

# The Last Tide



# Overview

Embark on a **third-person puzzle adventure** set on a mysterious archipelago trapped in a **time loop**.

Discover an ancient **cursed civilization**, interact with intriguing **characters**, and solve challenging **puzzles**.

Use your wits to **stop the loop** and **save everyone** from the apocalypse.

- **Genre:** Puzzle adventure
- **Platform:** PC
- **Localization:** English
- **Target audience:** Explorers/Achievers, Teen



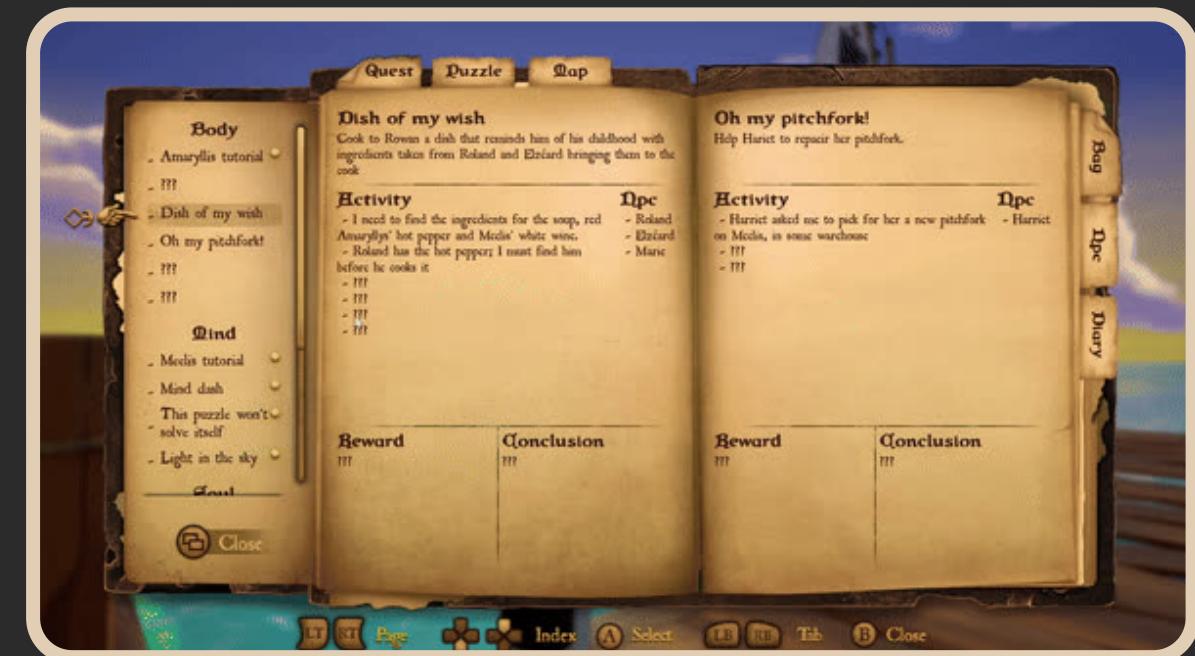
# Gameloop



Exploring



Solving



Learning

# Looping time and progression

- Each loop is divided into **4 time slots**.
- Time **advances** whenever the player docks to an island or rests on it.
- Upon death, the player restarts with all previously **gained knowledge**.
- The player must use the loop to **solve** mysteries and progress.



