allows them to fight alongside you during battles.



Advance the Church

Your goal is to advance the progress of the Church. As you evangelize, serve, and help new converts overcome strongholds, you earn Church Progression Points.

As you earn Points, new areas, weapons, and NPCs are unlocked. Ultimately, when you earn enough Church Progression Points, you may engage in Spiritual Warfare with the towns IDOL in order to destroy it.

Armor up

In-game, the Disciples often go to the *Scriptures*, (a collection of biblical manuscripts) in order to save, complete ministry quest, and Armor up.

By using *Blessings* (the game's currency system), the player can acquire different weapons and armors straight from the Scriptures.

Each weapon has a bible verse attached to the description, and some have a bible inspired skill attached for the player to use in Battle.

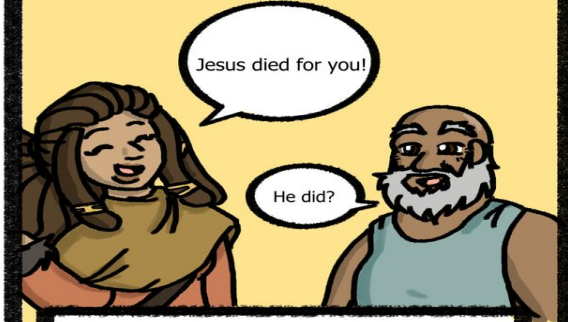
CHURCH PROGRESSION POINTS



Church Progression Points are points that determine the overall progress of the ministry



They appear as a variable on screen at the top



The player gains CPP by Evangelizing NPCs,

defeating an NPC's stronghold,

Can you help me?

and Fulfilling Ministry requests.

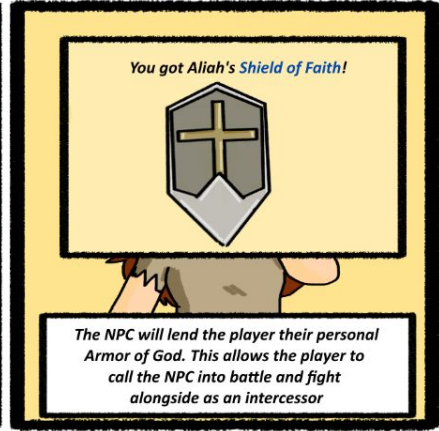
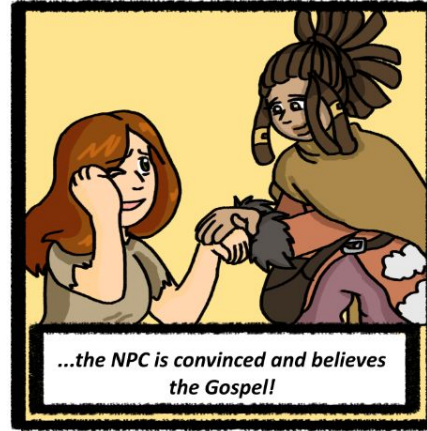
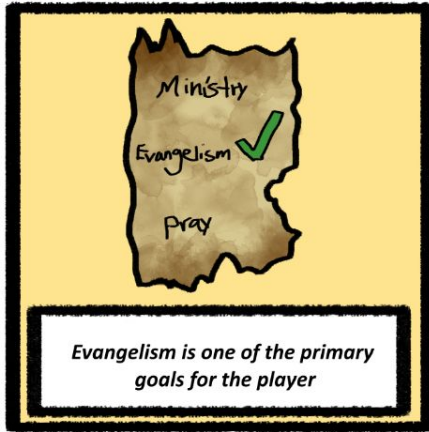


