

Title: Footprint

Gameplay description: *Footprint* is a single-player first-person labyrinth-style puzzle game. The player has a 20-minute timer at the beginning of each playthrough to find the exit. However, it is almost impossible (unless the player is very lucky) to complete the game in the first playthrough. In order to make subsequent playthroughs easier to navigate, the player is allowed 5 objects to be placed throughout the map at the beginning of each playthrough. Objects do not disappear with each playthrough and they have different abilities: some illuminate when the player is close to them, some allow the player to place a hole in the wall to make a shortcut, etc. By carefully and strategically placing objects throughout the map and using spatial memory, the player can complete the game and unlock different endings depending on how many tries it took him/her.

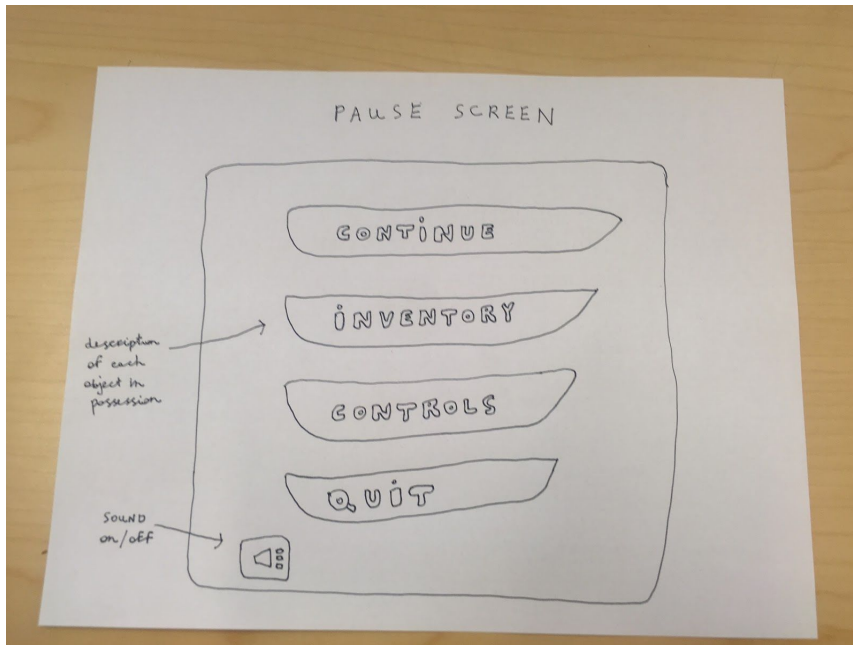
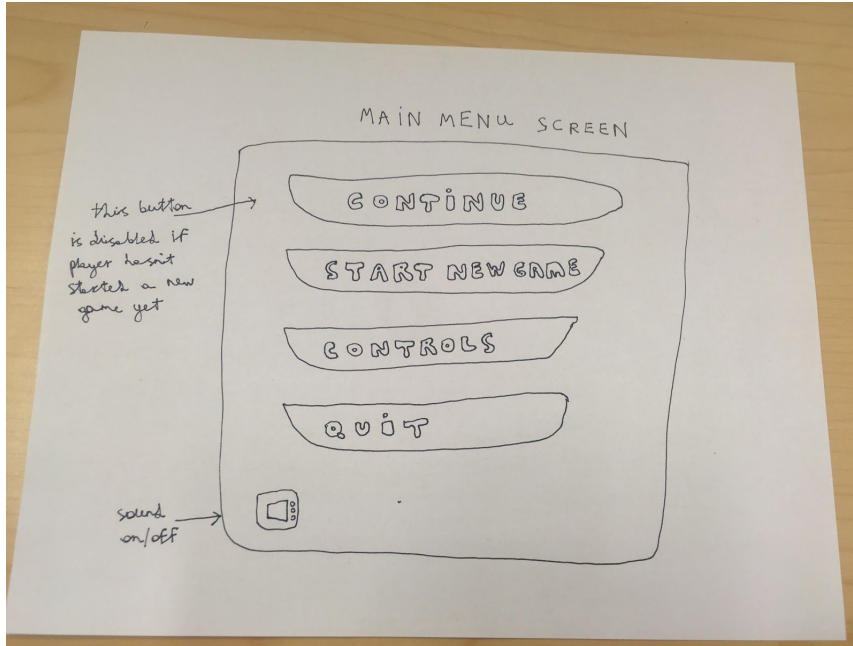
Goal: The goal of the game is to find the exit to the labyrinth in the fewest amount of playthroughs as possible.

