

IMY 300 – Project Deliverable 1

3 Minute Noodles

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Idea #1

1. Context/narrative (no more than 100 words)

Woodland creatures charge a water sprite with a heroic quest to find a cure for their dying breed. It is up to this little sprite to journey into uncharted locations and solve mystical puzzles in order to come up with the answers to find a cure and save the species.

2. What will the player be doing when they are playing your game?

Players will traverse through the world solving various puzzles to progress through the levels. NPC enemies will be a constant threat within the levels, but head on combat will not be possible, combat will have to be approached from a puzzle solving angle, using the surroundings to defeat them. Detection by the enemies is possible, and one hit taken from an enemy means death. This type of gameplay will be replaced by a different type during the night cycles.

During our day cycles we are trying to capture the feeling of being hunted and the only option we have is to run, something like Little Nightmares.

During the boss battles we want to imitate the feeling of shadow of the colossus, in which you can face-off against the colossal beings.

3. What makes your idea unique/different from other games?

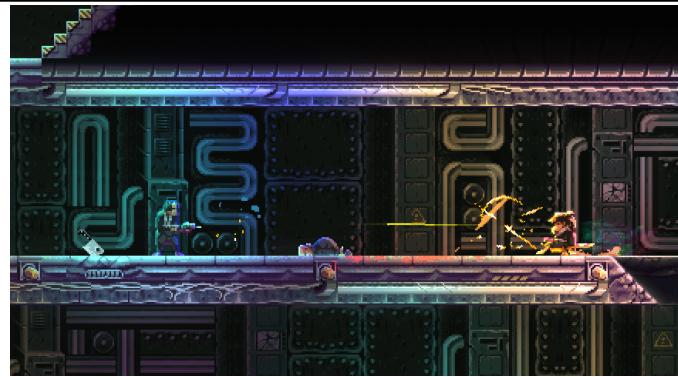
The game will have 2 distinct gameplay experiences. During the day the playable character will have to focus on puzzle solving to kill enemies and traverse further into the world. During the night cycle, the playable character will be quicker and stronger, allowing you to face enemies in normal combat, and provide a move set which would negate some traversal puzzles and give you the ability to smash through obstacles within the section. Opening up a shortcut for you during the day cycle, assuming you are visiting the same space later in the game. During the day you will have a more traversal based moveset, but during the evening you have a more combat and strength aggressive moveset. The night cycle will rid the player of the one hit kill mechanic, allowing you to take hits from the enemies.

Killing enemies grants you items that will at first give you a random status effect, but once you use it 3 times, your immunity/familiarity with that item increases and you are revealed the true effect that the item would have on your character. Items are only granted during the night cycle and only available to use during the night, as status effects are only present during the night cycle.

If you survive a full night without dying, you get an item that you can use during the day, the item will allow you to take one hit from an enemy during the day. The item is automatically consumed upon hit.

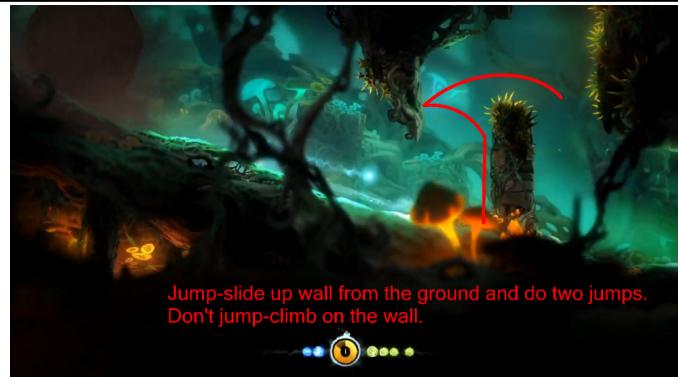
4. Inspiration for game mechanics (copy-paste table for each source)

Screenshot	Name and explanation
	<p>Multidirectional Jump-Ori and the Blind Forest</p> <p>This allows the user to jump in any direct and allows more freedom of movement. This will be possible using the jump platforms within the world.</p>
	<p>Rope swinging-Limbo</p> <p>In order to traverse certain areas, player may need to climb or perhaps swing with ropes in order to proceed</p>
	<p>Boss/Traversal Challenges - Limbo/Ori/Celeste</p> <p>During these sections the boss would chase you, or the environment would be against you, the way to pass these sections is through accurate and well timed traversal through the levels. One wrong move will mean death.</p>



Redirect enemy projectiles-Katana Zero

When enemies shoot projectiles the player can redirect them back at the enemy and they will die or it can affect destructible objects.



