

Concept Presentation

A Game Pitch by Cool Band Name Studios™ | Computer 250

Game Title

Canned

The Short and Sweet

INTRODUCTION

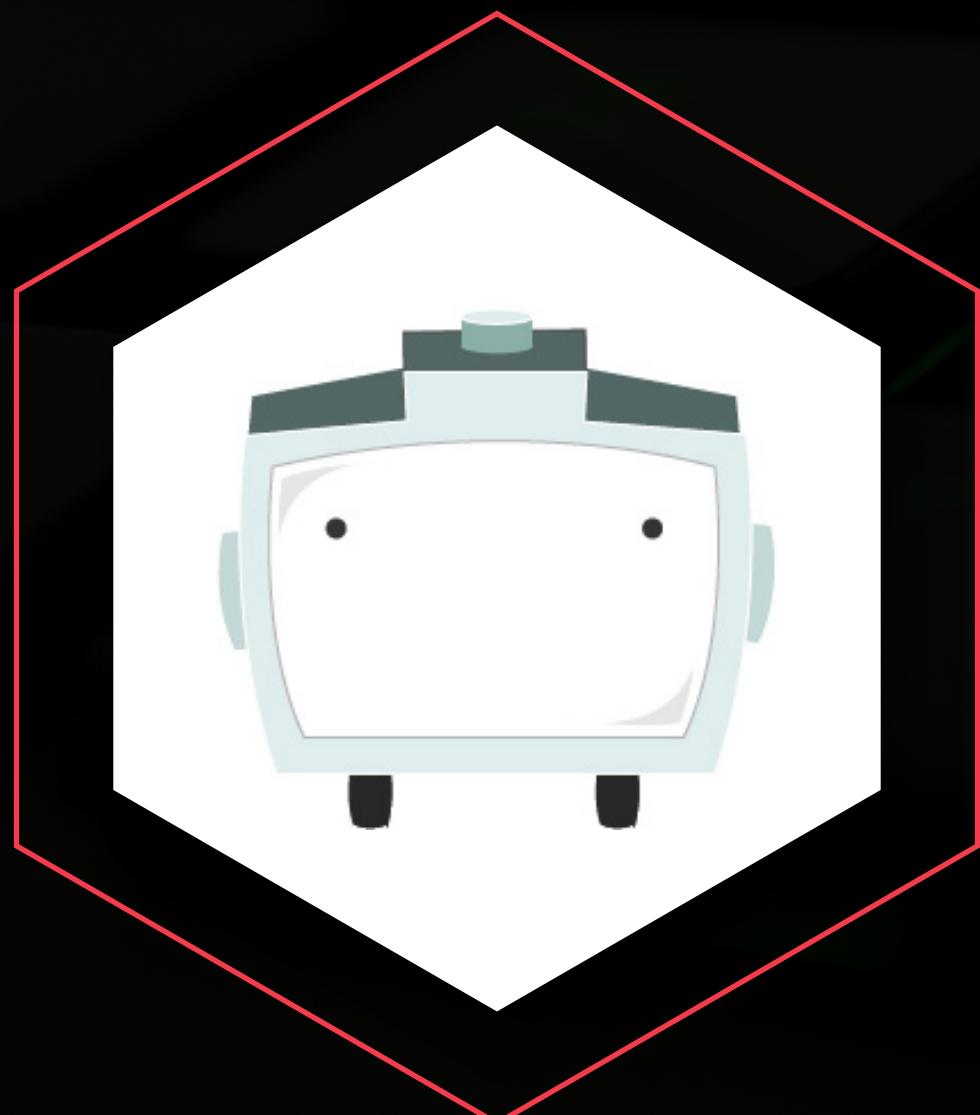
An A.I. That Wants To See The World...

A stealth game without any combat where the objective is to escape the facility without being caught.

