

vanished

Concept Document V1.0

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DESIGN BRIEF

Introduction

Vanished is a 3D island adventure game about a whole village disappearing and you the only one that still remains embarking on a journey across the island trying to find out where they went. Fight wildlife and people alike in your journey to find your friends and family.

Design Statement

This game is being built for the purpose of building a 3D adventure game that includes at least one puzzle and an Inventory system. It is through this game that I am trying to communicate the importance of family and friends and how lonely it can be without them.

Target Audience

Vanished is game that is targeted at those that enjoy puzzle/adventure games with a bit of mystery about them. This is usually

Gameplay

Vanished is a Single-player, puzzle/adventure game with fantasy elements.

Core Mechanics

Run and Jump around the map in several specially designed parkour courses to get the elemental gems.

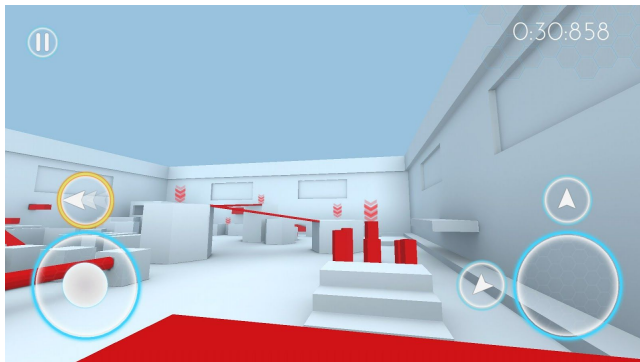
Look and Feel



I wanted my map to be kind of like Fortnite's in that it has a little bit of every environment type in it.



I wanted to have some portals that would take you to places that looked like the ones Janus has in Smite



I wanted to have my map kind bring you through the whole thing while also doing objectives like many parkour games do.

Map and Game Flow

Final Gameplay Scenes

Post Mortem

Design Notes