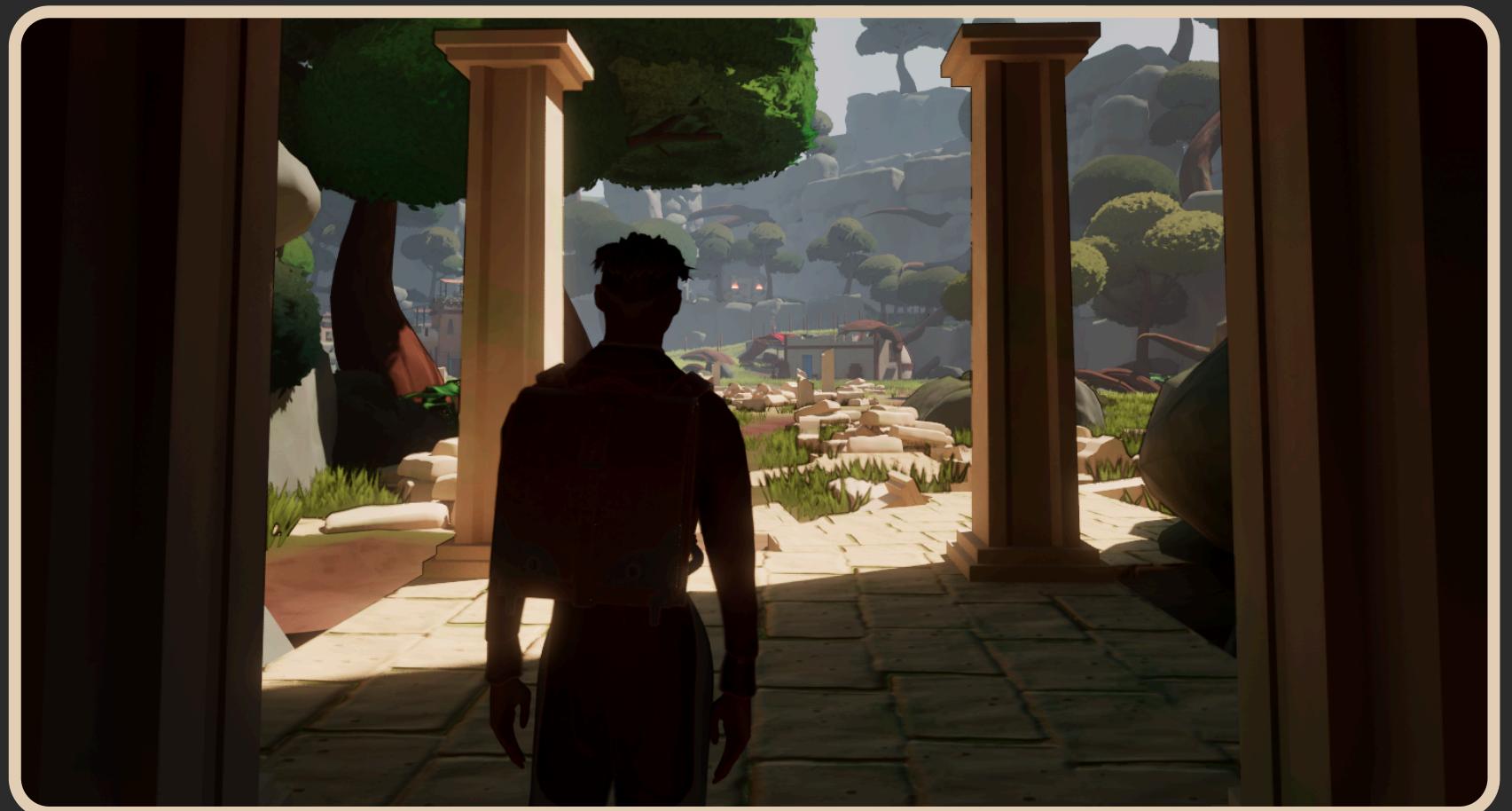
# Quests: Npc's and Puzzles

- The player learns **NPC behaviors** and **solves puzzles** to progress.
- Time affects character interactions, making some quests **time-dependent**.
- The player uses **tools** to solve island puzzles.



# Exploration

- The player sets sail across the archipelago using **UI interactions**.
- Explore **various environments**, meet intriguing **characters**, and witness unfolding **events**.
- Uncover the **islands' past** to learn and stop the death cycle.



# Amaryllis



**Biome:** different kinds of trees,  
lots of green



**Core puzzles:** move large objects



**Inhabitants:** fungal deformities to  
their bodies



**Mood:** calm, peaceful



# Ωeelis



**Biome:** a village surrounded by mountains. Labyrinthine tunnels, presence of darkness



**Core puzzles:** laser



**Inhabitants:** mind corrupted, became mindless



**Mood:** foggy & mysterious



# Montarlis



**Biome:** arid and sandy, sparse vegetation, developed in height



**Core puzzles:** musical code



**Inhabitants:** stripped of their soul, live as soulless husks



**Mood:** warm tones, very hot



# Game progression example



Archipelago

Quest   Puzzle   Map

**Body**

- Amaryllis Temple
- The rocks circle
- The Lonely Tower
- Abandoned depot
- Crystal Grotto
- The musical scale

**Mind**

- Meelis temple
- The planetarium
- Gardening warehouse
- Wheels of needs

**The Lonely Tower**

**Goal**  
Reach the summit of the tower

**Puzzle Info**  
I built a ladder by stacking objects and reached the roof

**Reward**  
Tablet for Elzéard

**Abandoned depot**

**Goal**  
Find a way to cross the gap

**Puzzle Info**  
By directing the laser toward the crystals, I opened the doors and retrieved the objects, combining them I crossed the ravine

**Reward**  
Mathematician's Theory

LT   RT   Page   Index   A   Select   LB   RB   Tab   B   Close

Journal

# Example path explanation



# Example path explanation



# Example path explanation



# Example path explanation



# Budget

Development time: 12 months

## Salaries

180.000 €

5 FTE

FTE = 3000 €

## Outsourcing

50.000 €

- 3D Animator
- Sound artist
- Optimization expert
- QA Team

## Licenses

4.290 €

- 2 Rider: 780€
- 1 Photoshop: 320 €
- 1 Maya: 2.260 €
- 1 Zbrush: 390€
- 1 Substance 3D: 540 €

## Contingencies

45.710€

20% for unexpected expenses

Total 280.000 €

# Summary

**Explore** the islands to discover the history of this mysterious archipelago

**Learn** about your origins as you interact with intriguing characters

**Solve** challenging puzzles to find out what caused the curse.

**Use the loop to your advantage** to figure out how to stop the apocalypse and free the islands from the curse.

