Title: Submerged Echoes

Genre: Thrust-like, Puzzle, Mystery

Visual style: Geometric/Low Poly

Short Description: A batyscaphe has to investigate the sinking of a submarine

Setting: The game is set in the deep of the ocean

Main Characters: The main character is the pilot of the bathyscaphe

Synopsis: The story is about the pilot of a bathyscaphe who is sent investigating the sinking of a submarine in the deep of the ocean. Soon the pilot finds the submarine who crushed in a cave without explanations, thus he set off to find the black box. He descends into a tunnel in which he, mysteriously, finds the black box along with a strange statue. Returning back he notices that a new tunnel has appeared: he can then chose if going down this mysterious new tunnel or returning back to surface. Descending in the newfound tunnel he hears strange voices and distant calls and finally finds himself in a room with an enormous statue, with three empty sockets in place of the eyes. The pilot then explores the nearby tunnels, overcoming difficulties and traps, in order to retrieve the orbs and place them back again in the statue. When the pilot places all the orbs in the sockets a earthquake starts and he is filled with dreadful images and horrific scenes... Then the game ends.

Rules and Mechanics:

- The main goal of the game is to complete the main story, completing all the levels;

- The control system is inspired by Thrust and similar games:

    - With two keys (Q/E) the player can control the rotation of the bathyscaphe;

    - With another key (Space) the player can apply thrust and thus move the bathyscaphe forward.

- When the bathyscaphe hits a wall or other obstacles it explodes and the game restarts from the first level;

- In some levels the player is able to choose between alternative actions.

Requirements:

- Low-poly geometric model of the bathyscaphe;

- Low-poly geometric model of the submarine;

- Low-poly geometric model of the statue;

- Low-poly geometric scenes/levels

1 Sequences

1.1 Sequence 1 (Initial Descending)

Description: The player descends into a tunnel, in order to find the sunken submarine.

Narrative:

- We lost contact with the Queen Mary for three days straight

- The command sent a fleet of three to investigate

- I was the third

[When enters tunnel]

- As i descended into the tunnel I lost every signal

- I was alone

Next levels: Sequence 2

Objects: -

1.2 Sequence 2 (Finding the Queen Mary)

Description: The player finds the sunken submarine and has to find the black box.

Narrative:

- And there it was, sunken, irremediably lost...

- A badly conducted maneuvre? A problem with the navigation system?

- Only the black box could give us the answers...

- But there were no signs of it...

Next levels: Sequence 3

Objects: -

1.3   Sequence 3 (Finding the Black Box)

Description: The player finds the black box in a nearby tunnel.

Narrative:

- Strange place for a black box, wasn't it?
- How it managed to end in that tunnel?

Next levels: Sequence 4

Objects: Black box

1.4   Sequence 4 (Back to Queen Mary)

Description: The player returns back with the black box and notices a new tunnel

Narrative:

- I recovered the black box... My mission was complete...
- However, as I prepared to re-emerge, I noticed something...
- A tunnel? Was it there before?
- Something buried deep within me urged me to enter it...

Next levels:

- Sequence 5a (go back)
- Sequence 5b (go through the new tunnel)

Objects: -

1.5   Sequence 5a (Good Ending)

Description: The player reemerges with the black box

Narrative:

- Fighting against myself I managed to return back, carrying the black box with me...

- Finally we would have the answers we sought...

Next levels: -

Objects: -

1.6   Sequence 5b (Descending the tunnel)

Description: The player descends the newlyfound tunnel

Narrative:

- Descending the tunnel I heard them...

- Feeble voices... Primal screams... Calling in my head

- Whispering horrors in long forgotten languages...

- Yet so deeply familiar

Next levels: Sequence 6

Objects: -

1.7   Sequence 6 (Statue's room)

Description: The player enters a room with a giant statue

Narrative: [When near statue]

- Finally I reached a new, enormous room...

- In the middle of it stood a huge statue...

- I cannot explain what it depicted... Something so alien, so utterly wrong...

- Three empty socket were in place of the statue's eyes...

[When Challenge orb taken]

- A floating sphere stood in front of the statue...

- When i took it I heard a sound like a distant click.

Next levels:

- Sequence 7a
- Sequence 7b
- Sequence 7c

Objects: Challenge orb

1.8   Sequence 7a (First Challenge)

Description: Room with a path through static obstacles

Narrative: -

Next levels: Sequence 8

Objects: First orb

1.9   Sequence 7b (Second Challenge)

Description: Room with a path through a series of sliding obstacles

Narrative: -

Next levels: Sequence 8

Objects: Second orb

1.10   Sequence 7a (Third Challenge)

Description: Room with a path through two series of timed sliding obstacles

Narrative: -

Next levels: Sequence 8

Objects: Third orb

1.11   Sequence 8 (Bad ending)

Description: Same room as Sequence 6, but with ending interaction

Narrative: [When all three orbs collected]

- As I placed all three orbs in the empty sockets the cave began to shake violently...

- It seemed as the world was breaking apart...

- Suddenly my mind was filled with horrorific vivid images...

- I saw orrendous dead creatures, similar in shape to the statue, rising from their iced graves...

- I saw sacrifices and blasphemous rituals made in name of gods whose names were long forgotten...

- I saw distant dying stars, slowly consumed by entropy...

- And then... Nothing...

Next levels: -

Objects: -