Memory Lanes Game Document

Alpha and Omega Studios

Content:

Project Summary

Memory Lanes is a First person, mobile, minimalist puzzle game which heavily emphasizes on your decisions to alter the background elements, storytelling and endings. It is primarily a game that reflects upon the player decisions through its narrator and its evolving meta commentary.

Memory Lanes is a game about restoring the lost memories of the player while they are being guided and judged by a narrator who takes the form of your own mental state.

Your choices and actions will determine the way the narrator interacts with the player. The narrator's entire personality and tone has the chance to be different in every game, adding replayability.

Explore a variety of different levels from large forests to small escape rooms while taking the time to figure out the new surroundings or by rushing through them as fast as possible.

The paths you choose will determine what changes the puzzles, narrative and most importantly you. The more puzzles you solve, the better the experience will be.
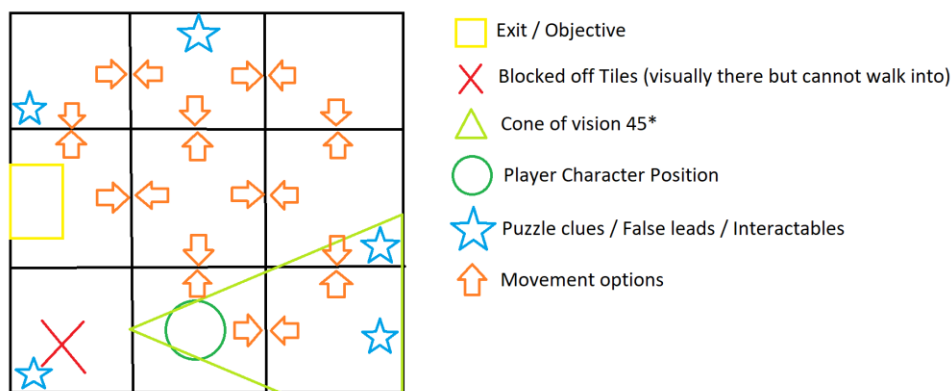
Gameplay

Player Movement

The Core Game loop is swiping or tapping the screen, each puzzle room is divided in tiles in which the player may choose which ones to interact or move to.

To Move forward simply swipe forward and you move one tile forwards, to turn the camera left and right respectively you swipe left and right and by swiping downwards you can look downwards at the tile beneath you, searching for objects on the floor.

To move to the tile to your right or left you would have to first swipe left or right to turn the character's position by 90 degrees and then swipe right to move into the next tile.

On any given tile you can tap on interactable objects to either zoom in or attempt to figure out the potential puzzle laying there.

(An example of the tile based room layouts, concept for the design of the 1st level)

Puzzles

The game will feature puzzles for the player to solve which will help him gain his memories back and pass through the different rooms and levels of the game. For example, on the first level there will be 4 puzzles + the final puzzle which is the door that lets the player pass through the next level. The puzzles that we will include in the first level will be as follows.

- Simon Says, where the players will have to follow a small simulation of flashing lights within the puzzle to complete it.
- Puzzle Pieces, where the player will have to tap and drag the piece that is needed to fill the puzzle
- Image Rotation, where the player will have to simply rotate the images just by tapping them, so they are pointing the right way to fully complete the image.
- Pipe Puzzle, where the player will have to rotate the pipes again so they all connect to each other so the water can flow through.
- And the final Passcode Door where the player will have to enter a passcode on the final door to complete the level and get the ability to continue to the next level. To get there the player will have to either blindly guess the passcode or just complete the other puzzles to get a few letters or numbers of the passcode to help him with completing the passcode.

| *Simon Says* | *Puzzle Pieces* | *Image Rotation* | *Pipe Puzzle* |

Narrator

A Narrator figure will have a constant presence during gameplay, serving as a source of meta humor while also commenting on the players gameplay.

It is possible for the player to annoy the Narrator through their actions (e.g. by performing the same action repeatedly, such as turning a sink on and off), this will alter how the Narrator responds to the player's future actions, getting more rude and passive-aggressive.

To start with, the narrator will have a different response to the player when he plays around with the sink as mentioned above. For example, when the player turns the sink on the narrator will respond with "On goes the water". However, if the player keeps on playing with the sink and keeps turning it on and off the narrator will respond with "You know that's a waste of water right". And finally, if the player keeps playing with the sink after the narrator warned him twice the narrator will then respond with "Aren't there more important things to be doing right now".


