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KEY WORDS: Infect, Pause

Short Description & Main Mechanics

What genre of game are you going to make?

A staged puzzle-game. Where there is an end goal that is time pressured and for which to reach, you'll have to solve a multitude of puzzles.

Describe the camera, character and controls (3C's)

This will be a first-person game where you will control a character by using wasd or with the left analog stick on the controller. There will also be interactions with mouse or by looking at it with the right analog stick and pressing A on the controller.

What is the goal of the game? How do you beat the game? How can the player fail?

The goal of the game is to stop the infected water of reaching the main water line. This can be done by activating a valve which is locked behind multiple puzzles. The game is won when the waterline is closed within the time limit. If the time limit is exceeded then the infected water reached the main water line and the game is lost.



Describe your main mechanics. Avoid the use of non-descriptive terms such as puzzles, magic, spells ...
Describe how the puzzle would work, what the spell does ...

On screen there will be 2 rectangles. One fills overtime which is the timer to signify the water being infected. The other one is to show how far it still is to the end goal. There will be multiple stages. First you will need to find a key in a maze to open up a gate. When trying the key it breaks and the next puzzle is a lock picking puzzle. Here the player has to hit the spacebar at correct intervals as to not fail and start over at the lockpicking. Now the player needs to get the power back on. To do this there will be a multitude of wires that need to be connected to the correct wires. After this the player needs to hit the switches in the correct order to make the valve close which stops the infection from spreading.

What is the focus of your project, which aspects of your game would you like to prototype? Which scope do you have in mind?

I want to try to make the different puzzles described above work and possibly randomize some aspects of them. Apart from that there will be a decent amount of level design in this project.