**Train to Teasan - GDD**

1st Person Story Driven

**Summary**

Sit and enjoy tea with a stranger while you are transported to far off lands.

**Pitch**

A 1st person narrative game where you are on a train and are approached by tea making strangers, telling you tales about their favourite teas, their experiences and stories as they make tea for you.  
  
As the stories begin from each stranger, the scenery around you changes, transporting you to their experiences and tea making lessons in a dreamlike world.

**Aesthetic**

* Train
* Orient Express Exterior/Interior
* Victorian Styles
* 1940’s / 1950’s
* Porcelain
* Intricate Cup Design
* Cultural Distinctions / Exoticness
* Seats / Couches (Leather / Fabric)
* Tea Sets (Complete)
* Saucers
* Tea Cup
* Silver Tray
* Tea Pot
* Tea Bags
* Tea Leaves
* Tea Filters
* Cultural Dresses
* Fabric (Table Mantle)
* Multi-Tier Plates (High Tea)
* High Tea Style
* Biscuits
* Tea Cakes
* Finger Sandwiches

**Pillars**

Cultural Experiences

The player will meet 3 strangers from different cultural backgrounds relating to the tea they serve

Tea is the real story

The story that are told by the strangers will always relate to the tea, their experiences will be about the tea.

Teaware

The train scenery and its paraphernalia will be tea based, the player is in a High Tea Carriage, that serves tea.

**System**

Dialogue System

Strangers will initiate a dialogue:

* Players can choose the path of the dialogue
* Players can choose a sequential dialogue for a shorter experience

Movement

Basic 1st person

* No Running, No Jumping

Tea Crafting

The stranger whom serves the player tea will offer options on how they like their tea, with recommendations as to how it is served.

- Menu of the ingredients, how hot, a biscuit on the side? or another item? etc...

Scenery Change

Transition between present moment (Train) to Dreamland (Story) and explore around the themes of the story being told (The Vanishing of Ethan Carter, What Remains of Edith Finch)

Memory System

Whether a snapshot album or updating a journal of your experiences

**Mechanics**

Trigger Mechanics

A Mechanic where the player can interact with objects in Dreamland and glean information and exposition to the story as part of its narrative

Dialogue Mechanics

As the player notices a stranger sit, the dialogue system begins

UI Mechanics

A minimalistic interface that displays any updates along your journey

* Updates and displays new journal entries
* Displays a hint prompt (Help Mechanic)

An interface to read your journal and notes that have been added to it and records of dialogues throughout the game

Movement Mechanics

Use traditional WASD to move the player

* Walking

Help Mechanics

A subtle prompt comes up if the player needs help but timing how long the player has been idle