

You Are the Key

Design Brief

v1.2.0

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GAME 115 Game Development Studio I

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Abstract

Adventure games often present the player with locked doors in which the player must find a key to enter. In You Are the Key, the player is the key!

Genre

Retro 2D Adventure

Platform

Online (including Mobile Web) and GameBoy handheld (or emulator)

Time Intervals

Real-time

Player Modes

Single-player

ESRB Rating

E for Everyone

Target Audience

You Are the Key is a 2D retro-style game that will appeal to those who enjoy retro games, adventure games, dungeon crawlers, and JRPGs. The game is small and does not require hours of time investment, so those who enjoy short-form games may like it as well. Since the ESRB rating is E, the game is suitable for all ages.

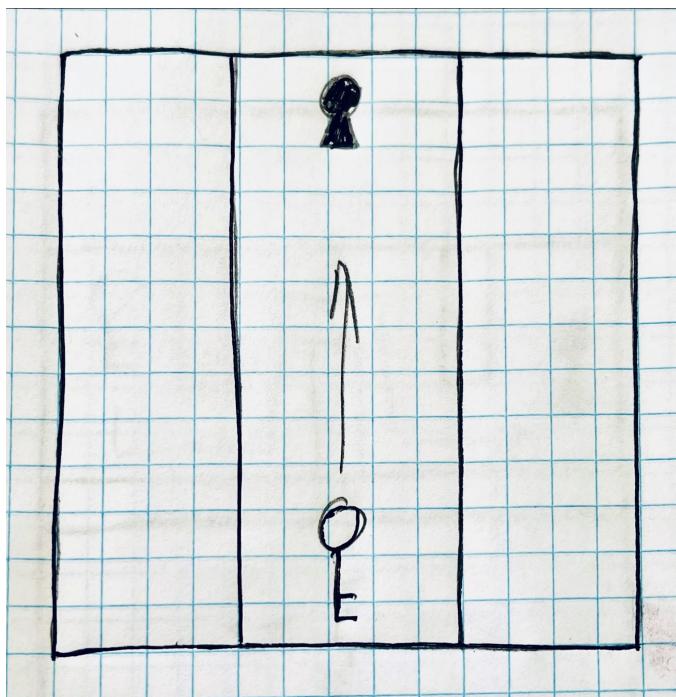
Primary Gameplay

In *You Are the Key*, the player is the key...*literally*. When the game begins, the player/key will navigate through a door to start the adventure. Each level will consist of a puzzle in which the key must figure out how to get to the locked door along the way.

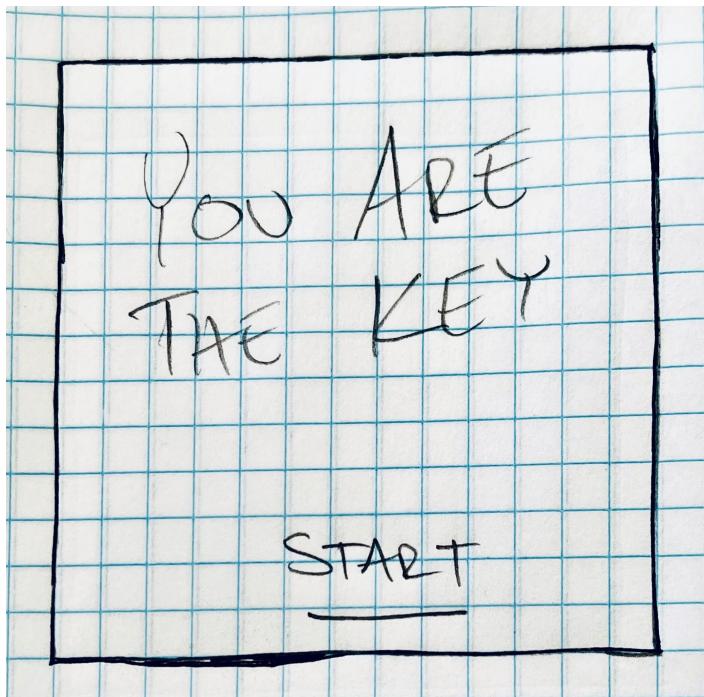
During gameplay, there will be different types of puzzles including physical puzzles (mazes, traps, etc.), standard puzzles (locked doors, important pickups, etc.), and interesting mind-teasers (e.g., the primary key also controls other keys within the level). Of course, the list of options will grow with each level.

The core mechanic in *You Are the Key* is movement (N, E, S, W), although the player may interact with different objects within the world in order to collect or receive text-based information.

