Blight
Pitch

The Team

Design: Chai

Writing: CJ

Animation: Sofiia

Programmers: Filip, Marshall

Artist: Paula, Alex, Callum, James,

Elevator Pitch

In a town doomed by a terrible plague, a girl must flee her home to escape both the sickness and the wrath of the local lord’s guards. She is helped along the way by the soul of her brother possessing the form of rat, along with what little knowledge her mother gave her of magic.

Switch control between child and rat, and use magic abilities, to evade and distract guards, plague doctors and the inquisition, and flee the sickness that will else surely claim you.

World

Magic:
-Old
-Based around the passing on of knowledge
-Most of which has been lost
-Practical based (requires physical components to work)

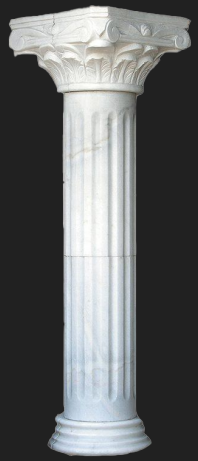
The Town:
-Walled
-Recently struck by the plague
-Close community based around cooperation that is now struggling after being closed off by guards

Guards:
-Hired thugs and knights of the local lord
-Plague doctors experimenting on local population
-Both are overzealous when it comes to handling plague outbreak

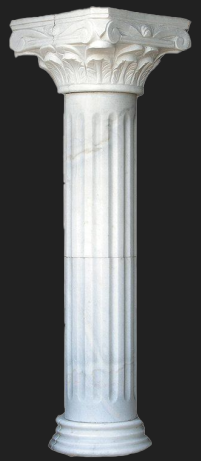
Inquisition:
-Institute dedicated to eradicating anything deemed ‘unnatural’
-Recognise use of magic

