**Parting Thoughts**

Time goes here

**Author goes here**

# 

# **1.Overview**

## **1.1 Introduction**

*An experimental 3D narrative walking simulator featuring senses and perception. Under the guidance of a narrator, players traverse through different surreal scenes and are required to interact in unique ways.*

*The game contains puzzles and is densely designed with sound effects, visual effects, and representation of human senses that are intended to create delusion and impressions.*

## **1.2 Metadata**

**Title:** Games name

**Genre:** Experimental / Narrative oriented / Walking Simulator (example)

**Platform:**

**Develop Engine:** name goes here (version number goes here)

**Control:**

**Target Audience:** Players over ? (example)

## **1.3 Production Group**

**Date: ...**

**Members: ...**

**Team Lead:**

**Contacts:** (email goes here)

# **3 Game Direction**

## **3.1 References**

***Art Direction:***

***Reference:***

# 

# **4. Mechanics**

## **4.1 Interactions**

// What can the player do? List the actions (open doors, type in code, steer the spaceship)

## **4.2 Player controls:**

// What are the controls? Guan’s control looks like this...

|  |  |
| --- | --- |
| *Hardware Input* | *Result* |
| *Mouse movement* | *First Person head direction* |
| *‘W’ / ↑* | *Forward* |
| *‘S’ / ↓* | *Backward* |
| *‘A’ / ←* | *Leftward* |
| *‘D’ / →* | *Rightward* |
| *‘Shift’* | *Run* |
| *‘E’ / Left Mouse Button* | *Interact / Select / Collect / Apply* |
| *‘F’ / Right Mouse Button* | *Observe / Listen / Feel…* |
| *‘Space’* | *Close eyes / ears…* |
| *…* | *…* |

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# **5. Game Flow**

## **5.1 Level Design**

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# **6. Artist / Designer Statement**

// What makes you make a game like this? I have this part simply because it’s a good place to sort out my design approach because I make games out of artistic expressions