

PROJECT  
STEREOLY.



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## ***Concept:***

Project S.T.O.R.M. is a multiplayer co-op escape-room game set in a secretive underwater facility made for PC and Steam VR. Players must solve puzzles and decipher instructions to progress, all while dealing with time pressure and eerie stressors. The game's horror and mythical themes create a tense and immersive experience.

## ***The Elevator Pitch:***

"Project STORM is a spine-chilling multiplayer escape-the-room game set in a secretive underwater facility. Solve puzzles, follow cryptic instructions, and uncover the facility's dark secrets while battling time and unsettling stressors."

The game uses a procedural puzzle generator, where each puzzle is randomly generated, both in the order they appear and their solutions, creating a unique experience for the player in each gaming session.

## ***Core Gameplay Mechanics Brief:***

- *Puzzle Solving:* Players must work together to solve complex puzzles.
- *Following Instructions:* Interpreting manuals and instructions is essential to progress.

***Target audience:*** Players that play puzzle or co-op games.

***Targeted Platforms & System Requirements:*** PC (Windows/Linux)

## Schedule

### ➤ Proof of Concept

- 3 months
  - Present Proof of Concept at Game Dev Meet Porto July
  - 3 complete puzzle rooms utilizing free assets
  - Playable with companion app interaction

### ➤ Minimum Viable Product

- 18 months
  - Complete MVP by end of 2023
  - Both players in the game (no more companion app)
  - Single-player game mode
  - In-house 3D assets
  - In-house sound design
  - In-house video production
  - Partial virtual reality support
  - Official Website

### ➤ Funding

- 6 months
  - Epic Mega Grants
  - Game Dev Fund
  - Publishers

### ➤ Early Access

- 18 months
  - Release in Early Access by end of 2025
  - Functional procedural generation systems
  - Modding support
  - 20 different puzzles (all with procedural variations)
  - In-game lore pieces
  - Virtual reality support
  - New game-mode (time trial / speed runs)

## ➤ Release

- 6 months
  - Release by 2026
  - Improved modding tools
  - 50 different puzzles (all with procedural variations)
  - Complete in-game lore
  - End game (cinematic after all lore is discovered)
  - New game-mode (2v2 time trials)
  - New game-mode (4-player co-op)

## ➤ Monetization model (Brief/Document)

- Early-access followed by full launch
- The game will be submitted for investors, funds, grants and publishers for possible funding acquisition.

## ➤ Project Scope

- Development Cycle
  - 5 years
- Development Team
  - Filipe Coelho
    - Game Producer & Lead developer
    - Full-time
  - Francisco Pereira
    - Sound Designer; Audio & Video Producer
    - Part-time (internship)
  - Gonçalo Mendonça
    - 3D Artist & Special FX
    - Part-time (internship)
  - Inácio Reina
    - Gameplay Programmer
    - Part-time (external collaboration)
  - Joana Vieira
    - Puzzle Design & Lead Narrative Design
    - Part-time (external collaboration)
  - Rui Pinto
    - 3D Artist & Special FX
    - Part-time (internship)
  - Vítor Costa
    - Game Designer & Technical Writer

- Part-time (internship)

- **Licenses**

- Unreal® Engine End User License Agreement
- FMOD Free Indie License
- Microsoft Visual Studio Community License Terms

- **Hardware**

- 3 desktop computers
- 6 Laptop computers
- Meta Quest 3
- Meta Quest Pro
- Valve Index
- Steam Deck

## **Influences:**

- Keep Talking and Nobody Explodes: Influence on co-op interaction and puzzle instructions.
- Escape the Room (Real-life): Influence on puzzle style.
- Hawaii Five-0 (S9.E13 - Ke Iho Mai Nei Ko Luna / Those Above Are Descending)

## **Project Description (Brief):**



Project STORM offers a unique twist on the escape-the-room genre, immersing players in a horrifying underwater facility. It combines cooperative gameplay, puzzle-solving, and a gripping narrative to keep players engaged.

## **Project Description (Detailed):**

Project STORM plunges players into the depths of a secretive underwater research facility, where they unknowingly participate in mind-altering experiments. Each playthrough represents a new test, with players gradually realizing the true nature of the experiments through hidden collectibles. The game introduces stressors, such as eerie sounds and external threats, as time passes, creating an intense atmosphere.

## **What Sets This Project Apart:**

- Unique underwater setting.
- Innovative co-op interaction interface.

## ***Core Gameplay Mechanics:***

- Puzzle Solving: Players must solve intricate puzzles to advance.
- Instruction Manual Interpretation: Interpreting manuals and instructions is a central gameplay element.



