

Rising Waters

Forgotten Inside the Titanic

- The Movie	2
- Movie to Game Approach	3
- The Game	4
- Initial Game Concepts	7
- Gameplay	8

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The Movie

Our movie is the “Titanic” (1997).

Synopsis:

Titanic is a 1997 American epic romance and disaster film based on the sinking of the RMS Titanic.

It follows the story of two members of different social classes who fall in love aboard the ship during its ill-fated maiden voyage.



Movie to Game Approach

Our main goal with this game is to stay true to the main essence of **Titanic**, excluding only the love story cliché parts.

We aim to preserve some of the movie felt emotions, such as:

- Fear;
- Rush;
- Desperation;
- Chaos;

The Game – Original Plan

Divided in 2 main chapters:

Chapter 1:

The player has to run from the water that is flooding the Titanic corridors while avoiding various obstacles either by jumping over or sliding under them.

Chapter 2:

After being knocked out, the player wakes up on top of a table floating in the water (still inside the Titanic, which is now almost vertical and sinking fast). His objective is to stay afloat by dodging falling debris and navigating the titanic vertically.

The Game – Too greedy!

Divided in 2 main chapters:

Chapter 1:

The player has to run from the water that is flooding the Titanic corridors while avoiding various obstacles either by jumping over or sliding under them.

~~Chapter 2:~~

~~After being knocked out, the player wakes up on top of a table floating in the water (still inside the Titanic, which is now almost vertical and sinking fast). His objective is to stay afloat by dodging falling debris and navigating the titanic vertically.~~

The Game – Our alternative

Divided in 2 modes:

Story mode:

The player has to run from the water that is flooding the Titanic corridors while avoiding various obstacles either by jumping over or going under them. Divided into multiple levels in a story like mode with increased difficulty in each level.

Arcade mode:

Same concept as before, except the corridor is infinite, theres a highscore/leaderboard and all the obstacles are randomly generated.

First Game Concepts

