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# **Short Pitch**

‘Narrow is a punishing 3rd person open world adventure game

# **Design Principles**

Teaching without teaching,

Innovate, don’t just make the games you like playing,

Rich level design, a-ha moments,

Tension, followed by sense of achievement: Flow,

Story telling without storytelling,

Emotional impact in everything,

Reward the player with sense of growing stronger, without being overt,

Don’t force lessons on the player, in any sense. Let them come to their own conclusions,

Narrative Themes

Outline

You are a hollowed slave that has been selected to escort, and ultimately sacrifice an evil creature.

Cues

‘It is the first and last of its kind, a perfect being’

‘You are my child, come with me to paradise’

‘Behold, as the king dies’

* The world is apocalyptic, covered in ash, snow, fire
* Player starts on the mountain, surrounded by humans.
* A single gigantic, perfect being, surrounded by evil makes its way to the hills, where it is to be sacrificed. The player begins on the mountain, with the giant in the far distance. As the giant gets closer to the sacrifice spot, the stars grow bigger, the sky becomes blue, the world becomes filled with life.
* The player descends the mountain on it’s steed, and begins their adventure towards the giant.
* The player is tricked into assuming the giant is evil, is told that it is the cure.
* The Player must kill the giant, deliver the final blow.
* There is a faction that is loyal to the giant, they only fight if attacked, but even then, they really struggle.
* The player is anonymous, neutral looking, but noticeably weak. Wields a sword, but struggles to carry it.
* The levels get narrower as the game continues. A single, linear, winding path that leads to the end.
* The player destroys, or purposefully ignores mechanics that make it easier.
* Morality system
* The player activates rituals which weaken and slow the giant.
* The player doesn’t catch up to the giant until the very end, but by that point it is incredibly weak.
* Sick humans are running in a herd to catch up to the giant, trying to kill it.
* The humans remaining watch in silence as you kill it.
* The player is taken with the giant.
* 10 rituals

## **Rituals**

Ritual 1 – Whip like device grabs the giant, rips off a part of its body

Ritual 2 --

Plot Structure

Chapter 1

Scope

Minimum Viable Product

Alpha Requirements are as follows:

Player

* **Tether**
  + Metrics
    - How far can it extend / How close can It be?
  + How does it interact with the environment / opponents?
  + How is it visually displayed?
  + How is the player affected?
    - Yanking the tether
    - Being yanked by the tether
    - Movement with the tether
    - Movement with the tether while mounted
* **Trust System**
  + Balancing power with the length of the tether
  + How to display the trust system to the player?
    - Colour / health of the tether?
  + How do players affect the trust system?
    - Killing enemies decreases trust
* **Combat system**
  + Attacking
    - Sword
      * Swinging
      * Lunging
      * Strong and weak attacks
      * Creating runes via dragging sword
  + Blocking
    - Held block
    - Timed block
* **Player Controller**
  + Movement
    - Running
    - Jumping
  + Mount Riding
    - Galloping
    - Trotting
    - Jumping
  + Cover
    - Crouch

AI

* **Base Enemies**
  + AI systems distinctive between Giant and Player
  + Patrolling
    - Guarding walls, bridges, obstacles
    - Roaming wilderness
  + Camping
    - Sitting around
    - 1 of them would patrol camp?
  + Fighting
    - Attacking
      * Basic swing
      * Charged swing
      * Drawing Bow
      * Shooting Bow
    - Defending
  + Chasing
    - When Giant is in sight, they run to giant
    - If Giant is in sight and player is closer, target player
  + Fleeing
    - If health reaches a certain point, and if isolated
* **Giant** 
  + How the Giant reacts to the trust system
  + Following the player
    - Waiting
  + Interactions during combat
    - Stomping when stressed
  + Interactions with Player
    - Responding to player requests
      * Hand / Pickup player
      * Telling it to stay
* **Boss**
  + Metrics of the boss room / space
  + Concepts
    - Interaction with tethering mechanic
      * When you get to the boss room, you have a short leash
      * Let out a cry that scares the giant, maybe pull the player
      * Giant aids in verticality
      * Wrapping up the boss with the tether is how you kill this boss
  + Move set
    - Dodging
    - Special abilities
    - Idle
    - Attacking
      * Windup / Cue
* **Roaming Boss**

Level Design

* **First Level**
  + Mid-Way Level
    - Castle
      * Metrics
      * Tether Puzzles
      * Puzzles
    - Ruins
      * Metrics
      * Tether Puzzles
      * Puzzles
    - Pickups for Giant
      * Metrics
    - Camping
      * Metrics
    - Roaming enemies
      * Metrics
    - Day / Cycle
      * Balancing how long it is?

Art

* **Weapons**
  + Sword
* **Mount**
* **Player**
  + Model
  + Animations
  + Textures
* **Giant**
  + Model
  + Animations
  + Textures

Audio

* **Death**

Secondary Mechanics

* **Death**

Genre

Mechanics

Constant Chasing

An ethereal horde is following you, growing in numbers as you a make your way through X. The player must be careful to not delay to long, as the

Unique Feature

Game Description

Controls

Art

Mood board

Platform

Game Mode

Demographic