## ***Story (Brief):***

Players are unwitting test subjects in a high-security facility, where a mysterious substance promises enhanced cognitive abilities.

## ***Gameplay (Brief):***

Cooperative puzzle-solving, deciphering instructions, and uncovering the facility's secrets are key gameplay elements.

## ***Story (Detailed):***

"Project STORM" takes players on a tense and unique journey to a highly secretive underwater base located in the depths of the Mariana Trench, the Earth's deepest oceanic trench. This base serves as the stage for sinister experiments, where a newly discovered mysterious substance, derived from recently unearthed creatures from the trench's depths, supposedly enhances human cognitive ability.

Players assume the roles of involuntary test subjects subjected to a series of tests and puzzle-solving challenges. With each new attempt, they are closely observed, and the game records their problem-solving abilities within a limited timeframe, reflecting the effects of the substance. As players progress



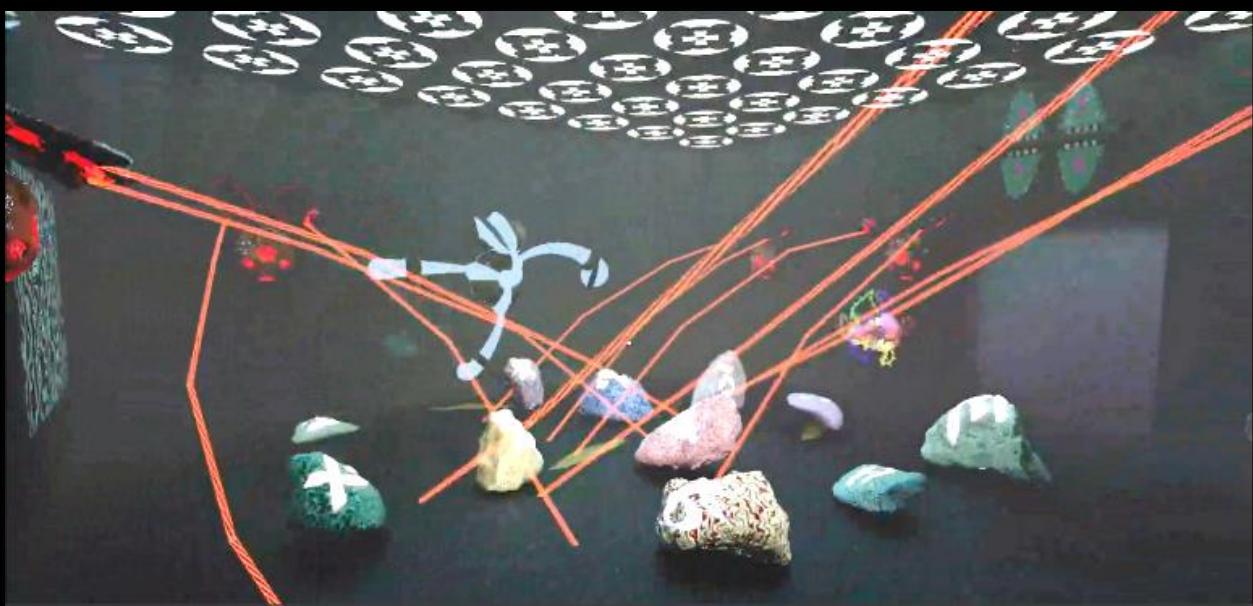
and improve in puzzle-solving with each playthrough, it becomes evident that the substance is profoundly impacting their intelligence.

