Open/Intro

Good morning it’s good to meet you all, my name is Antony Bridge and collectively we are team 22

Today we would like to show and demo to you our game “The Abyss”

“The Abyss” is a mystery style adventure –puzzle game, in which you are trapped within a mansion without any memories.

The main objective of “The Abyss” is to guide (Character name) through the ambiguous mansion as he searches for his lost memories.

Target audience

The “Abyss” is targeted towards older children and riddle intrigued adults alike who enjoy a challenging puzzle , which in turn has a tinge of dark aspects attached. Although all who enjoy a mental challenge would find that within our game, which allows our game to reach a more diverse audience, and also those with minimal knowledge of technology.

Platform

This game is text based with ASCII art and therefore is not demanding on hardware, which allows a wide variety of platforms for example, PC/WEB/MOBILE DEVICES, A much bigger audience can be reached due to a wide range of platforms therefore increasing the profitability of our game.

Genre

Our genre is a combination of (Adventure/Horror/Puzzle), we use the dark and fragmented story line to create a degree of horror like that of “The Dark Descent” and hold the player in a state of anticipation. The “Abyss is much like that of “Zork” and “The Dreamhold” in terms of the player commands are all typed using a key board, no more point and click and leaving no need for any extra hardware such as controllers ect.

Gameplay

For the gameplay the user has a variety of commands, By using (go) the character can walk allowing movement through the mansion, By using (Take) the player can pick up objects located within the rooms, by using (interact) the player can interact in some way with objects for example using an object to smash a mirror, lastly using (observe) allows the player take a closer look at items sometimes revealing clues in the mystery that is “Abyss”.

There is also a help command available in which the player can type help in any part of the game and a set of instructions will show, this improves the user experience by allowing more understanding.

The gameplay also uses an elaborate mixture of sound effects which help to expand on the gaming experience and create an immersive feel to the gameplay, this in itself really helps to overcome the basic feel of some text based games.

Goals

The main goal is to obtain 4 keys allowing your escape from the mansion.

“The Abyss” is linear, and the player will solve an elaborate range of puzzles to obtain these keys, each time this happens a new memory is revealed helping to unravel an intriguing storyline and build to what becomes a climatic end.

Components

The mansion being the environment the player is in, creates an enigma by making the surroundings, thought provoking and diverse in their description, this encourages the player to anticipate the next piece of the puzzle and keeps them on the edge of their seat.

Game structure

The player can always see the title, the description of the latest note in their inventory and also a list of the items currently being hold within their inventory. The possible inputs will also be displayed for the user which will change depending on their location.

Brief storyline

You wake up lying on a cold hard wood floor, a daunting feeling of nerves overcomes you as you stare at the dimly lit chandelier. As you stand, confused and wrapped in ore your thoughts go blank.

Where am I? What has happened last night?

You must solve the various riddles and puzzles to navigate through the locked doors and unlock your memories a piece at a time.

As you progress through the game and learn more about what really happened the night before a dark secret is revealed.

Our game (special)

Our game offers a new blend of mystery , adventure and riddle solving which you wont find anywhere else.

Stuck here …...... ….. …. ….. .. .