

The
Light
Beyond

Team members

- Matěj Minárik
 - Lead programming, additional game design, level design
- Jan Rybář
 - Game design, graphics, additional programming, level design
- David Osička
 - Additional programming
- Lubomír Šálek (external)
 - Music



Game Goal

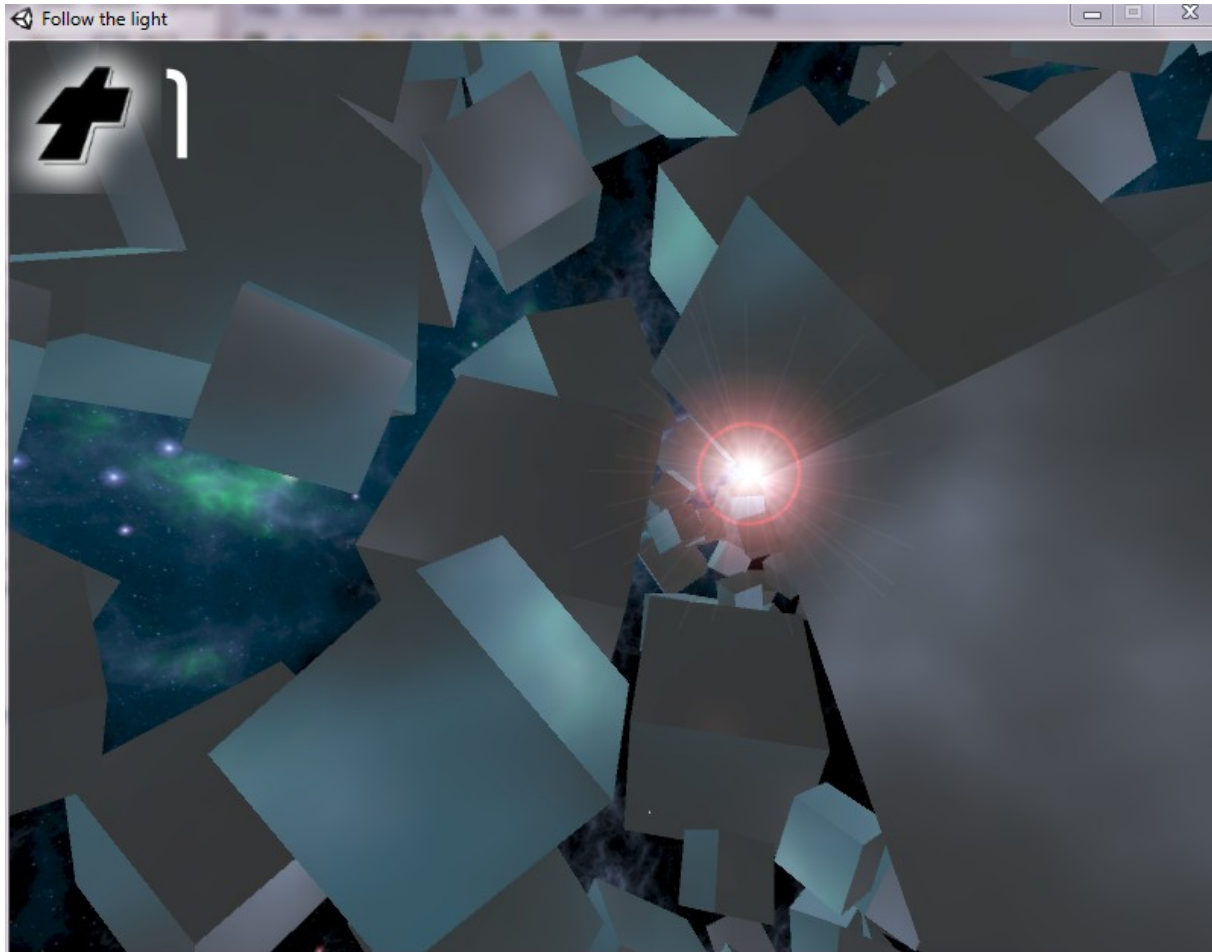
„Find your way through the immersive space to the mysterious light which will take you to the further levels. The path is not straight and simple though.“

Game characteristics:

- Casual
- Puzzle
- Pathfinding
- 3D environment



In-Game Screenshot



Key Features

- simple, yet enigmatic open 3D world covered in darkness of space (priority 4) ✓
- challenge to find the way around visually giant, deadly and dynamic obstacles – giant rotating space cubes ✓
- simple control of the movement through 3D world (priority 1) ✓
- inspired by space freelancing games like Elite or Descent ✓
- cubes are lit by the target „mysterious“ light, which helps to guess the position of the light (priority 1) ✓
- limited lives for player (priority 2) ✓
- power-ups like momentary freezing of cubes, short-term disappearance, life-ups, short-term guidance (priority 2) ?
- auto-generated levels with increasing difficulty (faster cubes, moving target light) (priority 3) ?



Development Plan

Feature	Priority	Finish date	
basic world and mechanics	1	13.10.2015	✓
power-up development and mechanics	2	21.10.2015	✓
level generation	3	1.11.2015	!
graphics content (lights, glow etc.)	3	8.11.2015	!
gameplay, controls refinement	4	15.11.2015	✓
menu, HUD	5	22.11.2015	!
sound, music	5	29.11.2015	✓
further ameliorations	5	13.12.2015	!
port to Android	6	if spare time	✗
Final build	1	21.11.2015	!

