

LUMEE



GAMEPLAY

In "Lumee", the player takes on the role of a lightbulb boy named Alfie.

AFTER A MYSTERIOUS POWER OUTAGE, HE FINDS HIMSELF ALONE

IN A DARK FOREST — WITHOUT LIGHT, WITHOUT A SENSE OF

DIRECTION.

TO FIND A PATH THROUGH THE DARKNESS, ALFIE MUST COLLECT

FIREFLIES AND USE THEM TO REACTIVATE OLD LANTERNS.

LEVEL BY LEVEL, HE MAKES HIS WAY THROUGH THE GLOOM UNTIL,

IN THE FINALE OF LEVEL 1, HE MANAGES TO LIGHT UP A RADIO

TOWER — HIS ONLY CHANCE TO SEND OUT AN SOS AND BE

RESCUED.



USER INTERFACE

CURSOR



START GAME

SETTINGS

GAMEPITCH

MENU

EXIT

SELECTED

AUDIO

NOT SELECTED

CONTROLS

HOVER

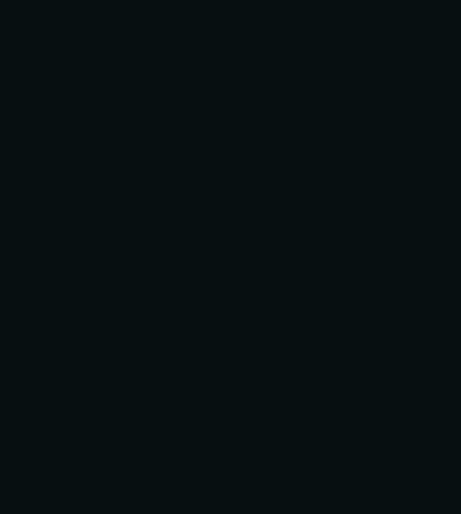
START GAME <

SETTINGS <

GAMEPITCH <

CONTROLS

FORWARD



RIGHT

LEFT



BACK

A

S

D

THE PLAYER CAN CONTROL ALFIE'S MOVEMENTS ACROSS THE MAP BY USING THE STANDARD 'W', 'A', 'S', AND 'D' KEYS ON THE KEYBOARD, ALLOWING FOR SMOOTH NAVIGATION IN ALL FOUR DIRECTIONS.



SOUNDDESIGN

SOUNDTRACK:
"ZOMBIES (LOFI)"
BY XETHROCC

COLLECTING: "GAME START" BY
FoxBoytails

MECHANICS

YOU MUST COLLECT FIREFLIES TO GAIN ENERGY. USE THIS ENERGY TO POWER OBJECTS IN THE WORLD. CHOOSE WISELY WHEN TO SPEND IT — SOME PATHS ARE LONGER BUT SAVE ENERGY, WHILE SHORTCUTS MAY COST MORE.



KEY-BINDS



INVENTORY



INTERACTING WITH OBJECTS



MAIN MENU / PAUSE GAME



MAP

FIND NOTES ATTACHED TO BUILDINGS TO UNCOVER THE STORY AND LEARN MORE ABOUT THE WORLD AROUND YOU.

<https://pixabay.com/de/sound-effects/tawny-owl-in-norway-sweden-99897/>

<https://pixabay.com/de/sound-effects/campfire-crackling-fireplace-sound-119594/>

https://freesound.org/people/16g_pankska/venlich_jakub/sounds/498572/

<https://assetstore.unity.com/packages/2d/textures-materials/sky/10-skyboxes-pack-day-night-32236>

<https://assetstore.unity.com/packages/2d/textures-materials/nature/handpainted-grass-ground-textures-187634>

<https://assetstore.unity.com/packages/2d/textures-materials/water/simple-water-shader-191449>

https://www.mikamo.com/#/page=1_queryid=_TYPE=MOTIONPACK

GAME OVER

EXIT

RESTART

THE GAME ENDS THE MOMENT ALFIE DISAPPEARS INTO THE DEEP DARKNESS OF THE WOODS. TO KEEP HIM SAFE AND THE PATH LIT, YOU MUST CONTINUE COLLECTING FIRELIGHTS TO LIGHT THE LANTERNS BEFORE IT'S TOO LATE.

CREDITS

SOURCES

GAME-CONCEPT: LAURA RICHTER, OLIVIA HEIL

GAME-DESIGN: OLIVIA HEIL

DEVELOPMENT: LAURA RICHTER, OLIVIA HEIL

3D-MODELING: LAURA RICHTER

USER INTERFACE: OLIVIA HEIL

NARRATIVE DESIGN: LAURA RICHTER, OLIVIA HEIL

ANIMATION: LAURA RICHTER

SOUND-DESIGN: OLIVIA HEIL, LAURA RICHTER

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