Design Pillars

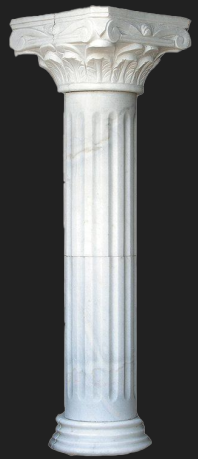
Dark Medieval Fantasy



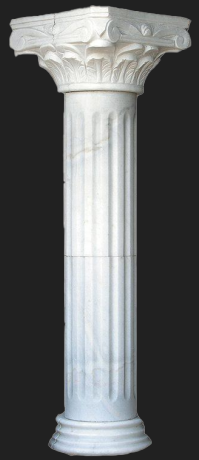
2 playable Characters



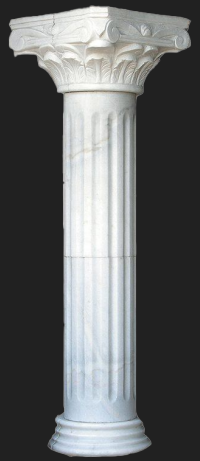
Stealth + simple puzzle mechanics



Narrative Driven Escape



No Player Combat



Target Audience

16-25

Enemy
Capture

The Rat
Dark Imagery

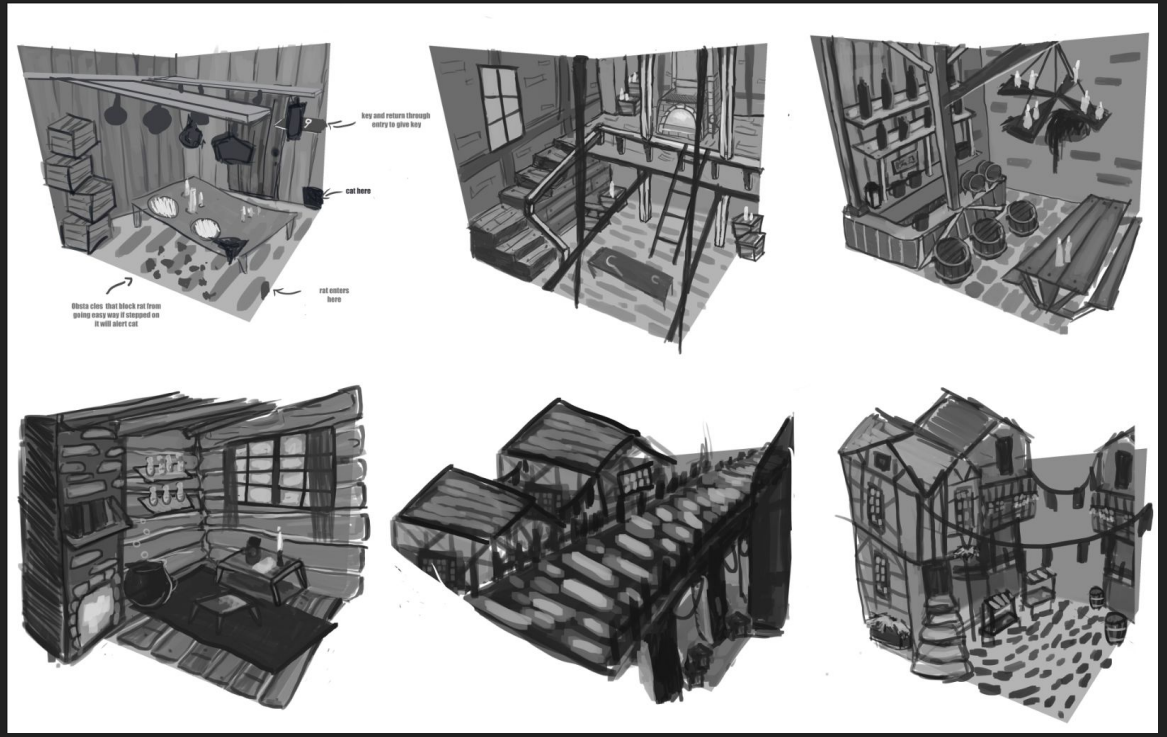
Mild Language

Doctor
Medication

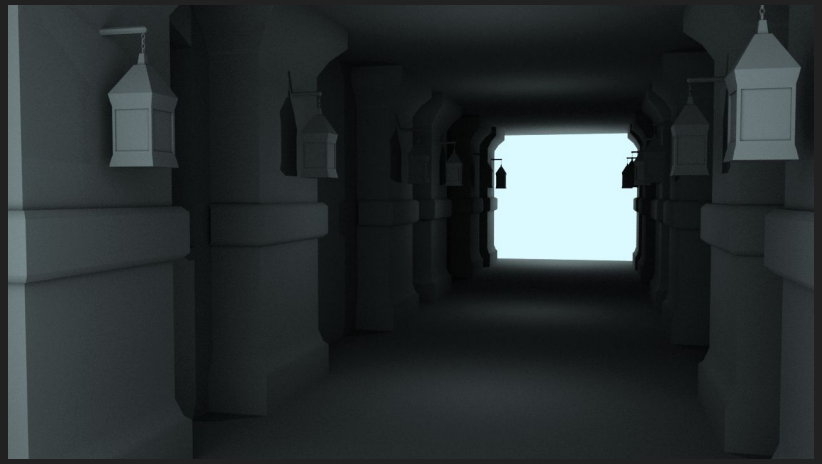
-Into horror but not intensive fear experience
-Able to dedicate a few hours to playtime daily
-Into reactive stealth and simple puzzles