Basic elements: One player, one exit that the player has to reach, five objects at the beginning of each playthrough, one huge labyrinth, 20-minute timer to reach the exit

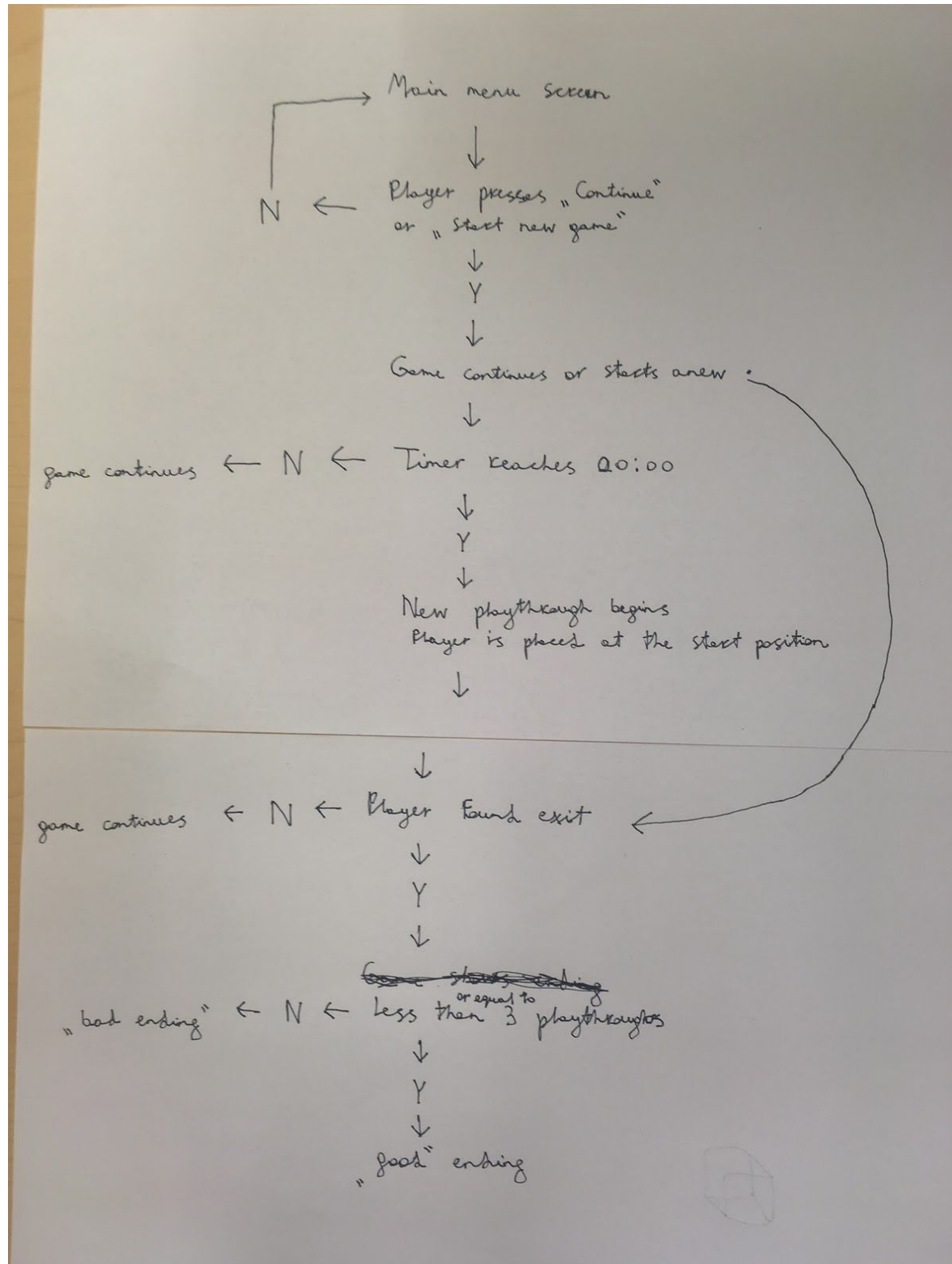
Design values: environmental design values

- *Experience:* the player solves puzzles, strategically uses provided objects and relies on spatial memory
- *Theme:* post-apocalyptic puzzle in which the player has to uncover what happened to the humankind
- *Point of view:* first-person, minimalistic graphics, extensive use of space and lighting
- *Challenge:* the game's challenge is one of memory, decision-making, strategy, speed
- *Decision-making:* decisions are made in real time, with a limited amount of time and interactable objects
- *Skills, strategy, chance, and uncertainty:* the game requires problem-solving skills, spatial memory; strategy is decided by the player and each object has a benefit for consequent playthroughs; there is a chance of the player being lucky and finding good routes without the help of the objects provided; a lot of uncertainty since the game takes place in a labyrinth
- *Context:* one player on a Windows/Mac operating system
- *Emotions:* *Footprint* intends to generate feelings of being lost but also the feeling of embarking on an adventure. Since the player doesn't know what happened to humankind, the game also generates the feeling of curiosity

Interface and controls: The player uses keyboard and mouse to move within the labyrinth.



