❮Profoundly Puzzled❯

Logo goes here.

...presented by...

Mason Matlock

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HIGH CONCEPT

In this puzzle-focused level, take control of our Platypus hero as she struggles through a series of obstacles in an attempt to unlock the Engine Core and prevent the core from overloading. Our hero must hack doors, decrypt codes, flip switches, and clip wires in order to avoid her fiery demise. Our hero will need help to surmount this, her second of five trials, in order to escape with her life.

TARGET AUDIENCE

While playable for all ages, *Profoundly Puzzled* is primarily targeted at older audiences due to its use of cryptography and logic gates. Younger players will also enjoy the game due to being introduced to intriguing new concepts.

TARGET PLATFORM

Profoundly Puzzled will be targeting the personal computer operating system Windows™.

ESRB RATING

T for Teen, suitable for ages 13 and up. The game will feature violence.

BACKGROUND INFORMATION

Our hero, an intrepid platypus explorer, has crash landed on a dangerous and run-down space station. She quickly learns that her spaceship is no longer operational, and that her crash has caused damage to the space station's engine core. She must now hasten to the control room, initiate emergency protocols, shut down the engine core, and then scavenge for parts with which to fix her ship so she may escape.

OBJECT/GOAL

Players must decipher puzzles, decrypt codes, and deactivate traps in order to eventually shut down the overloading engine core.

GAMEPLAY

Profoundly Puzzled is the puzzle-focused second level of a multi-genre space adventure. Players will navigate the game space using a top-down view. After interacting with objects in the top-down view, players will enter the first person puzzle view. Here players will be able to complete the puzzles by clicking on hot spots and using items from their inventory.

GAME CONTROLS

The Control Scheme for this level is a combination of top-down adventure games with the camera being top-down when not interacting with objects, and first person puzzle games after object interaction begins. Once a player begins an interaction with an object, the screen becomes first person perspective, shifting into traditional adventure-puzzle game controls reminiscent of the style of SCUM Engine games such as Maniac Mansion, with an inventory along the bottom of the screen and a cursor panning over the play area.

<Left>, <a>: move Our Hero left.

<Right>, <d>: move Our Hero right.

<Up>, <w>: make Our Hero move up.

<Down>, <s>: make Our Hero move down.

<Enter>, <e>: Interact with objects in top-down mode.

<Mouse>: Pan cursor around.

<Mouse Button One>: Select item or activate hot spot.

ART SPECIFICATION

General Aesthetic: Entirely Science fiction. A run down look to everything, but distincly futuristic. Everything very square and blocky with low resolution sprites and few frames of animation.

Technical Specs: Pixel Art, with a dark, brooding color pallet. Lots of blues, grays, and purples. Heavy emphasis on geometric shapes and few colors.

AUDIO SPECIFICATION

Profoundly Puzzled will utilize low-tempo, moody synth-heavy music in order to set the correct tone without making the player feel anxious.

TECHNOLOGY AND LICENSES

Profoundly Puzzled will run on Unity, and the art is being developed using Aseprite. The audio will be engineered in Sony Acid Pro 7.

MARKETING

Opportunities: This game will draw feelings of nostalgia to many early SCUM Engine game fans while additionally utilizing modern design sensibilities. The game is but one part of a much larger whole, packed with a variety of features and gameplay.

Threats, Top Performers, and Feature Comparison: There are a vast number of adventure and puzzle games in the market. Due to the limited development time Mr. Matlock will have, the feature list is relatively sparse compared to top-tier titles such as Maniac Mansion and Zelda have.

TEAM

Mason Matlock: Programmer, Designer, Artist. He has been programming for roughly 8 years, and is knowledgeable in C++, Python, Java, and additional languages. He has created multiple games in Game Maker, and has experience in Source, Unreal 3.5, the Creation Engine, and Unity. He has created levels and maps using Source's Hammer for TF2 and Half-Life 2.

RISK ANALYSIS

Internal:

Strengths: Multiple computer backups in case main computer fails. Online backup and storage via GitHub VCS.

Weaknesses: There will be a very short development time frame.

External:

Strengths: The developer has a strong sense of aesthetics and meticulous sense of detail. Since there is only one developer on the project, the design will be entirely without compromise from his intent.

Weaknesses: There is only one developer on the project, so he will have to do every aspect of the game. This lack of external help combined with the lack of time may result in features being cut in order to meet ship date.

SUMMARY

In this adventure-puzzler take control of Our Hero as she maneuvers her way through devious puzzles and dastardly complex safety protocols, avoiding any pitfalls along the way. Our Hero uses her astounding intellect to avoid her utter demise and deactivate the Core Overload.