**Project: Passage**

Game Play

Pillars

* Overcome obstacles to collect the memories of life to pass into death.

Game Loop

* Searching the area to find the best route to collect the passage.
* Using the clues in the passage to solve the puzzle.
* Moving to the next level.

Magic Moments

* Solving the puzzle to get to the next room.
* Hearing the piece of the story to learn a little about the character.
* Overcoming the obstacles to grab the passages.

Features

* Player – movement, collision, item interactions
* Papers – Picking up/interacting, showing the text and playing the sound
* Jam – Pickup – Growth – Becoming stronger and better but growing up and older
* Level – Collisions and building levels in a fun way. Puzzles and design based on going through life.
* Obstacles – Based on the level so will develop as we go. (Last)
* Gate – Conditional on solving the puzzle using clues from the environment and the passage

Description and Tag

* Progression has to be Jam to Passage to puzzle (Need one to get to the next)