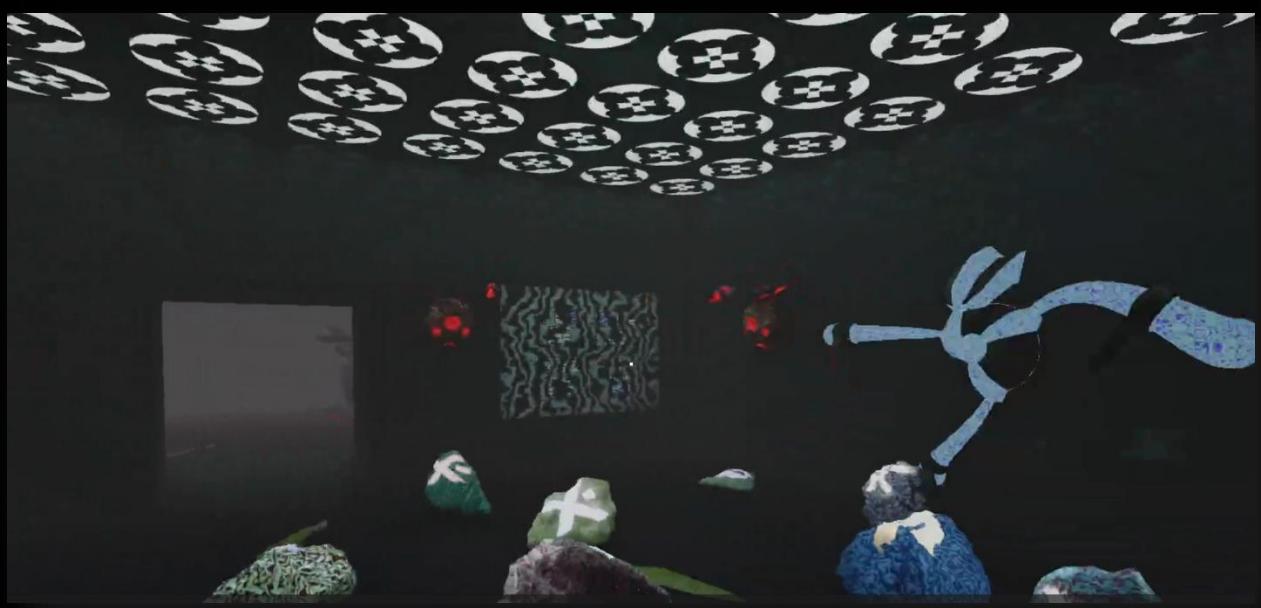
However, the truth about the base and the substance gradually unfolds as players collect fragments of lore scattered throughout the facilities. Some of these fragments only become accessible after completing a certain number of rooms, allowing the narrative to reveal the test subject's evolution and the positive results of the substance.

The combination of the setting in the Mariana Trench, filled with underwater mysteries, and the exploration of the substance's effects on human cognition creates an intriguing and immersive gaming experience where the line between reality and the unknown becomes increasingly blurred as players uncover the deepest secrets of the ocean's depths.

As players delve deeper into the shadowy abyss of "Project STORM," the underwater facility reveals its darker and more enigmatic side. The Mariana Trench, a place of unparalleled natural wonder and mystery, becomes the backdrop for a chilling exploration of the human mind and its uncharted potential.

The experiments, once shrouded in secrecy, now take on a foreboding quality as players decipher the puzzles and riddles strewn throughout the facility. The boundaries between the real and the surreal blur, and the test subjects find themselves questioning the very fabric of their reality. The facility's walls seem to close in on them as they navigate a labyrinth of chambers, each more cryptic and unnerving than the last. In this submerged world of uncertainty, players must rely not only on their growing intelligence but also on their wit, courage, and the unwavering desire to uncover the truth. The ocean's depths, with its eerie beauty and lurking horrors, become both an ally and a nemesis in their quest for answers.





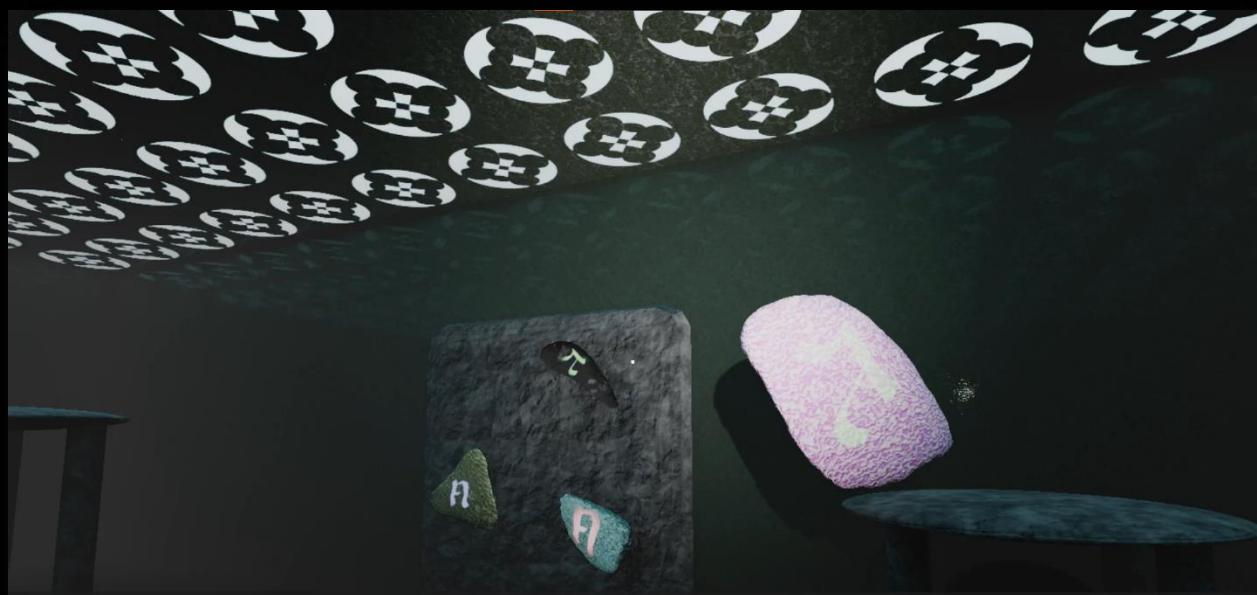
The characters, Eve and Axell, each bring their unique skills and personalities to the table, enhancing the gameplay experience. Eve's analytical mind and thirst for knowledge become invaluable as she deciphers the hidden mechanisms of the facility's puzzles. Axell's charisma and quick thinking prove indispensable in moments of crisis and uncertainty, offering both light-hearted humor and a sense of hope.



