

Continuum

*There’s a time and place for everything…*

By:  
Sam Assaf,   
Alex Attar,   
David Campbell,  
Ralph D'Almeida

20 July 2012

Rev. 1

**Executive summary**

*Continuum* takes place in a haunted house. The player controls a boy who must navigate the house to the safety of the attic while avoiding an evil shadow. To reach the attic the boy must solve puzzles by teleporting through wardrobes and time-travelling through paintings. Despite the “Haunted” setting the game is not horrific and is intended for players of all ages. The puzzles are designed to be not so challenging that they cannot be solved but not so simple as to be childish. It is a game that can be enjoyed by anyone.

**Overview**

*Continuum* is an action/puzzle game for the Xbox 360 and Windows. It is an action/puzzle game set in a haunted house. The game plays like a cross between Amnesia and Portal. The player controls a boy who finds himself in a run-down haunted house, with a strange shadow as the only inhabitant. To defend himself against this strange presence, the boy can only use different magical items of furniture at his disposal and his unexplained ability to manipulate them. To solve the puzzles in the house, the boy can use the world around him to teleport or time travel. The player must guide the boy through different puzzles from the ground floor until he reaches the safety of the attic.

The key mechanics of the game are teleportation and time travel. Throughout the house, the player will find scattered wardrobes. By entering a wardrobe the boy will be teleported to another wardrobe. This allows the boy to reach previously inaccessible parts of the house. The boy can also gaze at a painting to travel through time. The boy can travel between the past and the present. In the past, the house is brand new. Objects that are unusable or broken in the present may be intact in the past. Alternatively obstacles in the past may be old and broken down in the present. The boy can also make small changes in the past that will affect the present in order to help him progress. Finally, the boy is constantly stalked by a shadow in the present; this shadow is mysteriously not present in the past and does not follow the boy in time. The boy cannot directly attack the shadow and must use his abilities to survive and avoid it.

**Related games**

Amnesia:

Limbo:

Portal:

**Player composites**

**World**

**Characters**

The boy:

The Shadow:

The House:

**Progression graph**

**Art direction**

**UI storyboards**

**Tags and dialogue**

**Technology plan**

Code: The code is written with Visual Studio 2010 (C#) as an IDE. The game uses Microsoft’s XNA framework as a base. The code uses an Apache Subversion repository for version control. The repository is hosted by Google Code.

Art: Art is drawn and modified using Paint and GIMP 2;

Design Document: The document is written with Microsoft Word.

Hardware: The game was developed using PCs running Microsoft Windows 7. The game runs on both Microsoft Windows and Xbox 360.

**Software architecture**

**Controls**

**Level design**

**Mechanics analysis**

Puzzles: The game is laid out as one large area subdivided into discrete puzzles. The player must solve puzzles to progress. The start of every puzzle serves as a checkpoint allowing the game to be saved and for progress to be reset if the player gets stuck or if they are caught by The Shadow.

Movement: The player moves according to classic platform mechanics. The player can move left and right as well as jump. The player can also travel vertically by going up or down stairs or dropping through gaps.

Wardrobes: Wardrobes are scattered throughout the levels. The player can enter one wardrobe which will then teleport him to another. The wardrobes may be locked. The player cannot enter a locked wardrobe and entering a wardrobe whose destination is locked will not teleport the player. Wardrobes can be moved to allow the player to have a small amount of control over their destination.

Paintings: Paintings allow the player to travel through time. There are two periods: the past and the present. A room may be different in different time periods. For example, a staircase may be broken in the present but intact in the past. If the player travels to the past through a painting, they may return to the present by traveling through any other painting. Any actions carried out in the past will have an effect on the present, but actions in the present will have no effect on the past.

The Shadow: The player is constantly stalked by a dark shadow. If the player is caught by The Shadow, they are sent back to the start of the current puzzle. The player has no direct way to attack The Shadow and must rely on either hiding or evading it.

**Schedule**

July 30: Working prototype is due. Progress presentation.

August 13: Final deliverable due, game is presented.

**Budget**

**Change log**

The mechanic of mirrors altering the world has been removed due to time and lack of implementation ideas. Mirrors will now simply be a static background object.

The mechanic of the player being equipped with a flashlight to fight off monsters has been removed due to mirrors being removed as well as a change in the game’s fiction. Since the character is a ghost, there is no good reason for him to be equipped with a flashlight.