(A preview of the sink that will be existing in the 1st level)

Furthermore, the narrator will give different responses when the player skips a few puzzles to go and end the level without completing all the puzzles. For example, if the player completes all the puzzles and the player goes to the last puzzle and finishes it with the correct password code then the narrator will respond as follows "Code Correct, opening doors".

However, if the player does complete a few of the puzzles but not all of them and still manages to guess the password for the door with what he already has completed then the narrator will respond with "You figured it out... Guess you're not as dumb as you look".

But if the player goes straight through to the door and don't complete any of the puzzles and randomly guesses the passcode (which is actually possible if you do get really lucky) then the Narrator will respond with "D-Did you just blindly guess?! Or have you done this before?".
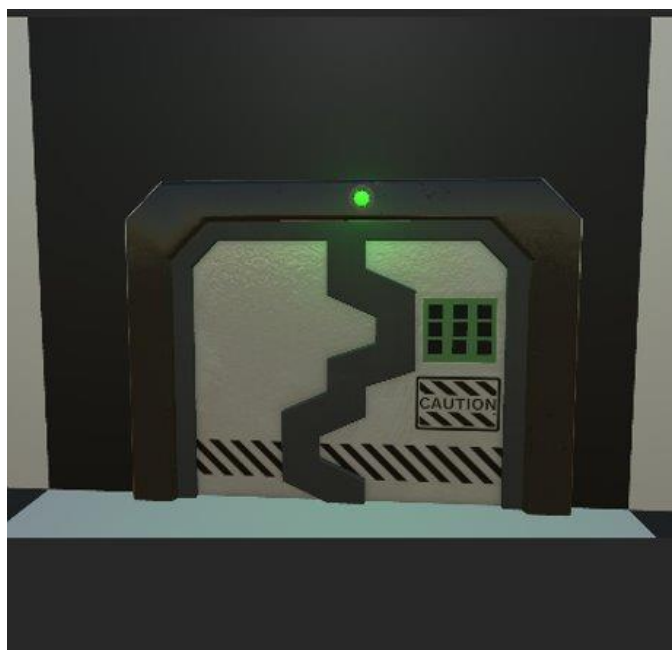
(A preview of the final door which is the last puzzle the player has to complete to get out of the room of the 1st level)

Artistic Vision

Sound Design

The atmosphere given through the game is a somber and empty feeling, unnerving yet calming. To achieve this the soundtrack is to accompany the sound effects, for example the specific locale with wind in an open area, a light flickering in a hospital room or the sea on an island.

Each level will have a unique soundtrack with some recurring background elements like walking or certain puzzles sounds and will have multiple narrator lines for each of the levels.

Art Style

The art style is minimalist, mostly smooth colours with not too many detailed textures while also being cell-shaded, giving it a more 3D look for each set piece.

Most levels will change aesthetically depending on your choices, which include background colours, sound effects and narrator interactions.

UI

As previously stated, due to the stylistic choice being minimalist the UI is also minimal with nearly no notable Menu systems apart from the inventory system while looking down and the quick slot items fading in and out when necessary.

The only time UI will be present at all times, is on the main menu screen where you can configure the game to your liking.

Details & Accessibility

Marketing & Funding

The game will not have microtransactions and will have free updates / bug fixes, the main income being simply the purchase made on the app store. This game will be marketed through discord and as we will use this to build hype around the game, we will create a roadmap and post it into the discord. Another way we will be marketing this game is using youtubers with paid promotions.

Localization

The game will only be released fully voice acted in English for now but will have subtitles as an option for those who need it and for every other language.

Accessibility options

The game will feature a colorblind setting, which will change the game's color scheme to greyscale. This will help people with colorblind disabilities to play the game and enjoy it as every other player does.

The game will also feature the option for the player to enable subtitles so the people that are deaf and can't hear will be able to read the subtitles and play the game.

As if accessibility the game will also have a narrator on it as mentioned above, so it could potentially help blind people to play the game as they would be able to hear what the narrator says.

<u>Scrapped Ideas</u>

Some ideas have been scrapped while designing Memory Lanes for various reasons, including:

- Virtual Joystick on screen to control movement: Scrapped to reduce clutter on the small phone screen and allow the player to be able to more unobstructed view of what is ahead of them. The increased freedom of movement would also make it harder to ensure that the player can remain focused on certain objects in each level.
- Modern internet Culture easter eggs: Scrapped as the inclusion would risk the game becoming quickly outdated and unable to be enjoyed in future years if the included easter eggs become outdated in internet culture.
- Option to Show Advertisements in order to skip puzzles: Scrapped as cutting away from gameplay to show advertisements would break the players immersion in the game, and a majority of players would not appreciate being shown advertisements in a game that they have already paid for.