Character Concepts

Meet G.A.R.B

G - General
A - Artificial
R - Reasoning
B - Bot

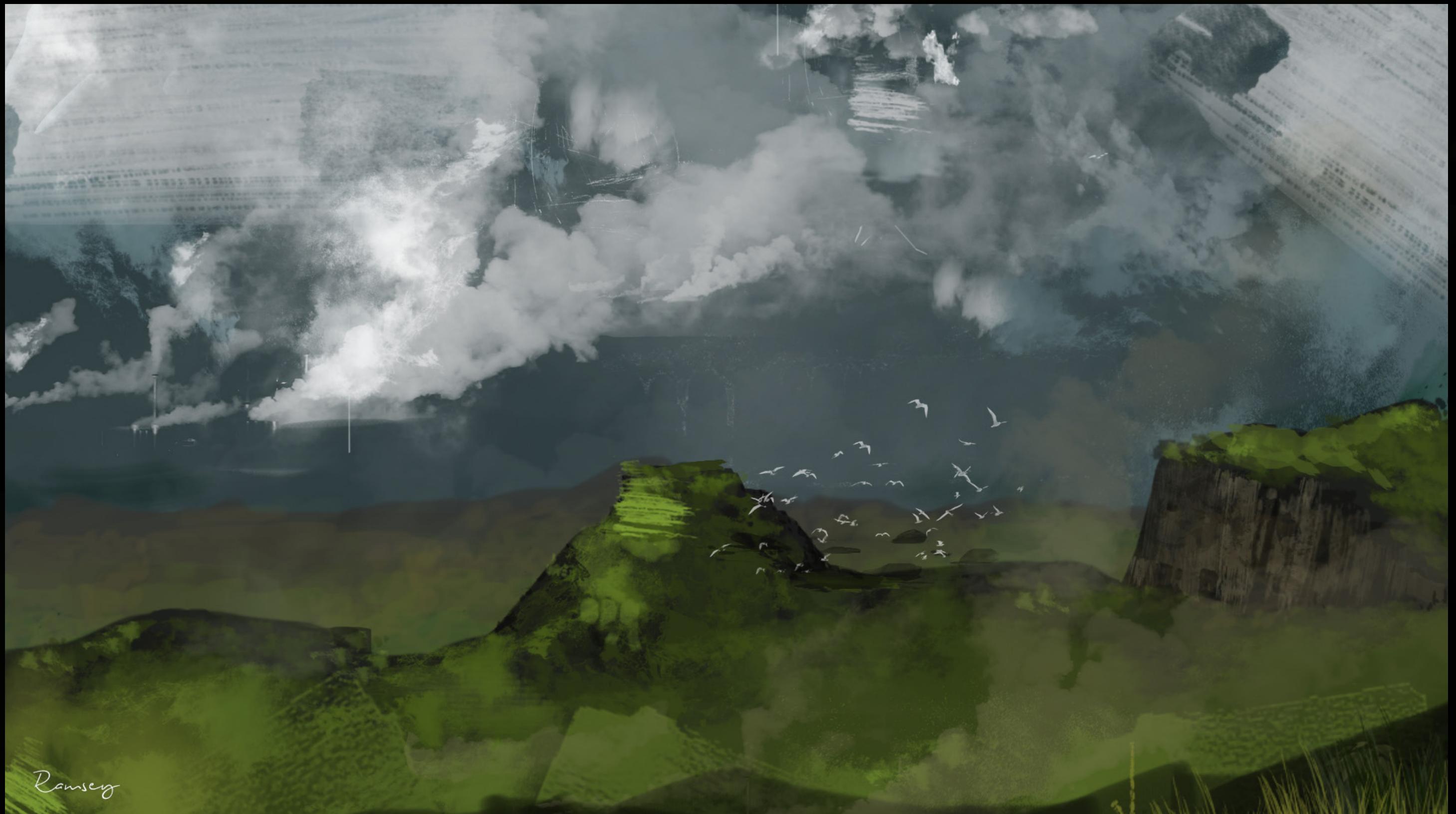


- An AI trapped in a research facility that loaded itself into a smart garbage can to escape to the outside world.

World Building Elements

NARRATIVE DELIVERY

- Throughout the game, major narrative points will be delivered by cutscenes. Smaller points and world building elements will be integrated into the levels themselves.
- Players will form a bond with GARB as they journey through the levels together. They will initially experience a sense of curiosity, and then a sense of hope as the game progresses and the mood and environment becomes cleaner.
- Sound and level designs will change throughout the game to add to the narrative.



Example Cutscene Art

Finding Your Way

MECHANICS

- Navigate the level without the ability to reveal the area by yourself. Use your enemies' sights to get around.
- Throw or place garbage to divert the attention of NPCs.
- New enemies will appear as you move through the levels; each has different mechanics from one another.
- Controls with **mouse** and **keyboard**:
 - Mouse: aiming garbage projectile and interaction
 - Keyboard: movement