Wall run and bounce -Ori and the Blind Forest

Players would be able to run up walls and jump backwards off of the wall

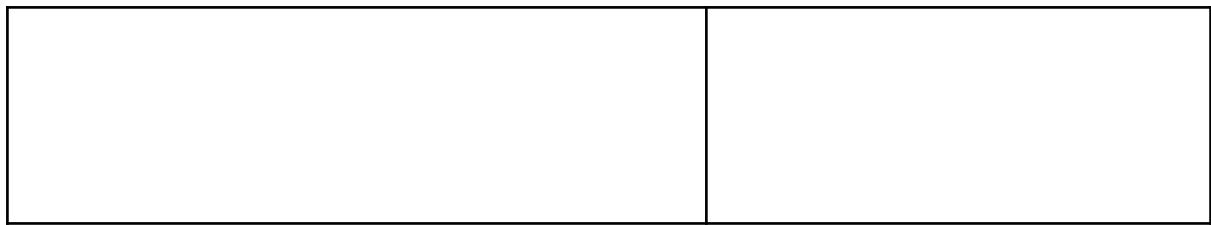


Upside Down/Altered Gravity Puzzles-Limbo

Puzzles which would require you to switch between different gravitational strength/directions in order to move through the space or move objects around to create a path.

5. Inspiration for game aesthetics (copy-paste table for each source)

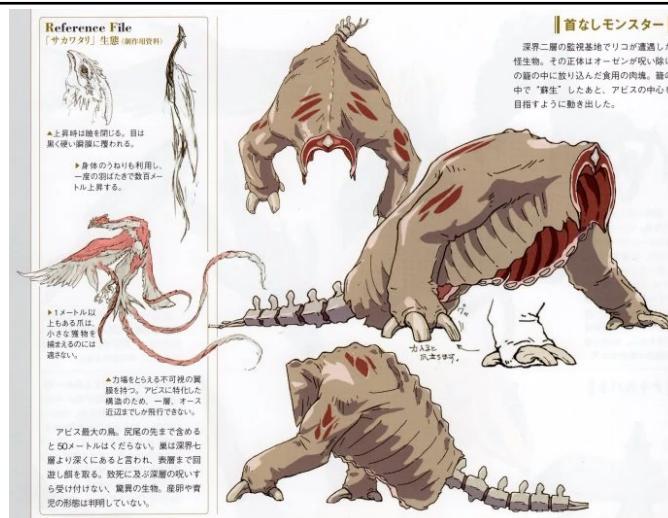
Screenshot	Name and explanation
A screenshot from the game Gris. The art style is hand-drawn with soft colors. The character is a small figure with a large head, wearing a pink hat and a blue coat. The environment consists of pink and blue architectural structures with arched doorways and windows. The overall atmosphere is dreamlike and minimalist.	<p>Gris</p> <p>We are drawing inspiration from the hand-drawn art style and the use of simple geometry for character design, because it allows it to animate them better.</p>



Ori and The Blind Forest

We are aiming to have a fantasy-forest theme.

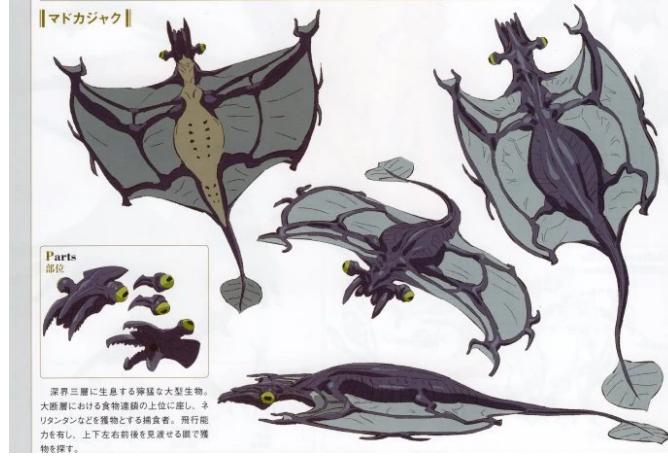
Screenshot



Name and explanation

Made in Abyss

We would like to create fauna like in the anime Made in Abyss. Something wholly alien to us and keeping in mind making them scary enough to retain that feeling created in Little Nightmares





Monster Hunter World

We would like to create bosses like the monsters from Monster Hunter World. Gigantic, aggressive looking enemies that you would have no choice but to run away from.

Idea #2

1. Context/narrative (no more than 100 words)

In a world where your psychological state is assessed by a system and if any criminal intent detected will result in termination, an evil corporation has somehow been cheating the system and have been openly performing malicious acts. However, they cannot be held responsible because their psychological states appear clean when scanned. As a police officer, you need to find the undercover operatives by gathering clues to discover who they are before it's too late.

2. What will the player be doing when they are playing your game?

The player will need to gather clues to discover who the operative is and take them down before innocent bystanders get hurt. They will have a few potential culprits but will have to narrow the options down until they find the right one. Hence they would play as a detective in an open environment.

