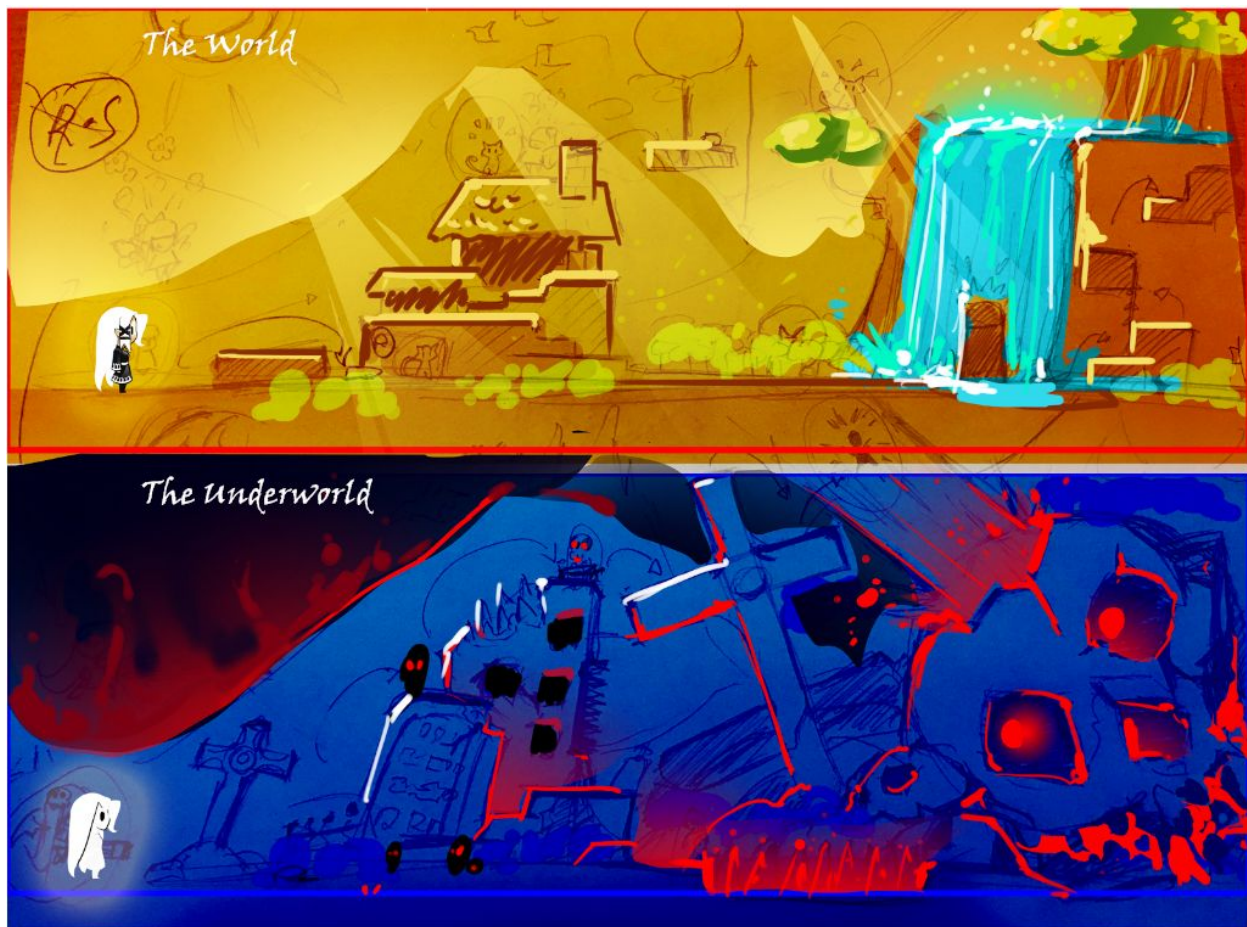


## Merge

### The Team:

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### Art Concept:



**X-Statement:** Sophie has been split in two parts... A soulless body wandering through the World and a fragile soul lost in the Underworld. Unravel this epiphanous mystery to merge once this magic being.

