Daren Capacio (A00966187)

FLASCware, up and coming video game developer

Presents

Introspecter

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A game focused on evoking deeper thoughts or feelings through the use of visual and audio nostalgic elements. Real-life footage placed in key moments. You play as the protagonist and 'battle' out or review your memories, eventually figuring out why you ended up in a dark devoid place only to relive memories.

As the protagonist, you'll be able to move left and right and have to push forward through interacting with key objects/people/places, which are unavoidable. Several 'mini-games' attached to the events that need to be completed along the way when.

Example: fighting your turtle (turn-based), talking with an old friend, 'dodging scream-waves'.

Design mockups:
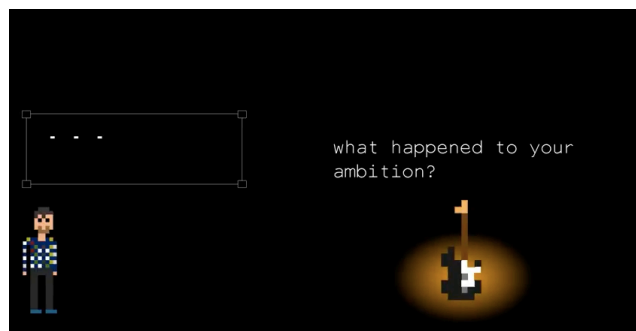
Design brief: 15 week time-frame

Targets adolescent gamers who enjoy a story with depth as well as entertaining gameplay.

Design and implement 3 – 5 key events that have an accompanying real-life footage and a mini-game.

Design implement the ending that contains the climax of the story.