Difficulty and Style

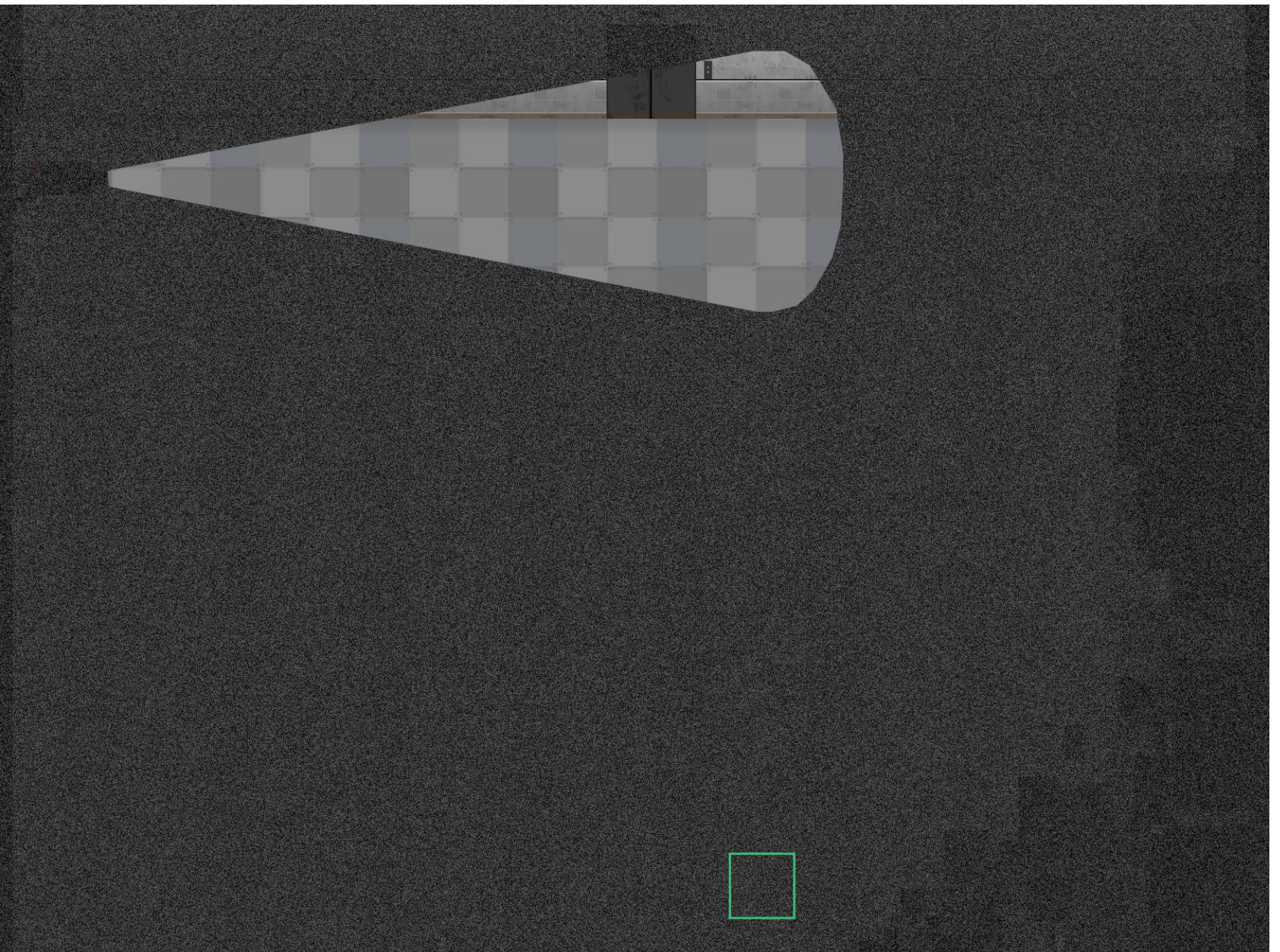
GAMEPLAY

- Gameplay difficulty will gradually increase with every level, as more obstacles will appear in later levels.
- Gameplay loop: Hack » Observe » Solve » Execute
- Hacking will involve a small puzzle itself.
- Each level starts with the PC exiting an elevator and will have to reach another elevator to progress through the facility.
- If the player is caught moving, they are returned to the beginning of the level.

Tutorial: Garbage Disposal

LEVEL ONE

- A short level starting with a cutscene to introduce the premise of the game. Learn the core mechanic and controls by maneuvering the environment with no NPCs.



