***Opening***

***[Introduction]***Good (morning/afternoon/evening) // It is very good to meet you, my name is [*Insert Name Here]*, and we collectively are ***Team 22***.

***[Game Title]***Today we would like to show you our ***Game Idea: ‘Abyss’***

***[Short Version]*** ***Abyss***: is “*Zork meets Undertale in an episode of Amnesia: The Dark Descent*”

***[Long Version]*** ***Abyss***: is an adventure-puzzle game, where you are trapped within a mansion. The objective of *Abyss* is to guide player character *[Insert Name Here]* through the ambiguous mansion, as he searches for his lost memories.

~~To escape, you must explore the this ambiguous mansion with all of its odd commodities and dubious items, by solving puzzles that are contained within the mansion, to obtain 4 keys~~

***[Target Audience]*** This game is targeted towards older children, who enjoy a challenging puzzle, which in turn has a tinge of dark aspects attached to it~~, and can be interpret in several connotations~~

***Platform***

***[PC//Web//Mobile Device]*** As this game is a text-based with ASCII art, it is not that demanding on systems; therefore it would seem appropriate to have our game played on ***[PC//Web//Mobile Device].***

~~We can take advantage of its seemingly easy to run game, and have the end user be able to play Abyss on a browser.~~

***Genre***

***[Adventure/ Horror/ Puzzle]***

* ***[Examples to reference]*** Undertale, Amnesia: The Dark Descent (in terms of story), Zork, Spider and Web, The Dreamhold
* ***[Zork, Spider and Web, The Dreamhold]*** Are all text based games

***Gameplay***

***[Core Mechanic]*** The player can walk (move), take (items) and interact (with items), by typing in the commands to do so ***[go/ take/ interact]***

***[Goals]***

* To obtain 4 keys to escape the mansion (?)
* The game is linear, the player will solve puzzles to obtain these keys, and each time this happens; a new memory is revealed to the *~~jaw dropping~~* climax

***[Components]***

* The player can interact with items; these in turn can help them to solve riddles.
* Environments: The mansion and its room(s)

***[Controls]***

* The player inputs commands via the keyboard input – solely through this way

***[User Experience]***

* ***[Game Structure]*** The player will always see the title, the description of latest note in their inventory, the items in their inventory, the direction they can move to into a room within the mansion and their input.

***[Character// World//Story] ~~To be filled~~***

* *“You play as [Insert Character Name here], you wake up lying on a hard wood floor…*

*…* *You must navigate through the locked doors by solving various riddles and puzzles…*

*…As you progress through the game you learn more and more about where you really are and what happened the night before. A dark secret is revealed.”*

***[Need to add more to this story, such as player name (you may or may not remember it), and for each key, a fragment of their memory!!]***

***[Visual Style]***

* The game is text-based played on the console (when finished could be drawn into something better with actual graphics (i.e. polygons))
* The game is set in ***[insert time tense]***
* Could place character art in presentation (could be drawn??)

**“Tilt” – What makes your game special?**

***[What makes your game different?]***

***[Why would someone want to play it?]***

***[Why should we care about it?]***

**~~Why call it Abyss?~~**

*~~Abyss~~*

*~~/əˈbɪs/~~*

*~~Noun~~*

* *~~A deep or seemingly bottomless chasm.~~*
* ~~We wanted to emphasize on the feeling of loneliness, solitude and alienation~~
* ~~You’ve lost your memories~~
* ~~You’re locked within a mansion that seems unfamiliar, but seemingly nostalgic~~