

[illegible]

Team	<u>Sigma</u>
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Platform PC

## Setting A Mysterious Scientific facility with Deadly Security Systems

<b>Plays like</b>	<u>Fracture</u>	meets	<u>Portal</u>
	<i>Popular Game A</i>		<i>Popular Game B or twist</i>

## 1. Combat using environmental manipulation

### 3. Puzzles using environmental manipulation

## 2. First person platforming challenges

#### 4.Resource management with active manipulations

### 1. THX 1138 (Film)

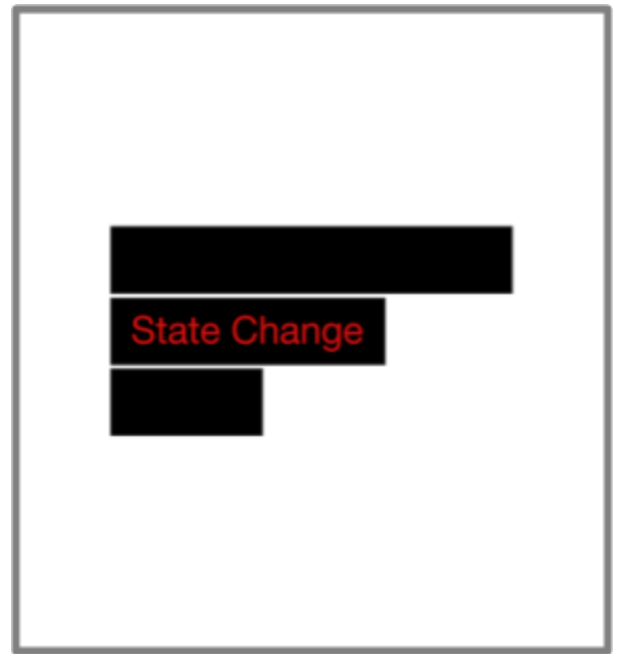
#### 4. The Jetsons (Cartoon Series)

## 2. Apple Store (Retail Space)

## 5. Fracture

### 3. Portal 2 (Video Game)

### 6. Star Wars: The Clone Wars (S4E17: The Box)



## COMP376 Worksheet for Game Proposal

### Related Games

1. <u>Portal 2</u>	<u>Valve</u>	<u>Puzzle-Platformer/Windows, macOS, Linux, PS3, Xbox 360</u>	<u>2011</u>
<i>Title</i>	<i>Publisher or Developer</i>	<i>Genre/Platform</i>	<i>Year</i>

*Portal* and *Portal 2* are both 3D first person puzzle games. They give the player a device called the portal gun and then present the player with dangerous challenges which can be traversed using the portal gun. *State Change* is similar in that it gives the player a scientific gun (MASS gun) which can be used to manipulate the environment and then presents the player with challenges to solve using the device. *State Change* focuses more on combat than puzzles and the state changer creates extrusions in the environment, whereas the portal gun creates portal which can be traveled between.

2. <u>Fracture</u>	<u>LucasArts/Day 1 Studios</u>	<u>TPS/PS3, Xbox 360</u>	<u>2008</u>
<i>Title</i>	<i>Publisher or Developer</i>	<i>Genre/Platform</i>	<i>Year</i>

*Fracture* is a third-person shooter game. The player has weapons (guns and grenades), which allows them to raise or lower the terrain. The ability allows the player to create cover, jump to areas not normally reachable, and launch enemies into the air. The player must solve puzzles using terrain deformation. *State Change* is similar in that the player will solve puzzles, by manipulating the environment. *State Change* uses the gun in order to manipulate the environment, instead of using it as a weapon against robots. In *State Change*, our main weapon is the MASS gun.

