

## Proposal for BFA Show

**Medium:** Game

**Programs/Software:** RPG Maker MV

For my BFA show art piece, I'll be creating a game centered around the themes of competition, comradery, and egocentrism.

**Game Title:** VIE

**Story:** Deep within the winding tunnels, lies the ultimate prize. "He who retrieves the the elusive treasure, gains favor in my eyes. If thou believes he is worthy among the thousands lost, complete the task I set for you, and cross the lines you fear to cross."

**Objective:** Reach the end of the caves and find the hidden treasure

**Mechanics:** The game can't be completed solo, it must have at least two players in order to complete. Many of the puzzles require one player to step on a trigger in order for other triggers to be accessible. The game ends when the end is reached or when player 2 disconnects.

**Dynamic:** Players step on or touch objects that activate traps and mechanics that will help them get through the maze or impede their opponent. Certain traps can cause players to be teleported to the start of the maze.

**Aesthetic:** Fantasy (takes place in an imaginary world), Narrative (there's an underlying story to give the players a reason why their characters are there, Fellowship (multiplayer)

PLAYER CHARACTER SPRITES:

