**“Project Untitled”**

**Overview:**

**Title:**

**Genre:** Educational Metaverse Adventure

**Platform:** Cross-platform (PC)

**Target Audience:** Children, teenagers, and adults (10+)

**Game Concept:**

"Project Untitled" is an educational adventure designed to raise awareness about the dangers of drug abuse and delinquency. Players embark on a journey on a realm, encountering challenges and making decisions that impact their player's development. The game emphasizes positive decision-making and critical thinking skills while providing real-world information about the consequences of unhealthy choices.

**Core Gameplay Mechanics:**

**Player Creation:** Players create and personalize their based character on the choices asked in the start. He can have tropes and based on what character answer he will get that trope a particular trope will give him advantage. (Optional if needed)

**Decision Points:** Engaging narratives present players with dilemmas, requiring thoughtful decision-making to progress via the world’s NPC.

**Exploration and Puzzle-Solving**

**Progression System:**

**Experience Points (XP):** Earned through positive choices, and completing main missions by solving an NPC’s issues.

**Game Loop:**

* 1. Introduction
  2. Explore the Clouded Village
  3. Solve the Maze of Choices // Some Puzzle Idea
  4. The Mirror of Reflection // Some Puzzle Idea
  5. Finish the Game

**Game Elements:**

* **Characters:**
  + Player Character
  + Wise Guide (Narrator)
  + Inhabitants of the Clouded Village (NPCs)
* **Environment:**
  + Clouded Village (For Prototype only)
* **Puzzles: (These are some of the examples replace with the new puzzle idea and also think the number of NPCs in the village)**
  + Distorted Path
  + Riddle of Temptation
  + Memory Labyrinth
  + Emotional Jigsaw
  + Maze of Peer Pressure
  + Clarity Crystal Match
  + Knowledge Cipher
  + Reflection Challenge
* **Educational Content:**
  + Real-world information on the effects of different substances
* **User Interface:**
* Minimalistic UI to maintain immersion
* Clarity Meter to show progress in restoring the village