Whispers of Light

Instructor: Professor Leonardo Moura
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Group 4 Members

1. Kavya Bhavinkumar Shah

2. Divya Devendrasinh Rana

3. Gaurav Amol Vedak

4. Veysel Toprak

5. Srujal Gaurangbhai Patel

Genre Justification

For *Whispers of Light,* our group decided to go with the **puzzle-adventure** genre, with a strong focus on story and emotional experience. We all wanted the game to feel calm, meaningful, and a bit mysterious, rather than fast-paced or action-heavy. The player explores a forgotten world from a **first-person perspective**, solving light-based puzzles that reveal more about the environment and story.

We were inspired by games like *Journey* and *The Witness*. *Journey* stood out to us because it tells such a deep story without using any dialogue. It really made us feel something through just visuals and music. That was a big reason why we wanted our game to have a similar vibe. On the other hand, *The Witness* showed us how puzzles can be part of the environment, not just random challenges. While our puzzles aren't as technical or grid-based, we liked how *The Witness* made players think differently, and we're trying to achieve something similar but more emotional and peaceful.

One of the things we're most excited about is using **light not just for gameplay**, but also as a **symbol**. Light in our game helps players solve puzzles — like revealing secret paths or activating old devices — but it also represents **hope, healing, and discovery**. As the player moves through the world, they slowly bring light back into it, both literally and symbolically. We think this adds a deeper connection between the gameplay and the story.

This genre also lets us use **environmental storytelling**. Instead of telling the player everything with dialogue or text, we want them to figure things out by exploring — through visuals, sounds, ruins, and how the world changes. It's a more personal and immersive way to tell a story, and we felt this genre was the best way to make that work.

Target Audience Analysis

The main audience we had in mind for *Whispers of Light* is **people aged 16 to 30**. We're aiming at players who enjoy story-driven, emotional games — the kind that make you think or feel something, rather than just focus on fast gameplay. Many of these players might have played games like *Firewatch*, *Gris*, or *Spiritfarer* — games that have a unique art style, strong atmosphere, and meaningful themes.

Our audience is likely to be students, creatives, or just gamers who enjoy **trying new indie-style games**. They often play on PC and might find our game through **Steam**, or by watching creators on **YouTube or Twitch**, or even seeing it at a small game showcase.

We also spent time thinking about **accessibility** because we want as many people as possible to enjoy our game. Since light and sound are big parts of gameplay, we're planning things like:

- Showing **visual indicators** (like flashing symbols) along with sound clues,

- Using **colourblind-friendly palettes**, especially for light-based puzzles,

- Letting players **customise controls**, to support different physical needs,

- And offering **optional hints or a relaxed mode** for those who want a more laid-back experience.

Right now, we're building the game for **desktop PC**, since that gives us the most freedom in terms of graphics and mechanics. But later, if we get a good response, we'd love to bring it to **consoles** as well. We aren't focusing on mobile because the game depends a lot on immersive 3D movement and subtle visual cues, which might not work as well on small screens.

Conclusion

As a team, we chose the puzzle-adventure genre because it fits the kind of game we wanted to make — something **calm, meaningful, and focused on exploration**. We care more about **emotion and storytelling** than difficulty or combat. Our puzzles are part of the

world and story, not just challenges for the sake of it. We believe this genre helps us create a game that players can really connect with.

Also, by keeping our target audience and accessibility in mind from the beginning, we hope to make *Whispers of Light* enjoyable for more people. We're proud of how it's coming together, and excited to keep developing it as a team.