**Information**

Game Name: Bird (temp name)

Team Name: Vyv

Gameplay description:

A bunch of birds controlled by AI seek to swarm the target, the user can place avoidance blocks to steer and deter them in certain directions to solve puzzles, like the game “Sugar, Sugar” and “Boids”. There are concepts for player phases, build modes, capture modes, etc. Each level progresses the story of birds trying to get back to their nests, with each level being interesting and progressively harder.

Narrative Synopsis:

The story is not meant to be a core and strong concept – the birds want to go home to their nests after being displaced. As the game progresses, they get closer and closer to their home, however, the puzzles get more complicated and difficult as it progresses. There may be more story involved throughout development, but for now it is relatively simple.

Visual Style:

A simple pixel style game (none of us are artists, tragically), perhaps more focus on background as the UI should be relatively minimal and the birds (in theory, geese) will remain minimal for performance issues the more the birds spawn. The style is still in development, but the looks of typical programmer art but also the minimal-yet-pretty style of a game like “Baba Is You”.

Audio Style:

The game’s audio will hopefully be key, as the game is supposed to be half serious. Music should be calming or at the least fitting for the game, the birds will caw (or honk), and the sound of placing deterrents will be key in development.

Engagement Types:

The core engagement type will likely be Challenge (Mastery), as the game is puzzle focused. There will be influences of Immersion (Sensation) with hopefully a relaxing atmosphere, and Discovery (Autonomy) as the players will be able to solve the puzzles in whatever way they please.

**Gameplay Arc:**

* **Setup**
  + Birds are removed from their home. It’s… very sad.
  + Tutorial level, basic puzzle, birds start top left and goal is bottom right.
    - Goal is to get player familiar with the detraction boxes.
* **Hook**
  + Birds band together to return home, form huge scary swarm that destroys stuff in their goose way and only wishes to go back to their nests.
  + First “real” level. Location is Northern California. Mostly buildings as obstacles.
* **Development**
  + Birds are faced with a puzzle – up to the player to solve it using their given utilities.
  + Levels are sightly more difficult. Location is Portland, Oregon. Buildings with pollution circles as obstacles.
* **Resolution**
  + Birds made it to go their goal, now they progress to their next level.
  + Levels are more difficult, seem like approaching home. Trees are introduced, slightly less pollution to insinuate home is approaching.
* **Turn**
  + Birds are still not home – the puzzles are getting more and more complicated!
  + Reach the US-Canada border, revealing you’re only halfway home.
* **Setup V2**
  + Birds are still not home, and things are getting harder.
  + Levels seem more difficult, nothing too new, more so complex. Location is the border.
* **Hook V2**
  + Hunter obstacle is introduced as a time-based obstacle. Location is British Columbia.
* **Development V2**
  + Player learns how to navigate through the harder environment.
  + Hunter is more intense, additional adding of other obstacles makes it more difficult. Location is the Yukon.
  + (Stretch goal of Nova Scotia fishing minigame, even though it’s the opposite side of the map).
* **Resolution V2**
  + Player and birds make it to their target! They are getting closer to home
  + Near Alaska, birds make it to their home. “Final” level is difficult, but not quite “Final Level” difficult.
* **Turn V2**
  + After the first “final” level, a new level is immediately shown, instead of having the intermediary level select. This one has all the mechanics from previous levels and is much more intense.
* **Final Resolution**
  + Birds home. Level is simple, mostly just guiding too the nest through trees.

**References:**

As stated before, some games used for inspiration are “Sugar, Sugar”, which is a game where the player drags line for sugar to enter a cup, similar to how the players in our game will guide the birds to their target. “Baba is You” is the main inspiration for art concepts, but the uniqueness of the puzzles that can be solved by the player however they wish is another concept we will utilize. And the AI randomness comes from the “Boids” flock simulator, which adds to the randomness and uniqueness of the puzzles.