Concept Art

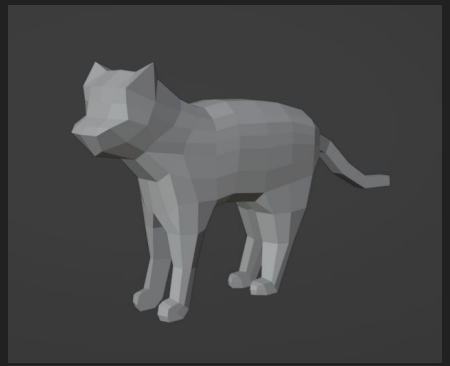
Environment Concept Art



- Micro rooms
- Dark Vibes



Characters



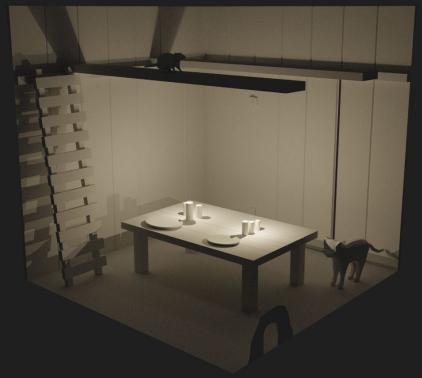
Environment Art

Stylized, dark fantasy with some scary elements.

Set in a medieval village trapped between tall walls.

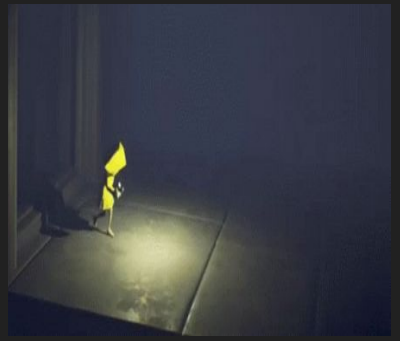
Levels take place both indoors and outdoors.

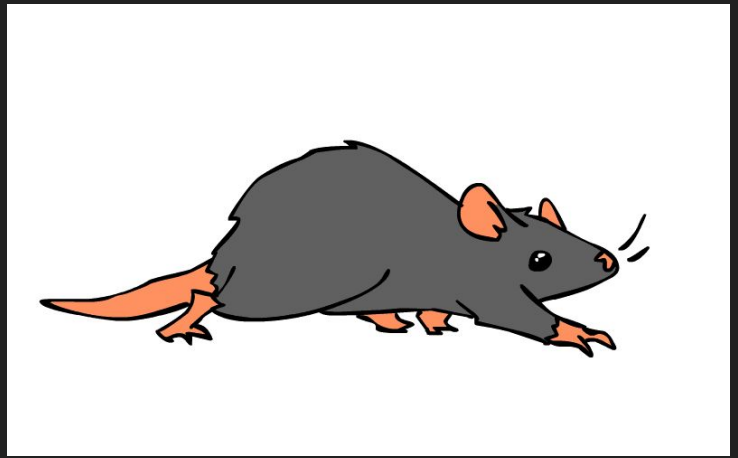
Some parts of the environment will be designed for both the child and rat to traverse and others will be designed specifically for the rat's smaller size and movement.



Animation

Main character has softer and more cartoony animations comparing with enemies, whose moves will be jerky and unpredictable.





Mechanics

Light puzzle mechanics - Character harder to spot in darkness

Stealth - Vision/Sound/Light

Guard enemies - Dynamic, Two types: Guards for human, and cats for rat.

Change characters - Change between human and rat characters throughout the game to solve puzzles and escape together.

No combat - You can run away once discovered and then hide to try to lose them.

Low level, hard magic system - Simple magic system with hard rules that allows the human character to create distractions using resources gathered during play.

Character specific interactions - Human can carry rat, rat can squeeze in small spaces.

Puzzle Mechanic

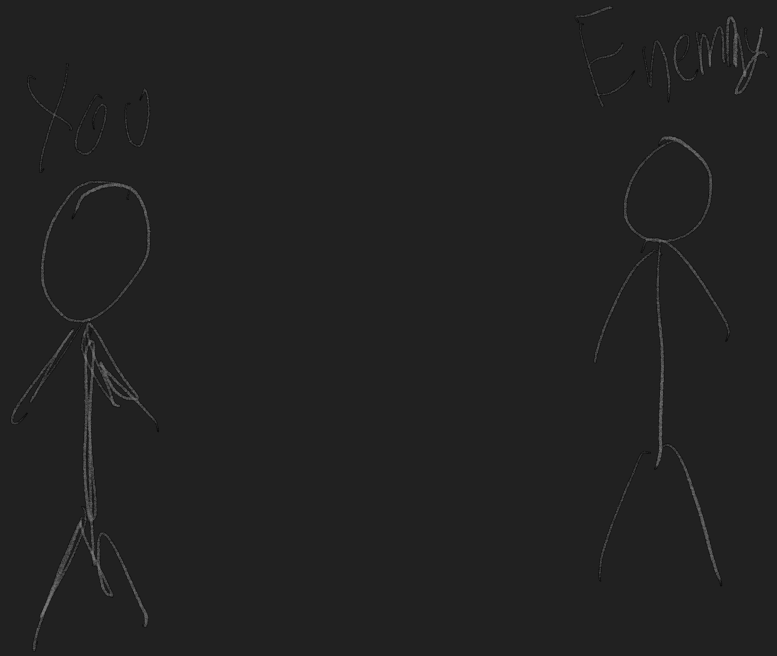
Inspiration, Mountain Valley & Little Nightmares