Certain aspects of the game are locked until you have enough CPP

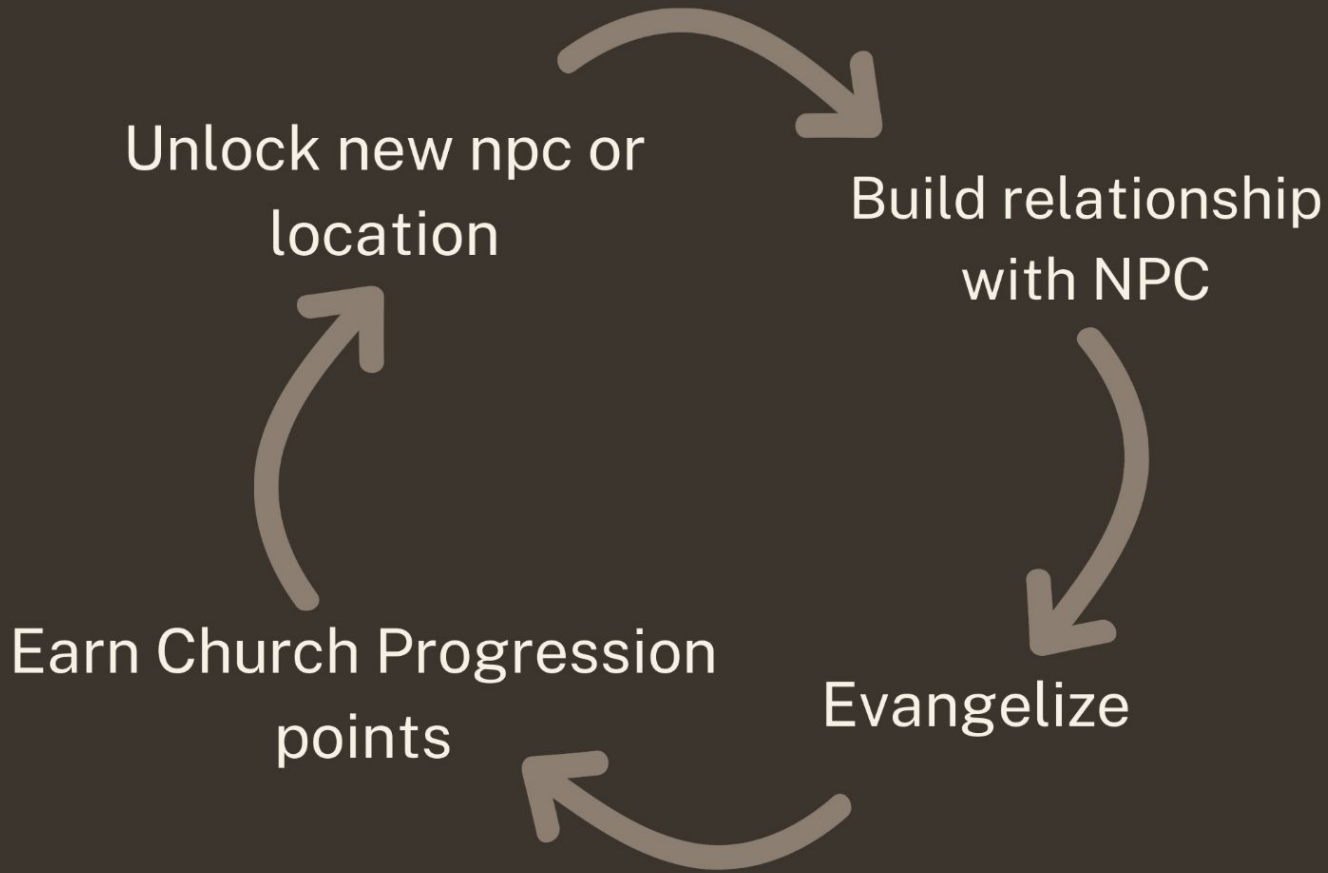


Ultimately, As you gain Church progression Points, the Story moves forward.

EVANGELISM



Core Gameplay Loop



Fight Temptation!

Throughout the game, the player must overcome temptation.

When tempted, the player is taken into a Spiritual Realm where they'll fight against lust, pride, doubt, and other enticements likened to the ones we face in our daily lives.



Fight Against...