Other ideas that were scrapped have been reconsidered to be readded at a later point in development:

- We were going to add on-screen visualizers to make the <u>sound</u> visible
- Improving text options for those with reading difficulty.
- Another option we were thinking of adding was enhanced listen mode which would allow players to hear queues when using the puzzles, which lets them get a sort of idea of how to continue further down the game.
- Additionally, another feature we were going to add for more accessibility would be subtitles.
- We also thought of improving text options for those with reading difficulty.
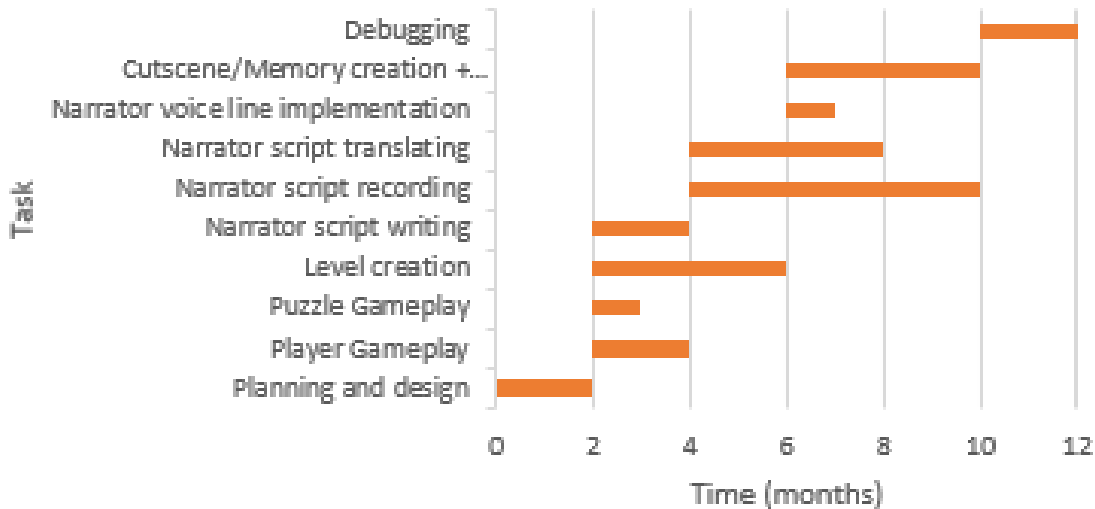
<u>Unique Selling Point</u>

- Easy to understand, Fun and can be played on the go
- Unique Level designs
- Unique narrating
- Immersive gameplay
- Comedic dialogue
- Niche Genre
- Simple UI
- Amazing art style
- Challenging puzzles
- Player movement which is easy to use
- Available for all ages

Milestone Schedule

The project is expected to take around a year to complete

Memory Lanes Expected Milestone Schedule

Task (from top to bottom): Debugging, Cutscene/Memory creation +..., Narrator voice line implementation, Narrator script translating, Narrator script recording, Narrator script writing, Level creation, Puzzle Gameplay, Player Gameplay, Planning and design

Time (months): 0 to 12

- Debugging: 10 to 12
- Cutscene/Memory creation +...: 6 to 10
- Narrator voice line implementation: 6 to 7
- Narrator script translating: 4 to 8
- Narrator script recording: 4 to 10
- Narrator script writing: 2 to 4
- Level creation: 2 to 6
- Puzzle Gameplay: 2 to 3
- Player Gameplay: 2 to 4
- Planning and design: 0 to 2

The 2 month period of debugging also helps to prevent crunch on some tasks if they cannot be completed exactly within the expected deadline, due to unforeseen circumstances or errors.

Debugging is planned to take place throughout the development process, the period at the end is for debugging the game as a whole and finding issues that more concentrated debugging during development may have missed.

Although excluded from the above Gantt chart, a beta playtest period is also planned to take place after 6 months, or when level creation, player and puzzle gameplay have been finished, in order to ensure that Memory Lanes is fun and engaging for players, before declaring that those 3 milestones have been achieved