

High Concept

Romantic/Erotic Point and Click adventure game in a Sci-fi setting. Solve hacking minigames and other puzzles. Scavenge food and supplies to prepare for an amatory journey.

Features

- Point and Click movement in 3D or 2D environment
 - Automatic navigation
- Exploration and investigation
- Hacking minigames
- Dialogue and interaction between main characters with 2D illustrations
 - Male and female
 - Erotic scenes
 - Sentimental scenes



Bullet Points

Genre:	Erotic, Point and Click, Adventure
Theme:	Story driven journey about love, survival and acceptance of one's fate
Target Audience:	Adults
Players:	1
Online:	No
Controls:	Point and Click. Playable with only mouse or touch
Amount of Content:	2 playable areas (Abandoned City and Nature). Both consisting of 3 separate zones.
Development Time:	2 Months Approx.
Platform:	PC and mobile. Portable for Console
Graphics:	3D with 2D cutscenes and art

Core Loop

1. Search the environment for supplies
 - a. Solve Puzzles
 - b. Hacking minigames
2. Intercourse with other character
 - a. Dialogue
 - b. Erotic scenes
 - c. Sentimental scenes/dialogue
3. Get new objectives or travel to new area

Player Motivation

- Intriguing narrative drives the player forward
- Erotica

Unique Selling Points

- Story driven erotic adventure
- Modern Point and Click games are uncommon

Characters

- Player controlled characters is a male trying to find purpose in life
 - Exhausted due to lack of objective
 - Wandering aimlessly and exploring for anomalies
 - Flamboyant but kind
 - Is a brilliant hacker, which has helped him survive
 - Doesn't much care about social etiquette
 - Background of poverty
- Female character is stuck in her home inside the abandoned city
 - Has a lung condition which prevents her from leaving the house without a respirator
 - Is lonely and tired
 - Wants to leave the city to search for fertile land and nature
 - Comes from a wealthy family
 - Was left behind because of her health condition

Story

[Setting]

Earth has been abandoned as most of the planet has turned into a wasteland. Half of the remaining human population left on a spacecraft to another planet 4 months ago. The feeble and inferior have been left to face their desolate future on earth. Most of those left behind have already starved leaving humans on earth scarce.

[Narrative]

The main character is exploring an abandoned city, not really knowing what he's looking for as he stumbles across the female character in one of the houses.

After a heated encounter the female explains that she's not able to leave her house because of her condition. The male promises to find parts in order to help her fix her respirator.

After fixing the respirator the two spend a night together and afterwards decide to take on a journey to find a place with less dust.

On their journey the main characters have intercourse and have sentimental moments admiring the beauty of nature while talking about life and future.

The lovers find a natural waterfall and decide to settle down. The female character takes off her respirator as she can breathe normally in the nature.

Minimal Viable Product

General

- Agile project management
- Focus on beautiful art and atmosphere
- Use tools best fitted for team
 - Unity, C#
 - Adobe software, Krita or any other 2D software
 - Blender or any other 3D software
 - Git
- Keep the design fluid
 - Design is open to suggestions

Technical

- Inventory system
- Navigation using Unity NavMesh
- Puzzle mechanics
- Dialogue without multichoice

Art

- Mixed 3D and 2D art
- Alternatively, only 2D art
- 4-6 Environment scenes
- Multiple erotic illustrations
- Plenty of artistic freedom
 - What the artists feel comfortable doing

Design

- Narrative writing
- Puzzle design

Audio

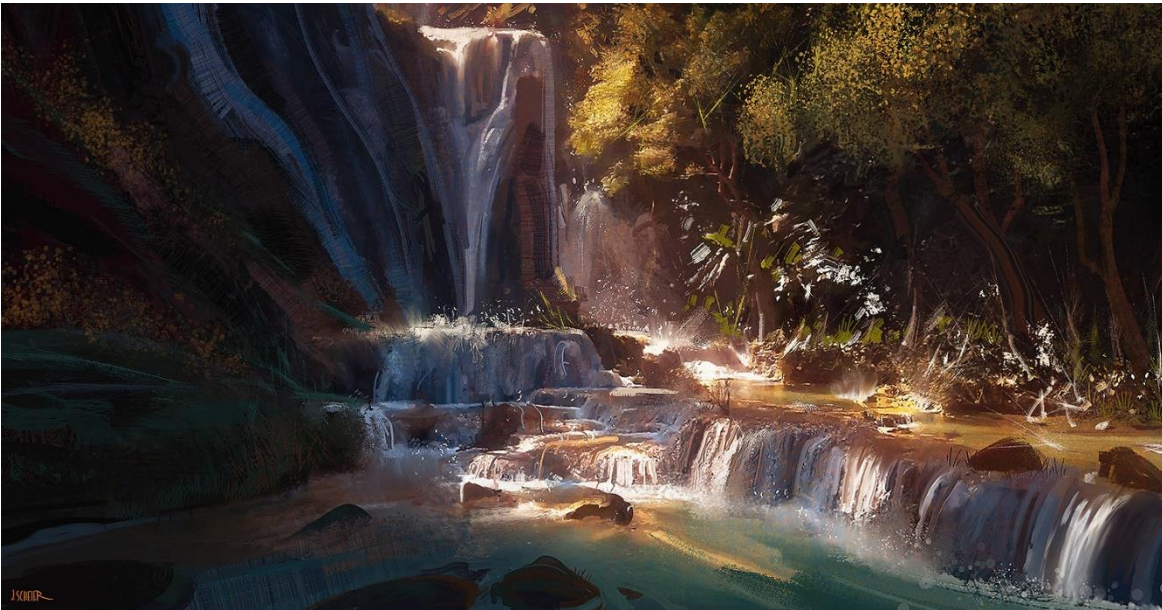
- Relaxed downbeat ambient music
 - Solitary but not too dark
 - Abandoned city: [Inon Zur – Mountaintop Movement](#)
 - Travel: [Jeremy Soule - Secunda](#)
 - Nature: [Bill Brown – Shepard's Flute](#)
- Ambient sound effects
 - Steps, wind, etc.
- Illustrations are accompanied with ambient sounds
 - Undressing sounds, etc.
- Dialogue is not voice acted
 - Use short utters in beginning of lines

Moodboard



Kuva 1. Spec Ops: The Line

- 1st Area: Abandoned modern city covered by sand and dust
- Streetview



- 2nd Area: Nature with waterfall



Kuva 2. The Longest Journey

- 3D Environment and character
- Static camera angle



Kuva 3. Shardlight

- Alternatively, 2D environment and characters
 - Character moves only sideways



Kuva 4. *The Witness*

- Hacking puzzle



- Female character wears a respiratory system to protect from dust
 - Abandons it after they reach the nature area
- Characters are dressed skimpy due to high temperatures



- Male character has some gear with him but is otherwise dressed lightly