

Harold' s Vasement

Design Brief

V1.1.0

By

Seojin Jeong

Game Development Studio I

Professor Samoff

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Abstract

Point and click puzzles and hidden narratives! Use your imagination to shed new light on objects while tagging along an emotional journey.

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

Target audience

For puzzle, or story driven text based game fans

Primary game play

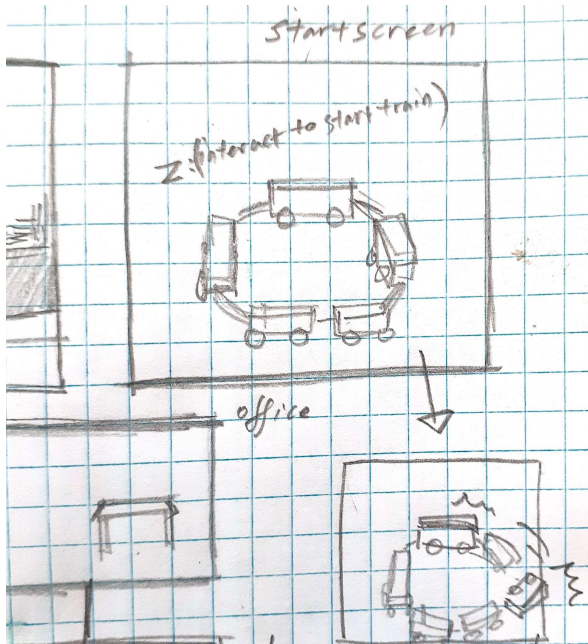
Your character Harold goes on an emotional journey recovering from depression. And by solving the puzzles in the house, you help Harold to be filled up in his void. Each level is a place for Harold to rediscover elements in his life in a different light.

In the gameplay, players will have to use their imaginations through the multiple mind teasers and optical illusions that carry personal meanings in Harold's life. Following the subtle hints from the surrounding is important to the whole gameplay as it calls for emotional compassion.

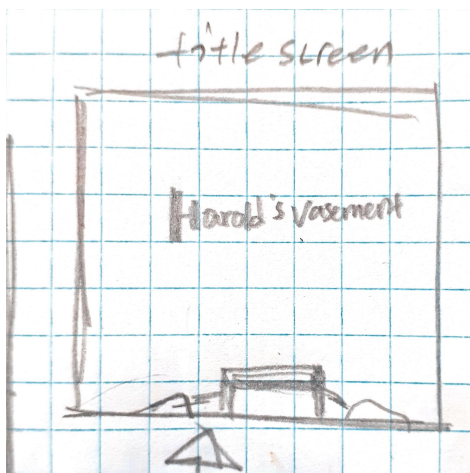
The core mechanic is start/ select (Z, X, Enter) in interacting with multiple puzzle pieces.