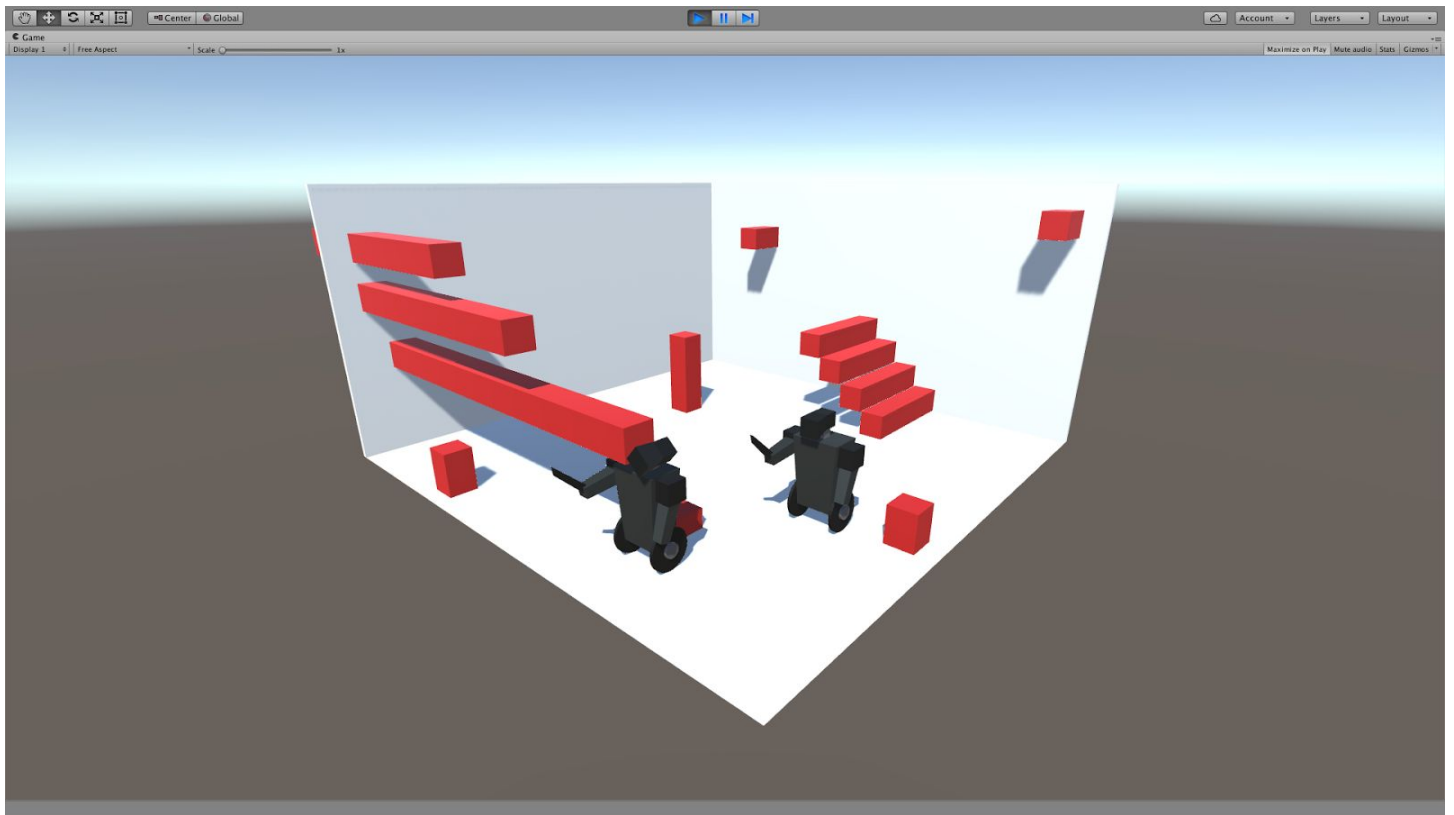
3. <u>Half Life 2</u>	<u>Valve</u>	<u>FPS/Windows, macOS, Linux, Xbox, PS3, Xbox 360, Android</u>	<u>2004</u>
<i>Title</i>	<i>Publisher or Developer</i>	<i>Genre/Platform</i>	<i>Year</i>

*Half Life* and *Half Life 2* are both single-player first-person shooter games. The mechanics of these games include health-and-weapon systems and periodic physics puzzles. The player starts the games without any items, slowly building up a collection of items over the course of the game. *State Change* is similar in that solving physics puzzles is one of the main aspects of the game. The player will need to solve these in order to progress in the game and find the way out.

### Key Experiences

1. Creatively using the MASS gun to create blocks which impede and destroy oncoming robots
2. Logical use of the MASS gun to traverse gaps and get to previously unreachable places
3. Exploring varied rooms which give new options in how to use the MASS gun

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*Supporting Screenshot or Mechanic Analysis Diagram (for the proposed game)*