Double
Mindedness



Arrogance

Idolatry



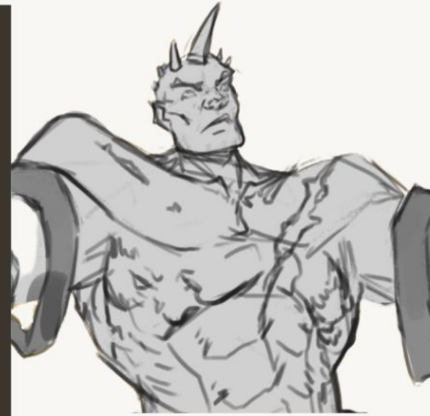
Divination



Fight Against...



Shame



Boastfulness

Unforgiveness



Deception





Story

An original story that aims to provide the player with an experience like the "Book of Acts".

Story - Setting - Characters

Story Overview

Having fled from his home due to persecution, Oren finds himself in Dahl, an impoverished district in the kingdom of Amare. He is given a vision from YHWH to bring the uncompromised message of the Gospel to the King and his subjects.



Story Overview

Oren and the newly made disciples work diligently to share the Gospel locally. But when the district officials and locals realize that the Gospel message is contrary to their beliefs, they work evermore to stop the Disciples.



The Disciples



Oren

A Shepherd to the first Disciples and an active leader of Ministry in Amare. Oren is not ruled by his feelings or emotions. His drive is obedience to God; nonetheless, he is overcoming his personal pain due to losing so many loved ones.



Jahel

A well known soldier of Amare who is currently living in Dahl as part of his deployment. Joyful, naive, and a bit prideful, Jahel comes to learn that he should not rely on his reputation in order to proclaim Christ.



Khali

A Vibrant and adventurous young lady with a musical heart. She finds herself entrapped in the wrong crowd, working as a musician to earn money for her sickly mother. She soon learns that freedom cannot be found in wayward living



Ariel

A shy, coy, and downtrodden woman who struggles with self doubt and depression caused by a traumatizing abusive relationship. Her journey shows us that we find our purpose and reason for living in God alone.