Rat Mechanic

This shapeshifting Idea was made in the very early stages of prototyping, where the player would press the R key, causing the players model to switch to that of a rat. In this form they could move in and between tighter areas, such as holes leading to the inside of buildings or on higher elevations (such as a shelf in the town bakery)

Ai

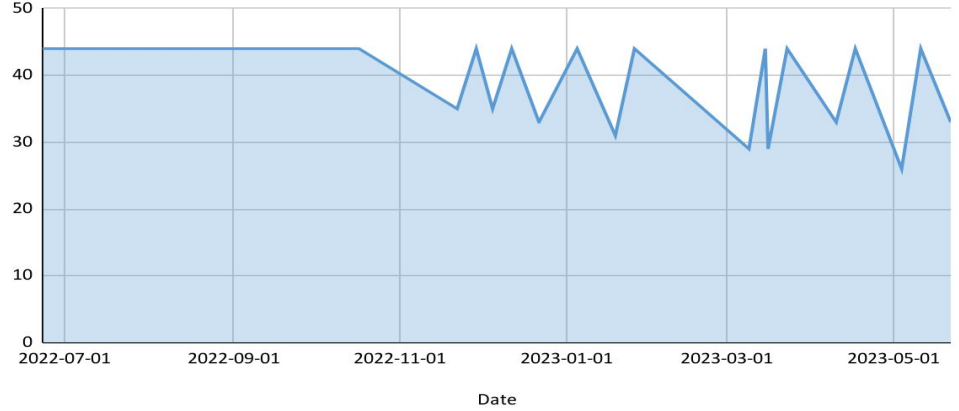
This AI was originally made for the prototype for the first idea, which had three enemy types. We can take one of these (mainly the Melee AI) and repurpose it into either the guard or the cat, by using a boolean in the player script to take a condition Away from the Guard and impose it onto the cats that patrol the Town.

