Game Pitch Document

Oliver Mokráš (xmokra01)

Title: Lost in Cube

Genre: First-person 3D exploration puzzle game

Style: 3D minimalist aesthetic with clean geometric shapes

Platform: Initial release on PC (Steam)

Market: Primary target audience includes puzzle game enthusiasts, speedrunners

Elevator Pitch: Navigate a stark white 3D maze by shooting paint projectiles to reveal your path, racing against time or battling opponents in this unique exploration puzzle game

The Pitch

Introduction

In this first-person exploration game, players navigate through a stark white, procedurally generated maze where everything starts as a blank canvas. Armed with special "texture paint" projectiles, players must strategically reveal the environment's true appearance to orient themselves and find their way out. This unique blend of exploration, resource management, and spatial puzzle-solving creates a distinctive experience where every shot transforms the world around you.

Paint Revelation Mechanics

The core innovation of the game lies in its "paint and reveal" system. Players shoot special projectiles that splash onto pristine white surfaces, revealing the true textures and details of the maze beneath. As players paint different sections of the maze, the revealed textures serve as crucial landmarks, helping them build a mental map of their surroundings. This interplay between exploration and revelation creates a unique navigation challenge where players must thoughtfully choose which surfaces to paint. Unlike traditional maze games, players have complete freedom of movement in all directions, including vertical exploration, making the navigation puzzle truly three-dimensional.

Inspiration

My game combines two distinct gaming experiences. The "paint to reveal" mechanic draws inspiration from The Unfinished Swan, which pioneered using paint projectiles to discover a white environment. I merged this with Tank Trouble's addictive randomly generated maze gameplay, elevating it into a 3D space to create something fresh and engaging.

Single and Multiplayer Experience

The game offers two different ways to play, each using its core mechanics to create unique experiences. In single-player mode, players race against time to find the exit, making it an ideal speed-running title. Each run's unique maze seed can be shared with other players, fostering a competitive community focused on optimizing routes and setting new records.

The multiplayer mode transforms the maze into an arena of tactical combat. Players must not only navigate the white labyrinth but also hunt down their opponents. The projectiles maintain their ability to reveal the environment while adding a combat element as they bounce off walls to create exciting opportunities for indirect hits.

(a) Painting objects in The Unfinished Swan
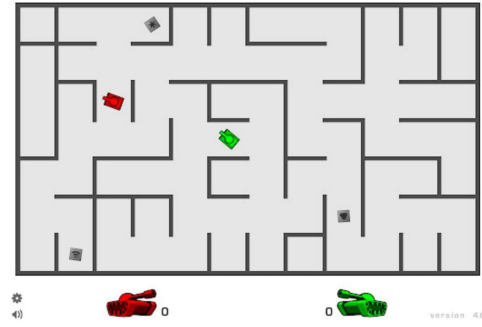
(b) Tanks Trouble gameplay

Possible Game Modes & Expansions

- **Black and White Mode** - Environment starts white and projectiles paint surfaces pure black

- **Revert Mode** - Environment starts black and projectiles paint surfaces white

- **Extra Stages in single-player** - Additional challenges requiring players to find a key before reaching the exit

Genre

First-person exploration puzzle game with a twist on traditional maze mechanics. While many maze games restrict movement to cardinal directions, my game offers full 3D movement freedom. Players float through the environment, able to look and move in any direction, creating a unique spatial puzzle experience that sets it apart from conventional maze games.

Platform

Initial release targeted for PC (Steam) to fully utilize mouse and keyboard controls for precise aiming and fluid 3D movement. The game's clean, minimalist aesthetic and straightforward controls make it well-suited for future console ports (PlayStation, Xbox, Switch), where gyro controls could offer an intuitive aiming experience.

Visual Style

The game features a clean, simple look where everything starts as pure white, like an empty canvas waiting to be painted. As players navigate and shoot, they gradually reveal textured surfaces beneath. The visual design emphasizes clean geometry and clear architectural forms, making navigation intuitive despite the initial blank state of each maze. The floating movement and absence of traditional physics elements contribute to a dreamlike, surreal atmosphere that complements the unique gameplay mechanics.
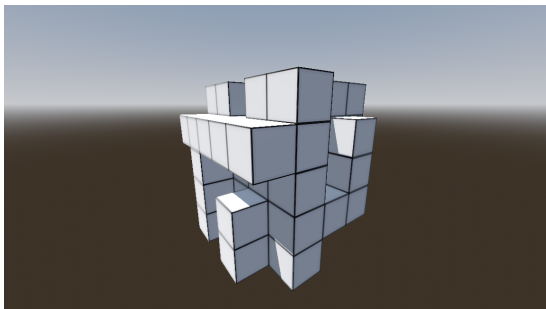
(a) 3D Maze structure without borders

(b) Example of low-poly models to be placed inside the maze