

A Passing Friend

High Concept Document
Luc van der Burgh



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Name: Luc van der Burgh, 635920 Teacher: Rifca Rijgersberg

Class: Aim-GAMN-A-M-s

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Videogame

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Core concept

A Passing Friend is a Story-based, Locate & Maze-like video game, where the player gets to explore the afterlife searching for lost items from their past.

Core aesthetic

Narrative & Discovery

Starting out the player will dive deep into the realm between life and death. With their selected character, they will be able to explore a remote village. Through interaction with NPCs and quests, the player will be tasked to find and locate lost memories and objects before they're able to go to the afterlife.

Narrative

Through narrative the player will be guided through the video game in order to progress to the next quest. They will meet different NPCs, ready to set them on the right path toward the afterlife by asking them to find their lost memories and items.

Discovery

Set out on their adventures, the player is able to discover the village through different eyes of animals. To challenge the player in their discovery they have to find their way through the shadows of the village or through the darkness of the night. Each animal is able to take on different routes through the village. This challenges them to look at the same surrounding in a different light.

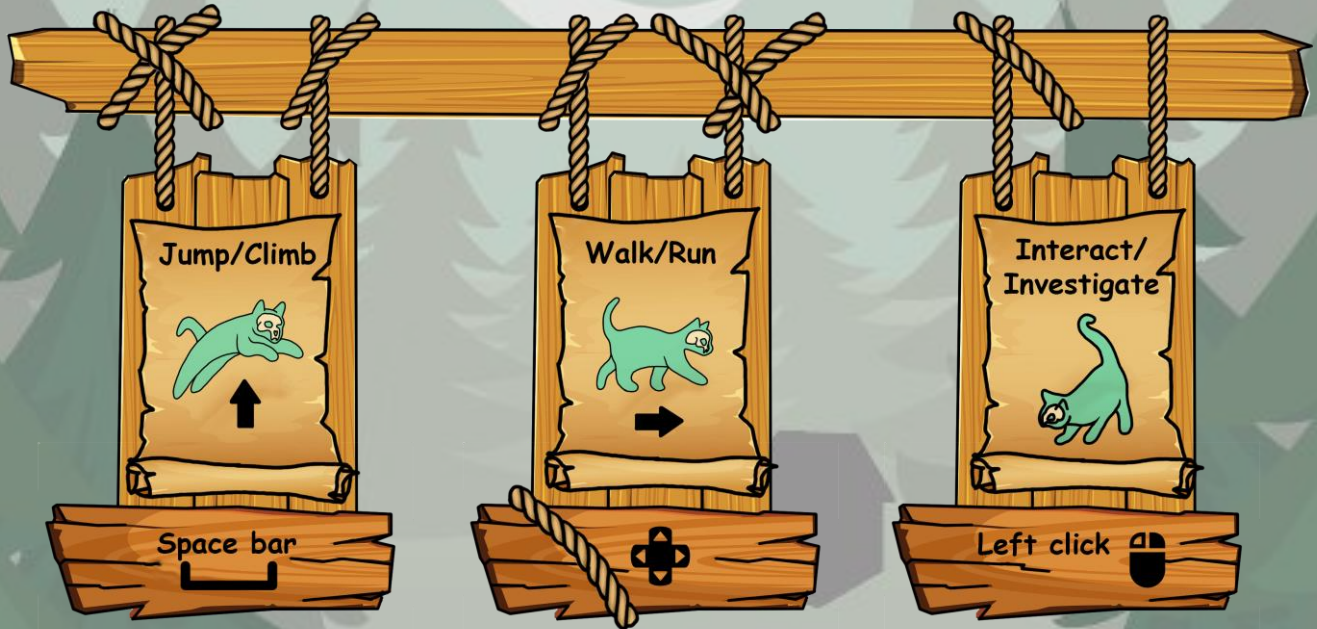
Setting

The video game will have a simple but subtle detail to it. It shows a cute but adventurous setting where the player can feel safe, but still wants to go explore. The location of this will be set in a small witches village deep in the forest, where the player can find out about the different terrains and locations in their surroundings. This village contains simple and crooked small buildings which house the residents and shops.



Main Gameplay

Mechanics



The mechanics that are most often used within A Passing Friend are the, Walk/Run, Jump/Climb and Interact/investigate.

Goals

The player is tasked to find and locate objects within the village.

Actions

Walk around the village with the shown above mechanics. When a player wants to climb, interact and investigate, they have to walk up to the object or NPC.

Rules

Due to the player being a ghost, they are not allowed to walk anywhere but in the shade.

Feedback

When the player arrives at an object a pop-up symbol will appear near the object indicating the interaction.

Target Customer

Age: 8 years and older

Game player type: Achiever and Explorers

The target audience the video game will be focussing on is people from the age of 8 years and older who are going through the process of working through the loss of a loved one. Here specifically focussing on the loss of a pet. In a fun and indirect way the player learns about the concept of death and loss of a loved one, by helping the character go to the afterlife.

It focusses on the achievers and explorers by having the player look for items and memories. When achieving this goal resolving all the quests the player gets to unlock a new character animal to play. This is shown in the selecting menu. The explorers will get to play the game in a new way with the new animal by going over new areas that were not accessible previously.



Unique Selling Point

In a Fun and indirect way, the player learns about the concept of death and loss of a loved one, by helping the character go to the afterlife. It is a safe and friendly setting where the player is still invited to explore and go on an adventure.

The player gets to solve puzzles, find items and manoeuvre through the village's shadows/night. Meeting new NPCs, both human and spirits.



Seed



Peer Feedback

This section will include the given and received feedback from our work group, teacher assistants and other class students.

Given Feedback

Yan Ru Liu

- What keeps you players hooked to your game?
- Make your document more visual informative.
- What is your USP? How do you differentiate from other games?

India

- Make your document more visual informative.
- Why is your player important in this video game?
- How do you show that discovery is the focus of your game?
-

Received Feedback

- What will be the conflict the player has to deal with?
- How does the player stay motivated to play the game?
- When does the player experience tension and relaxation?
- Show more of the world within the seed.
- Bring forward the experience of the animal perspective.

While processing the given as well as the received feedback, I noticed some points have to be worked out to improve the video game concept. This being the questions:

- What keeps you players hooked to your game?
- Why is your player important in this video game?
- What will be the conflict the player has to deal with?
- When does the player experience tension and relaxation?

Sources

Original work:

By Luc van der Burgh, 2022

1. Front page
2. Background
3. Seed
4. Composition
5. Squirrel Image

External sources:

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