

3GB3 – Assignment 5 – Gameplay Implementation

Our hero was led to believe that he was on a mission to extract information from what he was led to believe was someone's mind, but what he did not foresee, was that somebody being him. At the end of the first level there is a statue which is chained to the wall, once the player approaches it they are sent to the second level. This is meant to surprise the player, as this is the trap set for our hero. The second level, unlike the first, is a lot darker. This is meant to symbolize being very deep in our characters mind. As the level progresses things are meant to get more and more fragmented and dilapidated, which portrays the decaying nature of the character's mind.

The gameplay elements build off this fragmentation, and platforming challenges arise as a result. Each challenge gets progressively harder as the world becomes more and more fragmented. Overall the gameplay elements are meant to reinforce the players feeling of being both trapped and utterly, alone in which the game world already greatly contributes to.

At the end of the second level I would have liked to have the player escape from their mind to wake up 6 months to a year later, to a completely different world. The government had been abusing the power to enter peoples minds, and a rebellion arose as a result. The player character is one of the last surviving agents who can navigate peoples minds, and this could be useful to him and others in this new world. Future gameplay could consist of entering peoples minds where puzzles and other challenges could be themed around the character in questions memory. Using his ability to extract data from peoples minds, our hero can figure out how to end this rebellion, and why he was trapped in his mind in the first place. I envision my game including some shooting portions combined with puzzles, as well as npc interaction, either in game, through cut-scenes, or both.

References:

- The industrial feel of the second level was inspired by Portal, and the game music in the second level was taken from Portal 2's soundtrack.