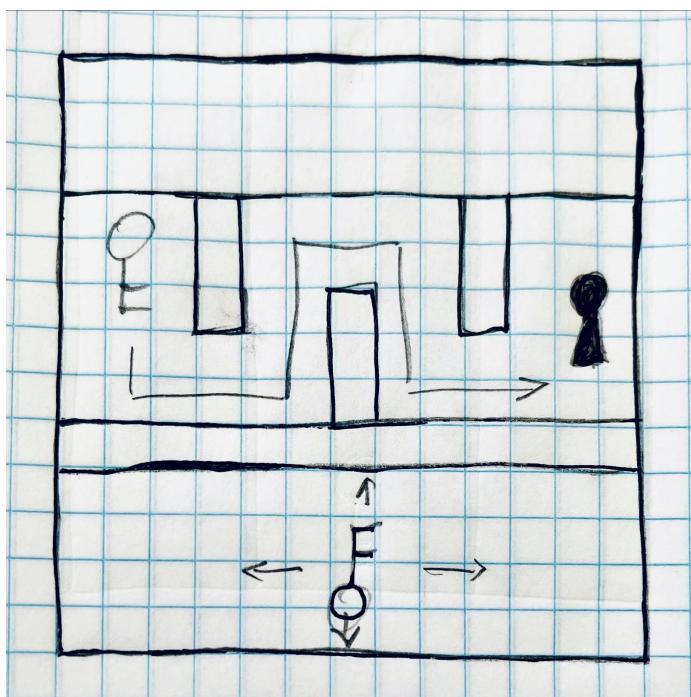
Maps



Start screen.

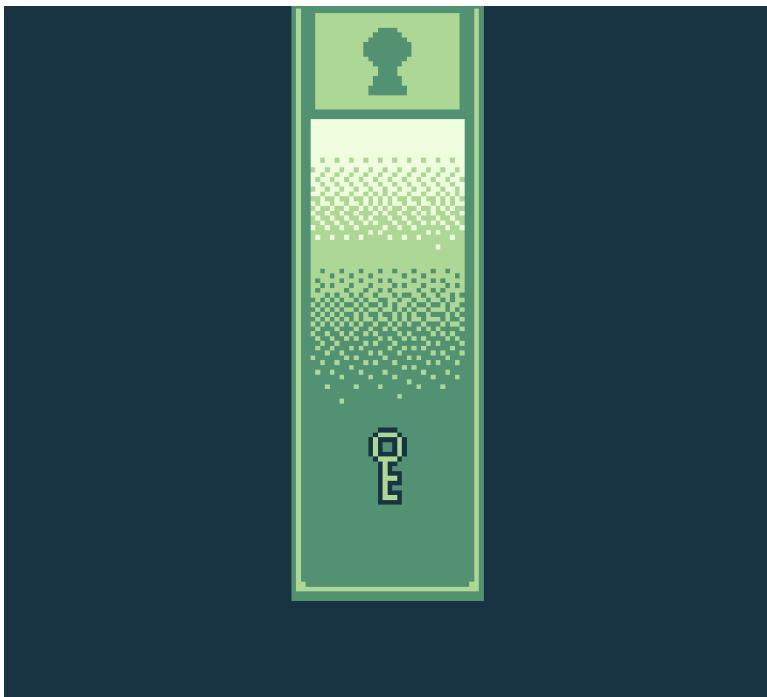


Title screen.



Multi-key puzzle.

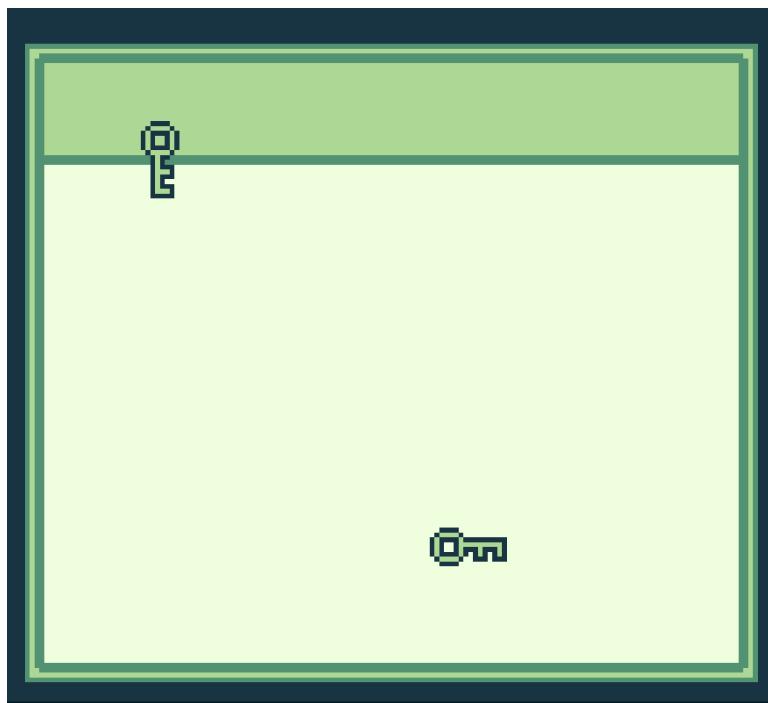
Final Gameplay Scenes



This is the first level in which the key must navigate to the locked door in order to access the Title screen.



The Title screen.



A puzzle in which the primary key controls another key.