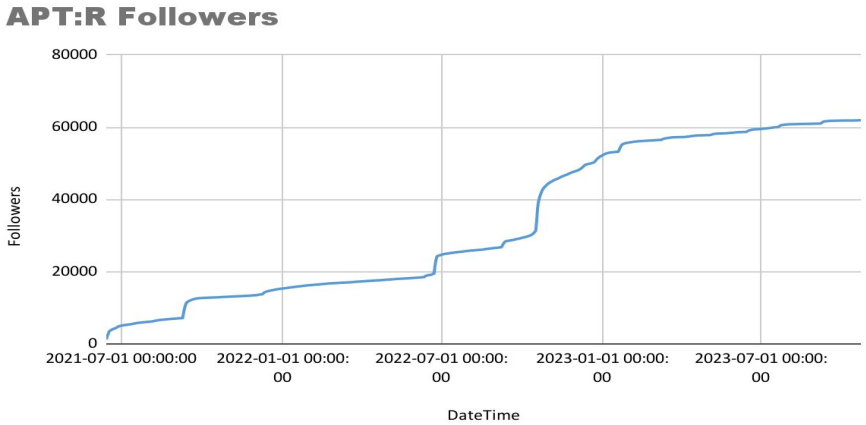


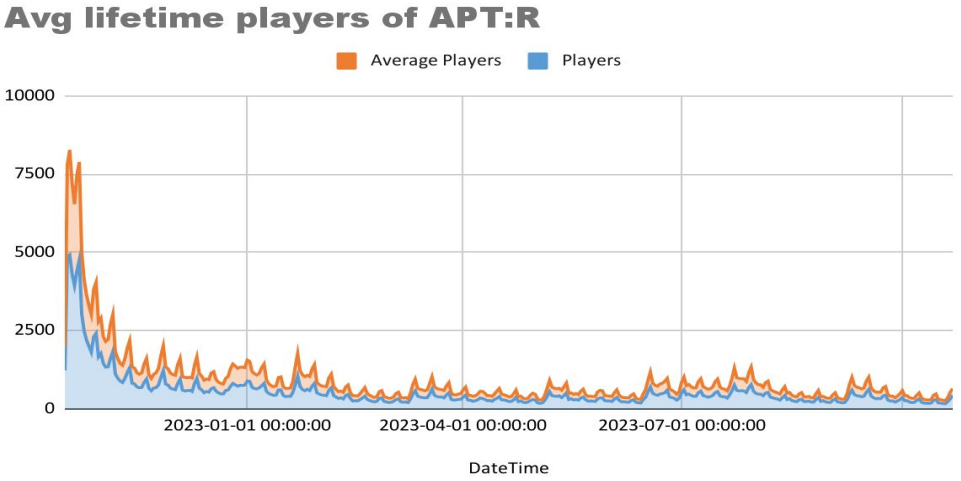
Market research 1 - A Plague Tale requiem

A Plague tale requiem, whilst considered a stealth/action game, does have the atmosphere and world we want for the game.

The Charts correlate to how frequently it's played, which is positive to when the price is on sale after the initial release. The follower chart will always be positive and increasing because of this, even if the player no longer plays or hasn't played the game, and so whilst it isn't a good indicator of how many are playing it, it does show that it is popular and still has an active fanbase.