Setting

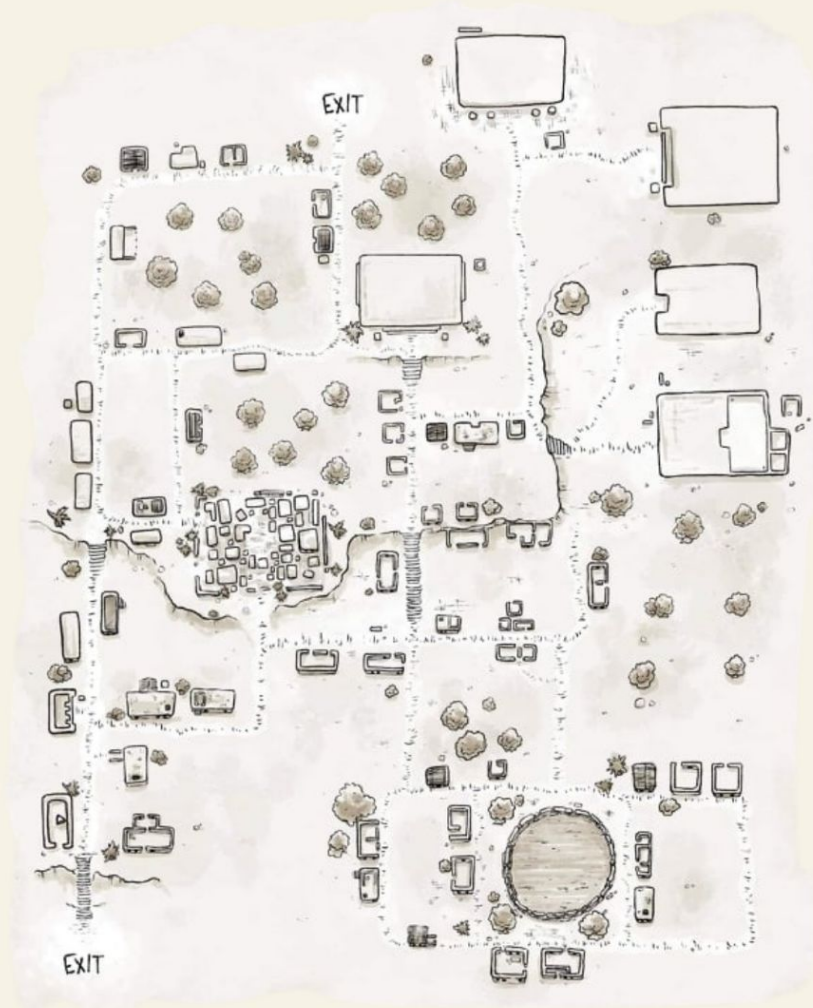
Amare

All of the events happen in a late first century middle-eastern Kingdom called Amare (Aw-Mare). The kingdom is divided in 12 different districts which are governed by Satraps. Each kingdom has an IDOL the local inhabitants worship. As the player progresses through Amare to bring the Gospel to the King, they will destroy the IDOLS after earning enough Church Progress Points.



Dahl

One of the 12 districts of Amare where Oren finds himself; It's a tightly packed community where houses are made from mud brick. It is known as one of the most impoverished districts in Amare. The inhabitants worship an IDOL named Gravi; the "goddess" of death and sickness.



Market



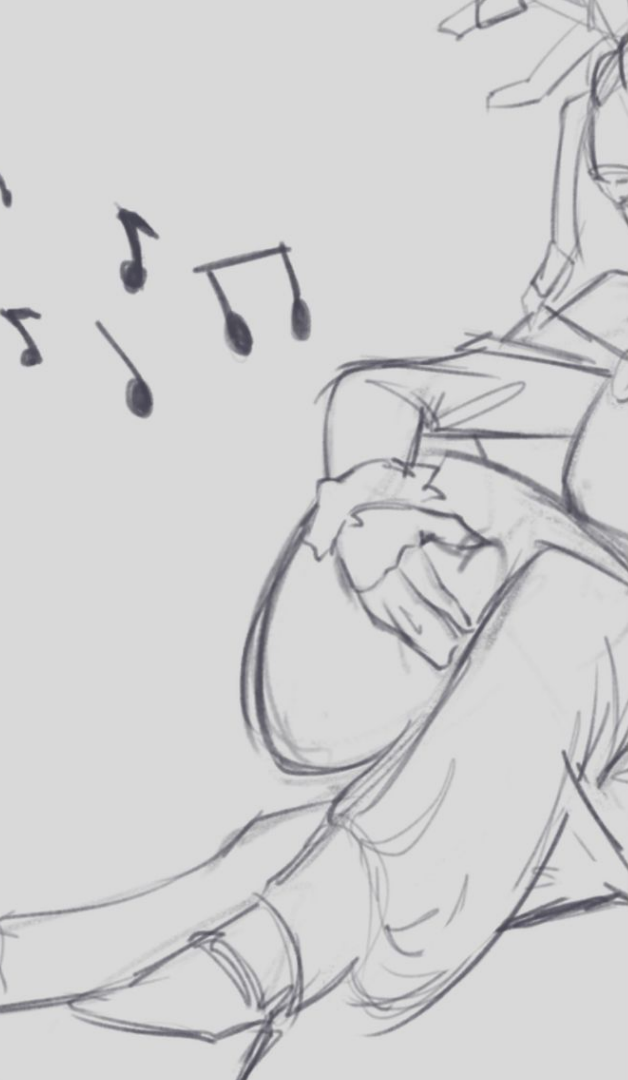
Shrine of gravi



The Sanctuary

The player will visit the Sanctuary (Church) many times during their play through. Here they can engage with the *Scriptures*, talk with other disciples, get new weapons, and complete Ministry Quest.





Music

Sound that captures the very essence of being a
disciple of Yeshua

Beautiful - Memorable - Orchestrated

Battle theme



Concept



We aim to produce an entirely original soundtrack to evoke middle eastern and biblical themes.

Contact us



Email

thefullarmorofgod@outlook.com



Social Links

solo.to/thefullarmorofgod