



# ASHEN VALE

Uncover the lost gold... before the curse uncovers you.

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GAME 370 – Final Project Pitch

# Genre and Platform

## Genre

Single-player puzzle-adventure

## Platform

PC (built in Creation Kit)

## Game Type

Exploration-based single-player level  
with light survival pressure

Prepare for a journey where intellect and nerve are your only weapons against an encroaching darkness.

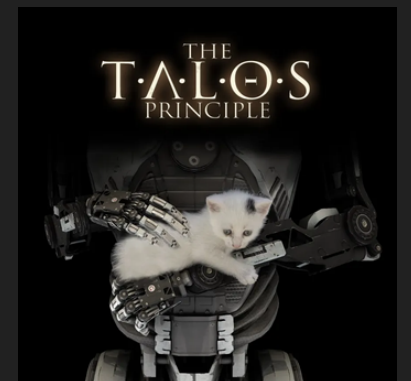
# Influences: Crafting **Tension** and **Intellect**

Ashen Vale synthesizes elements from renowned titles to deliver a unique blend of puzzle-solving under cinematic pressure.

- **Prince of Persia: Warrior Within:** Creeping chase (Dahaka) for suspense and urgency.
- **Indiana Jones:** Environmental traps, ancient ruins, and a classic treasure-hunting tone.
- **Tomb Raider (2013):** Cinematic environments and overgrown temple structures.
- **Amnesia: The Dark Descent:** Slow-building dread during pursuit.
- **The Talos Principle:** Spatial puzzle logic and problem-solving.

## Beyond the Blueprint:

Ashen Vale elevates these inspirations by focusing on **puzzle-solving under extreme pressure**. The environment itself becomes the antagonist, collapsing and consumed by the curse as the player races to escape. This creates tension without relying on combat, blending logical puzzles with environmental storytelling.



# Gameplay: The **Relentless** Pursuit

Navigate treacherous ruins, outsmart ancient traps, and escape a rapidly encroaching curse.



## Core Loop:

- Explore intricate temple ruins.
- Solve ancient mechanism puzzles.
- Collect critical artifacts.
- Escape before the creeping curse engulfs you.

## Key Mechanics:

- Rotating statues, pressure plates, lever-operated gates.
- Timed collapsing floors and shifting walls.
- A slow, inevitable curse entity (ash/tentacles) visually pursuing the player, blocking paths.
- **No combat** — pure survival and puzzle-solving.

## Controls:

- **WASD** – Movement
- **Mouse** – Camera Look
- **Space** – Jump
- **E** – Interact

## Obstacles & Goal:

- Locked doors, collapsing corridors, and time-based traps heighten tension.
- The ultimate goal: reach the temple's outer bridge and escape with the golden artifact.