Maps

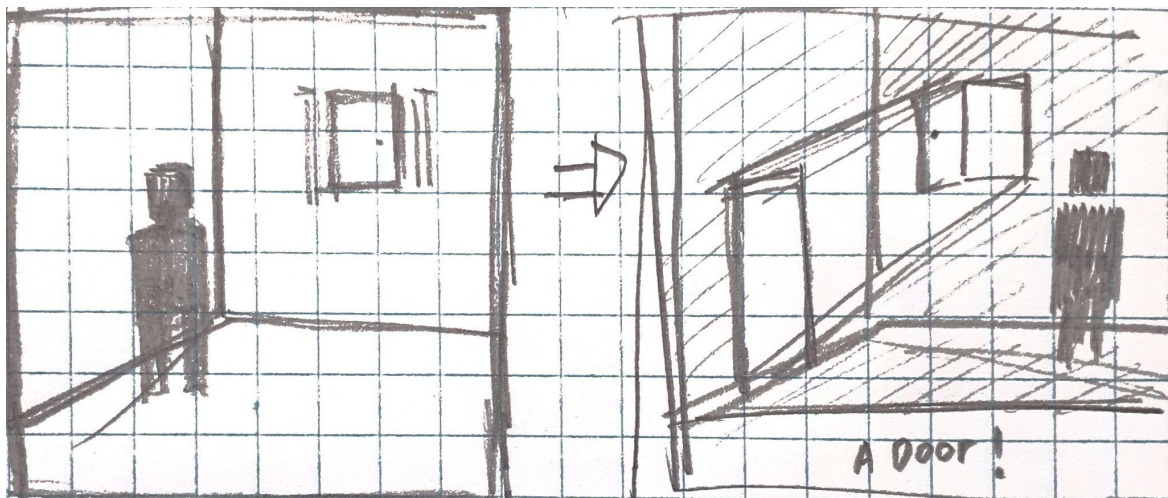
Start screen



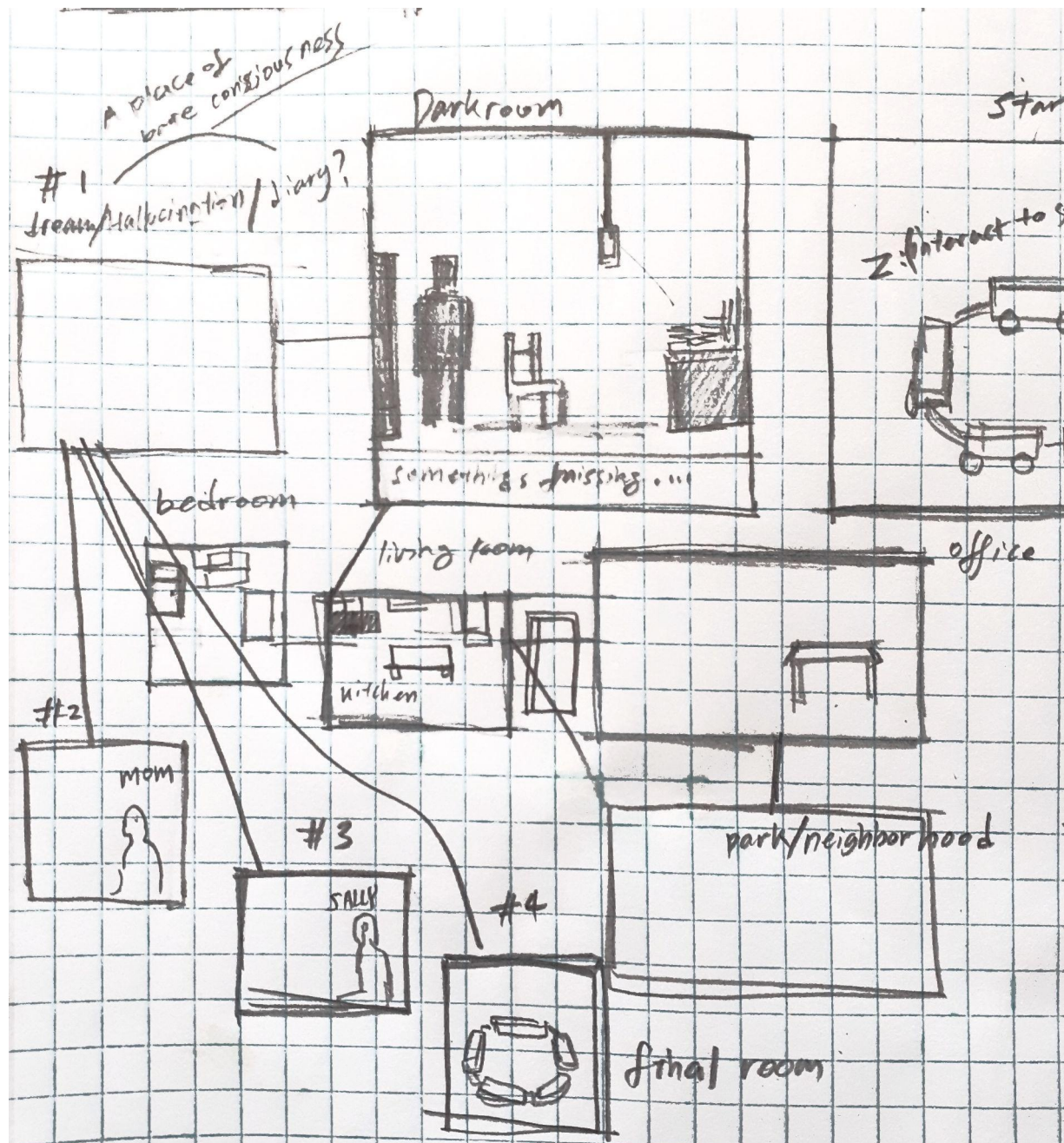
Title screen



Level Puzzles

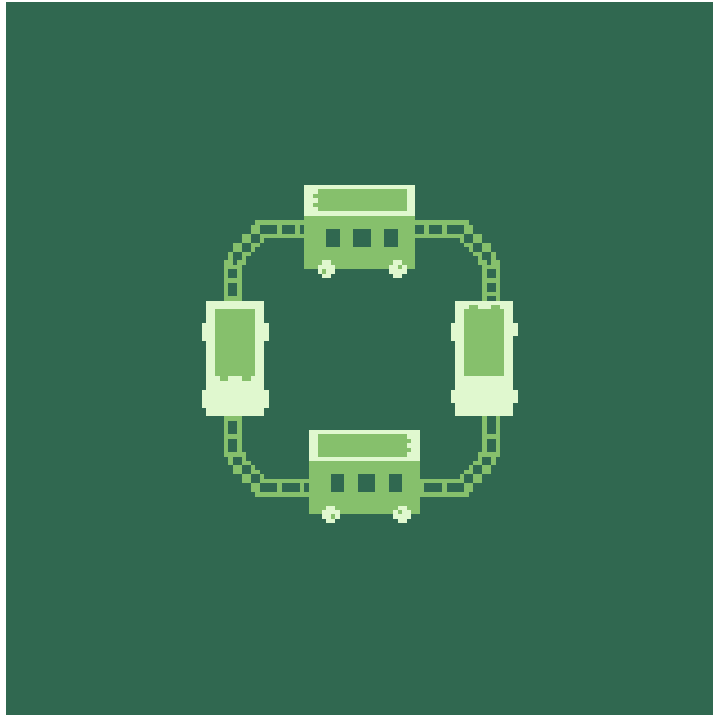