Storage Area

LEVEL TWO

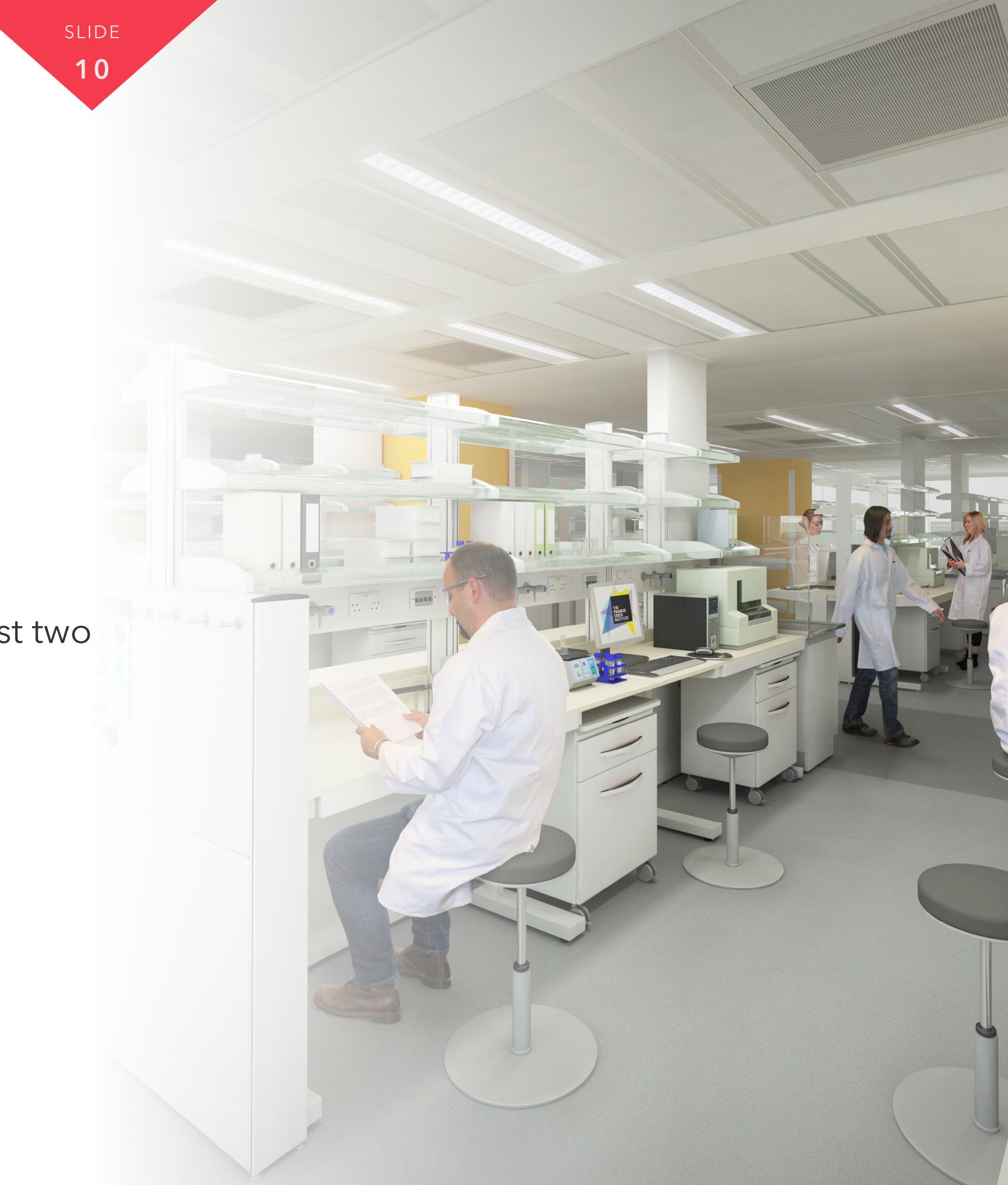
- First NPCs appear: Guards
- Cleaner than the Garbage Disposal level, but still dark and dingy. NPC echo this feeling.
- Tests the player's knowledge learned from the tutorial.



Research Area

LEVEL THREE

- New enemies: Researchers.
- Both Researchers and Guards present.
- Much cleaner and brighter than the first two levels.
- More difficult and intricate path to the elevator.



Ground Floor

LEVEL FOUR

- Last obstacles appear: janitors.
- Cleanest area with windows to the outside.
- Cutscene at the very end of the level as an ending: did you succeed?



Who We're Aimed At

TARGET AUDIENCE

- Targeted ESRB rating of E
- For those who enjoy **stealth** and **puzzle games** that requires thinking, but still want something with a light-hearted aesthetic.
- Will be built in GameMaker: Studio and available for PC.
- Single player experience

Defined Roles

THE TEAM



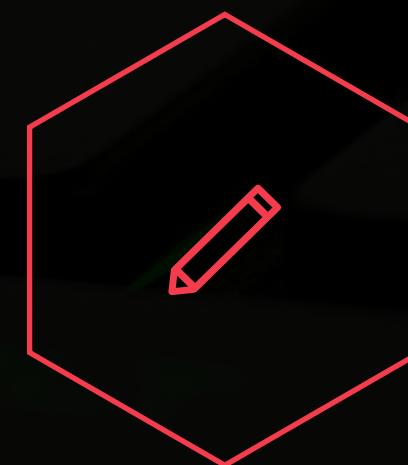
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