3. What makes your idea unique/different from other games?

There will be a system in the game that the weapon(s) used that will verify the enemies psychological state. This scan will determine whether the player can use the weapon to take down the enemies if they are deemed dangerous. However, the player will only get a fixed number of scans so they cannot waste it. The player will need to find the crime scene and they will need to explore the environment to find clues to narrow down the suspect pool.

4. Inspiration for game mechanics (copy-paste table for each source)

Screenshot	Name and explanation
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	<p>Psycho Pass</p> <p>In the anime the weapon scans the person and their 'crime coefficient' which determines whether the gun will be able to kill or neutralise them based on this number.</p>
	<p>Batman Arkham Series</p> <p>Scanning and looking for clues around the crime scene to find the culprit.</p>

5. Inspiration for game aesthetics (copy-paste table for each source)

Screenshot	Name and explanation
	<p>Remember me</p> <p>Dystopian environment that the game can take place in</p>
	<p>Mirror's Edge Catalyst</p> <p>First person perspective for the player's POV. Overall futuristic environment and feel/aesthetic of the world</p>

Idea #3

1. Context/narrative (no more than 100 words)

A lone warrior embarks upon a perilous journey that will take him to mountains high, caverns deep, and across rivers wide. His purpose: to deliver a letter to a foreign princess.

Our warrior happens across a group of deadly bandits, who steal the letter and rip it into 4 pieces, and they carry each piece to a different corner of the land.

It is up to our hero to vanquish the evil bandits, make the letter whole, and continue his noble quest.

2. What will the player be doing when they are playing your game?

Main Objective:

Defeating bandit lords to retrieve pieces of a broken letter, so that it can be made whole again.

Side Objectives:

Retrieving armour and weapons to make it easier to defeat bandit lords.

Helping out farmers, hunters, fishermen, and cave explorers to gain access to different areas of the map.

Clearing out bandit camps and wolf dens to make the area safer.

3. What makes your idea unique/different from other games?

Clearing out bandit camps and wolf dens in an area will make the boss fight for that area easier.

By helping farmers, hunters, fishermen, and cave explorers, the player will be rewarded with an item that seems useless, but will definitely make the boss fights easier. The player will not be told how or where to use these items. This would allow the user to decide whether it is worth it to try to fight a boss or finish side quests first.

This game will have 2 main aspects, exploration and combat. Both will have the same camera angle, being a top-down perspective.

In exploration, only the area around the character will be visible (e.g. a 7 unit radius around the character). This would make exploration more interesting as it restricts what the player can see, and they need to move around more to fully explore.

The combat aspect will have the area be fully visible.

It will be turn-based combat where moving around in the battle grid and attacking constitutes a single turn.

4. Inspiration for game mechanics (copy-paste table for each source)

Screenshot	Name and explanation
	<p>South Park: The Fractured But Whole</p> <p>Turn based combat. The player and enemy NPC take turns in attacking each other. A highlighted grid shows where the player can move during combat. The highlighted grid will also show the effective range of an attack the player is choosing to use.</p>

Screenshot	Name and explanation
	<p>Final Fantasy/Persona Series</p> <p>Turn Based combat, attack list menu. The player should be able to see the list of attacks they can choose from. The enemy's health bar and power level should also appear in this menu when the player moves into the attack range of the enemy.</p> <p>In the event of multiple enemies, the enemy will have an outline indicating that that enemy will be damaged by a certain attack.</p>

Screenshot	Name and explanation
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Among Us

Fog of War and top down perspective aspect. I want to make exploring the game areas an interesting challenge for the players by only having the playable character's field of vision clearly visible on the screen. The user's perspective is only a certain radius of the character's surrounding area, the rest of the area is not visible. This will put emphasis on moving around the map to properly explore it.



XCOM: Enemy Unknown

Would be the inspiration for our movement, the playable area would be divided into a grid structure. Players would navigate through the area by clicking into different squares. When they catch the attention of enemies, their playable area decreases and they are forced into an arena with the enemy, the arena can only be left after killing the enemy.



Shadow Tactics: Blades of the Shogun

Enemies will have vision cones similar to the screenshot besides, making it possible to sneak past enemies and not enter into a fight with them. Enemy vision cones will be visible within your FOV without needing to see the enemy themselves.

5. Inspiration for game aesthetics (copy-paste table for each source)

Screenshot	Name and explanation
	Shovel Knight poster and Brawlhalla I'm trying to replicate this cartoon look, because the storyline of the game is something you might find in a book of fairy tales. I feel that a cartoon would be the best representation of this fairy tale, because cartoons often offer



mindless fun and entertainment and that's somewhat of the experience I would like the player to have. I want the player to feel as if they are completing quests just to have fun, as if there is no main objective to the game at all.

