The Light

Design Brief

v1
By
Sam Smith

Game 115 Game Development Studio I
Sam Smith
Fall 2021

Abstract

The Light

Your life takes a turn as you play as MC, a 12 year old girl, who only wants to help her Papa get better from his illness. Begin your day to do your chores and complete your tasks, but be weary of the outside, where Shadows lurk. Can you help Papa?

Genre

Adventure and Puzzle Solving

Platform

GB Studio

Time Intervals

10 minutes

Player Modes

Single Player

ESRB Rating

E for Everyone

Target Audience

Anyone who likes cute pixel games with a deep meaning.

Team

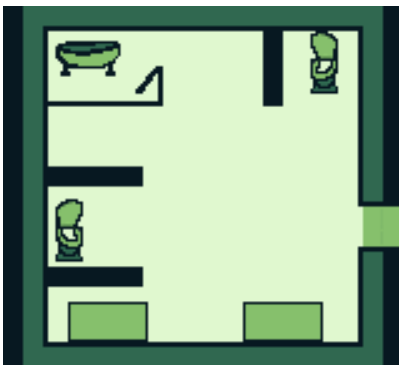Sam Smith - Game Designer, Character Designer, Story Artist, Writer

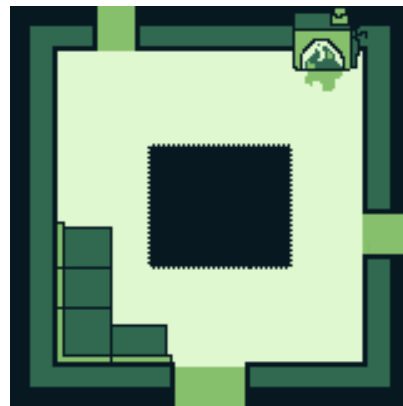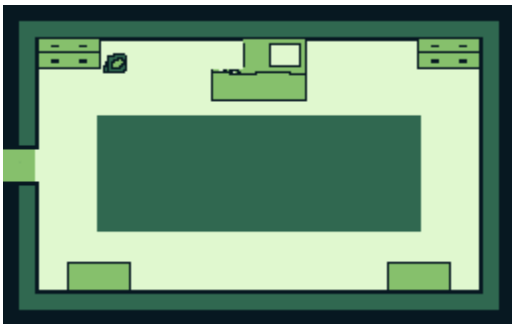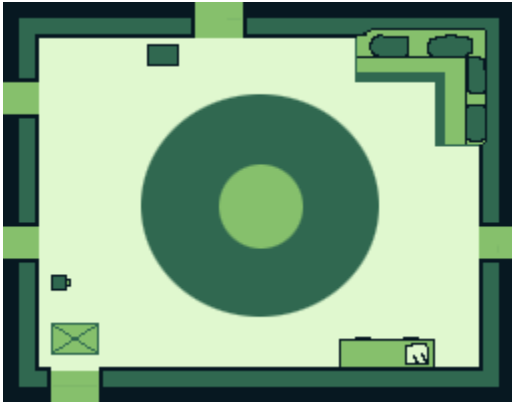Bella Tiner - Concept Artist

Primary Gameplay

Help Papa with the house chores, press Z to move boxes in mini games.

WASD or Arrow Keys to move

## Maps

Final Gameplay Scenes

Wake up, stretch your little arms, and get ready for the day! Head out of your room to check on Papa.
(This is MC's room, where you start your adventure. Check around the room to see what MC can interact with.)

Oh no! Papa isn't feeling great...make sure you go get his medicine!
(This is Papa and Mama's room, though the only resident is Papa now. Talk to him in bed to start MC's chores.)
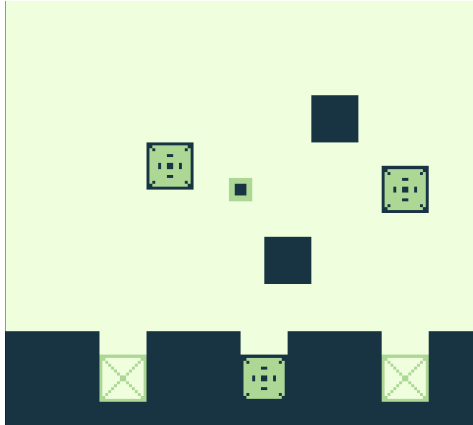
One of your three chores inside the house!
(Move the boxes (Z) to the x marked spots to finish the chore)

EEP! ! ! ! !

Oh? What's that? A shadow?!
(MC's encountered a shadow, but she's never seen them before. Run back inside to be safe.)

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MC: EEP!

The Light in the fireplace is alive?!
(Papa just told you the truth about everything, and now MC is the sole protector of the Light.)