# The **Awakening** of the Ashen Vale

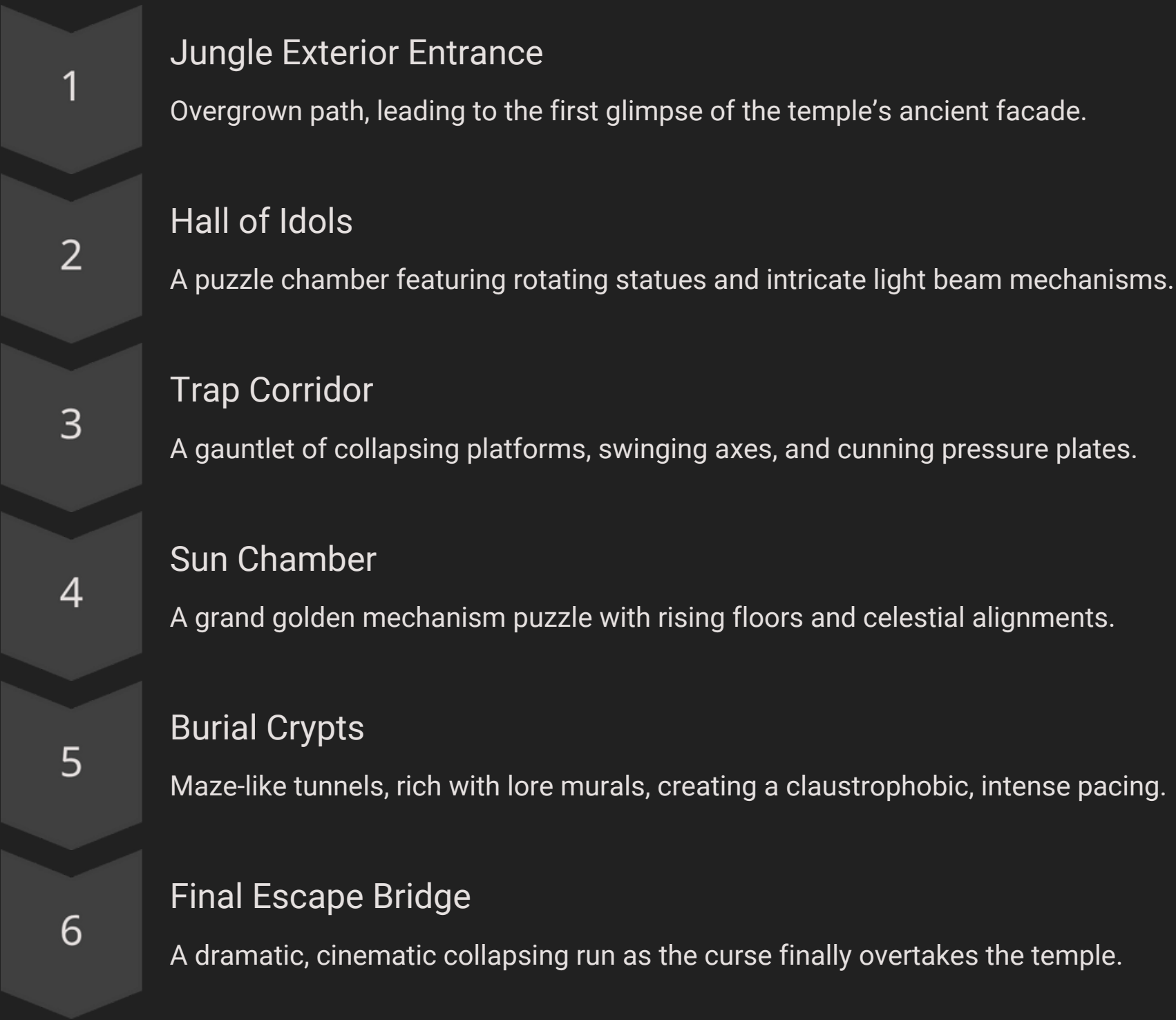
Deep within the South American jungle lies the Ashen Vale — a crumbling Aztec/Inca-like temple rumored to hold relics of immeasurable value. You are a lone researcher, drawn by whispers of its lost treasures. As you lift the central idol from its altar, the ancient curse awakens. Black ash and shadowed tentacles begin to consume the temple behind you, sealing rooms and collapsing structures as they advance. You must navigate the twisting corridors, decipher ancient mechanisms, and escape before the Vale becomes your tomb.

Will you uncover the gold, or become part of the curse?



# Collaborative Design: A Temple Divided

Ashen Vale is modular by design, allowing each team member to contribute distinct, yet cohesive, areas.



Each area connects seamlessly, feeding into the critical path and allowing designers to experiment with unique traps, lighting, and puzzle layouts while maintaining a shared thematic vision.

# Why Ashen Vale is the **Next Big Project**

- **Strong Visual Identity:** Overgrown stone ruins, ancient gold, and the unsettling creeping black curse create a distinct aesthetic.
- **Team-Friendly Design:** Easily divisible into 5–6 distinct areas for collaborative development.
- **Level Design Focus:** Emphasizes clear player guidance, logical flow, and compelling puzzle pacing.
- **Efficient Asset Use:** Leverages existing Creation Kit assets (ruins, foliage, traps, particles) in a fresh, innovative setting.
- **Atmospheric Storytelling:** Offers ample room for environmental narrative and atmospheric design without complex new mechanics.
- **Engaging Gameplay Hook:** The relentless, suspenseful pursuit will captivate players from the first moment to the final escape.