Top Down map

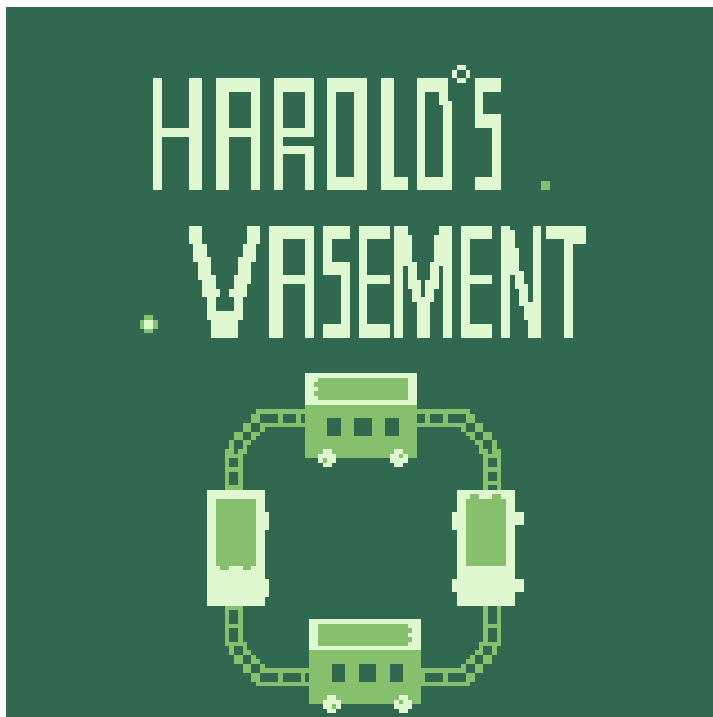


Final game play scene

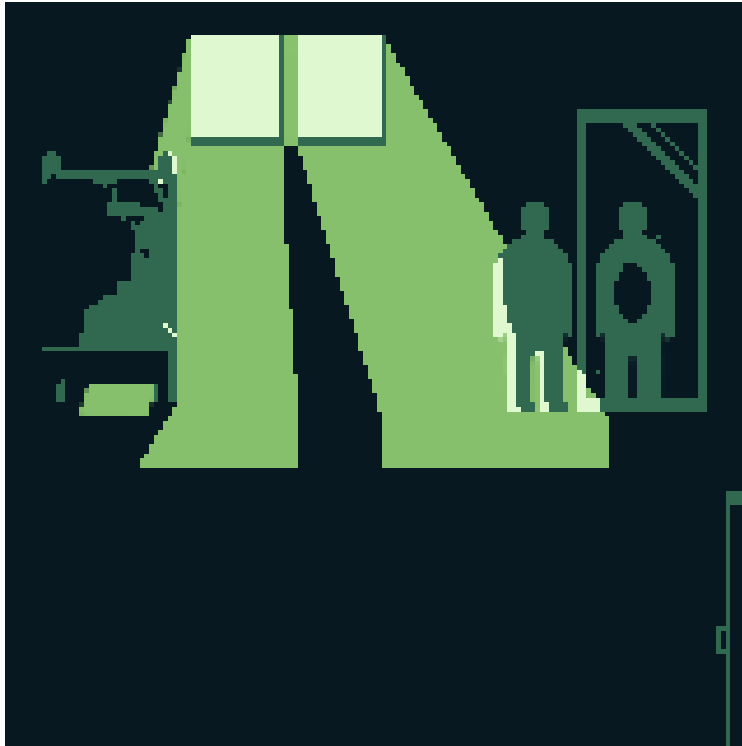
Start screen