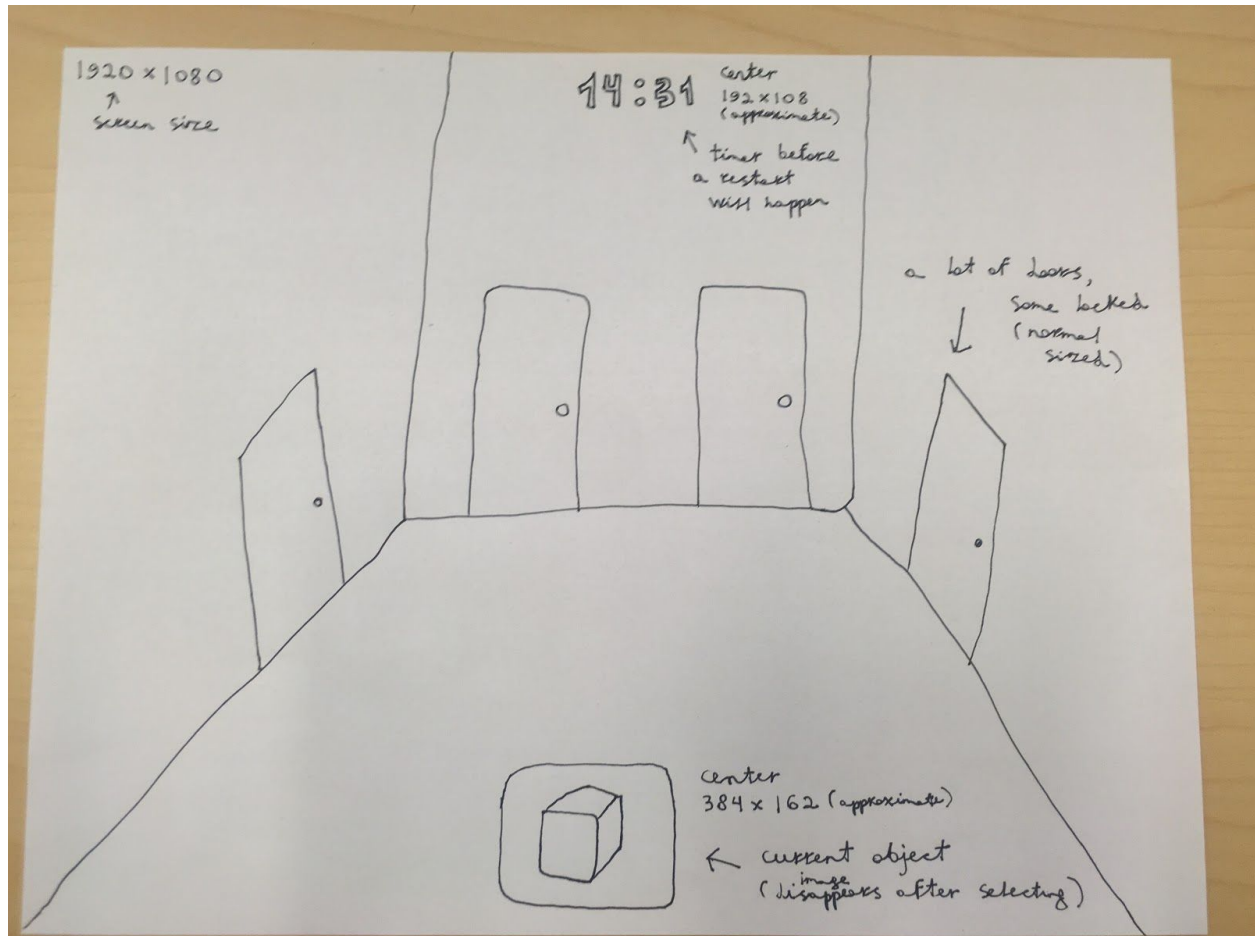
Game flow:



Art direction: Minimalistic; post-apocalyptic atmosphere

Technical overview: Unity game engine, Windows/Mac build

Game schematics:



Game spreadsheet:

<https://docs.google.com/spreadsheets/d/1jx1PLqbS6Kqlu3WN681nBUxiME2t0DwXkXNiAN0ldl8/edit?usp=sharing>