**High concept:** *Merge* is a 2D single player side-scroller doubletrack puzzle platformer, in which you control Sophie's body in the World and her soul in the Underworld with the same input, solving interdependent puzzles on an attempt to merge her back together.

### Three Core Pillars:

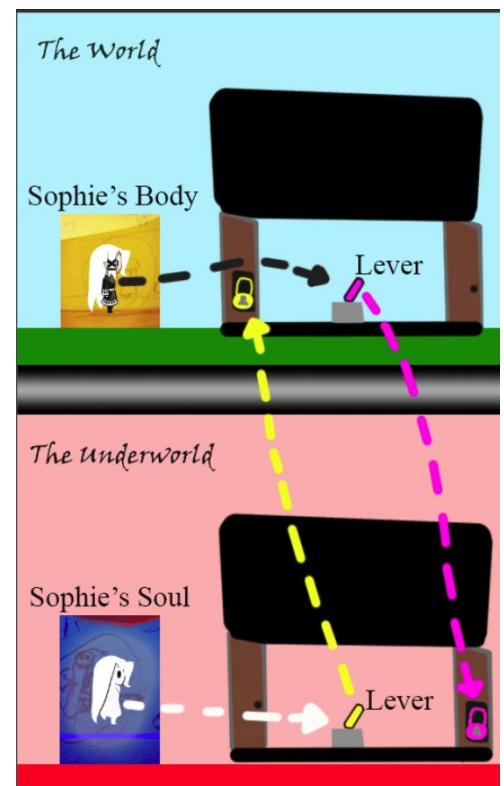
- Epiphany - The player must feel small epiphany moments leading to a big one at the end of each level.
- Interdependence - The tracks and puzzles must interdependent.
- Contrast - The two worlds must contrast.

### Player Goals:

- Short Term Goals: *Interacting with game elements*
  - Explore the game environment and gather information
  - Jump over a gap
  - Press a button
  - Talk to a NPC and gather information about quests and story
- Medium Term Goals: *Solving Puzzles*
  - Kill an enemy by using environmental advantage
  - Open a door by turning on two switches at the same time
  - Complete a jumping puzzle
- Long Term Goals: *Finishing the Game*
  - Reaching the end of the level
  - Reunite Sophie's body and soul

### Game Features:

- **Interaction between tracks** is handled by **triggers** (switches, buttons and pressure-plates) and **interdimensional portals**. Inside the two worlds there are those interactable triggers that can be used to change the environment on the other world. The Portals are used to transmute objects from one world to another.
- **Environmental Kills** is the way to deal with enemies. Making the enemies step on **Spikes**, be crushed by **Boulders** or **Moving Walls**, or fall down **Gaps**.
- **Platforming** requires timed jumps, teamed jumps (with both characters at once) and being aware of environmental hazards.



**Controls:** Arrow keys / ASD to move

Spacebar to jump

E to interact with interactable objects

### Competitive Analysis:

**Brothers:** A Tale of Two Sons revolves around multi-character system, a game that has different characters that perform different tasks and both of them are controlled by one player through different inputs. It differs from Merge as on this game the player uses only one input to control both characters at once.

**Swapper:** In Swapper the player can create clones that share the controllers with the main character. That offers the liberty to create and dispose of the clones as desired, so the player has no attachment to the clones - thus removing a lot of the meaningful gameplay. On Merge, each character will have deep meaning to the player.

Puzzles completed by different characters give a better sense of realization, but setting a local co-op session with friends is getting more and more uncommon. On Merge, the player can have a similar type of gameplay by controlling two characters that have interdependent tracks.

We wanted to provide a new experience by giving the responsibility of two characters at a single time, while having them deeply connected by the controls and puzzles.



Used Bario scripts and prefabs to do basic prototyping.