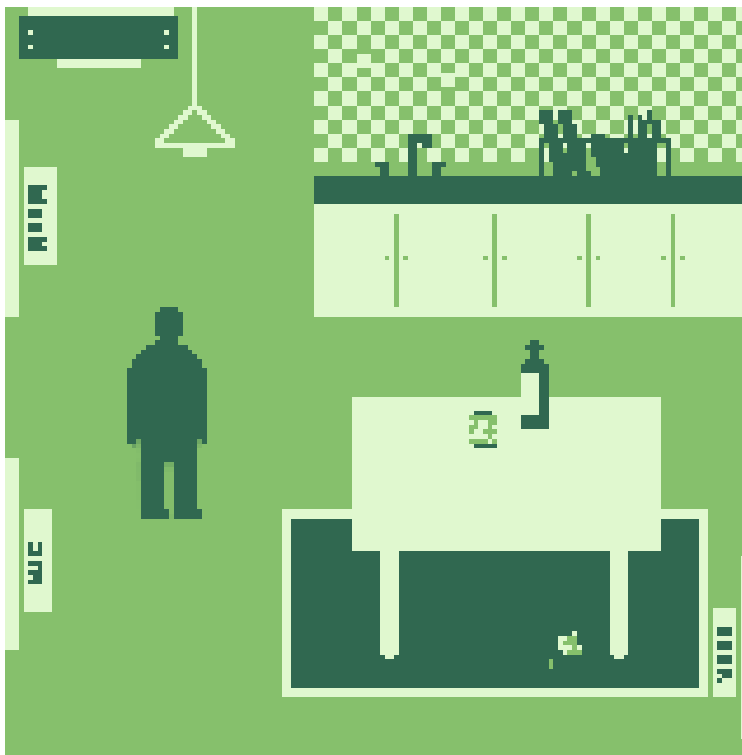
Title screen



In-game map



This is the first level where Harold wakes up to his hole in the chest.



Living room.