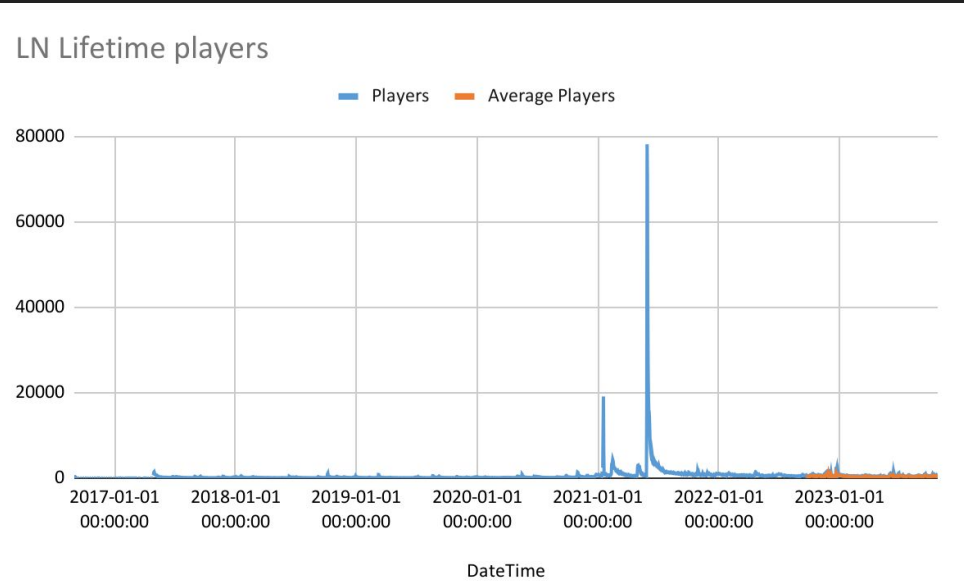


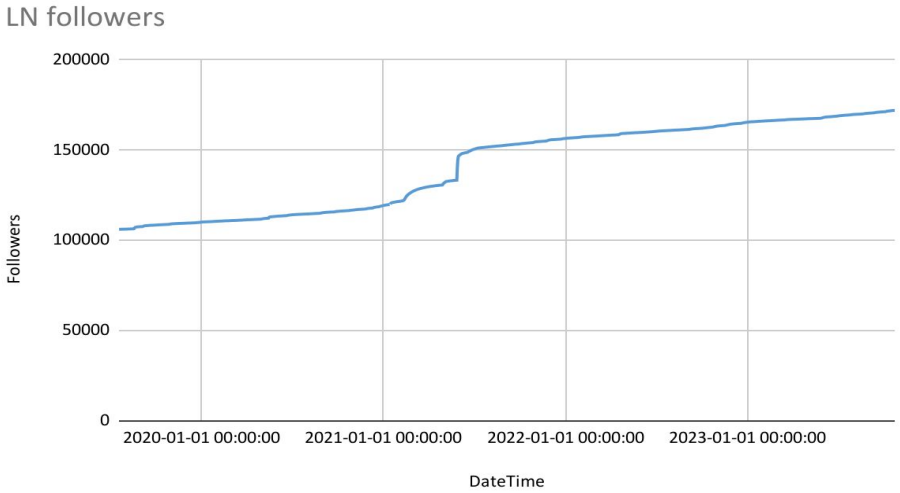


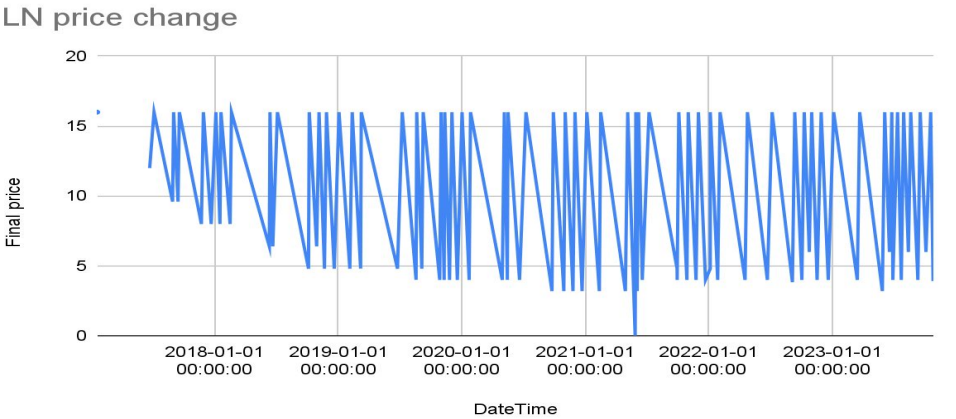


Market research 2 - Little Nightmares

Little nightmares, released in 2016, Saw outstanding success and gained quite a large following, which can be seen when the player count shot up after it went on a -100% sale in may 2021. The games stealth is what we are trying to get towards, with it's mainly lights and sight based stealth, though it does have some instances of sound based stealth, such as the janitor. It's followers also gained a boost on steam, however it was already high to begin with so the boost is slight, but still noticeable.



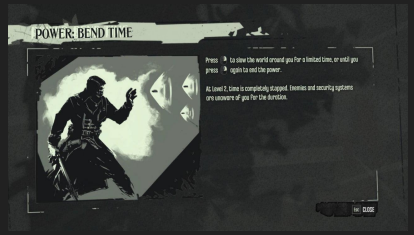


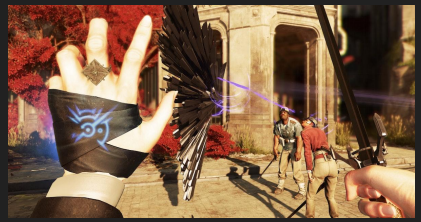


Reference

BROKEN AGE

HIDE


POWER: BEND TIME
Press to slow the world around you For a limited time, or until you press again to end the power.
At Level 2, time is completely stopped. Enemies and security systems are unaware of you for the duration.
CLOSE



BROTHERS
a Tale of Two Sons

Any

Questions?