As the game unfolds, the line between experimenters and experimented blurs, and the facility's true purpose comes into focus. Players begin to question their roles as test subjects and the morality of the experiments being conducted in the name of science. The lore fragments, scattered like breadcrumbs, gradually reveal the ethical dilemmas faced by those involved in these dark experiments, forcing players to confront the consequences of their actions.

With each puzzle solved and each room cleared, the tension rises, and the stakes become more perilous. Strange occurrences, eerie sounds, and glimpses of unknown creatures from the trench's depths keep players on edge, heightening the atmosphere of suspense and fear. In the darkest recesses of the facility, players confront the ultimate mystery: the origin of the mysterious substance and the beings from the trench that inspired its creation. The answers they seek may hold the key to their survival and the future of humanity.

"Project S.T.O.R.M." becomes not just a test of intelligence and problem-solving but a journey of self-discovery, ethics, and the thin line that separates human ambition from hubris. As players explore the depths of the Mariana Trench, they must grapple with their own evolving intellect and the unsettling realization that sometimes, the most profound mysteries are better left unsolved.



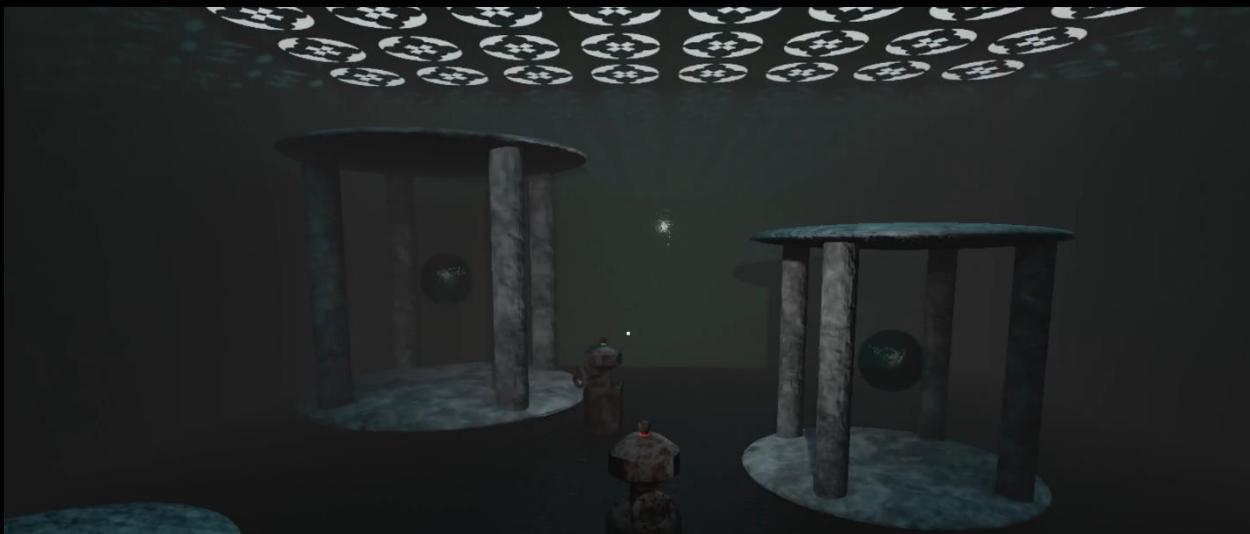
## ***Gameplay (Detailed):***

One of the key highlights of Project S.T.O.R.M. is its innovative procedural puzzle generator. Each gaming session presents players with a unique experience as the order and solutions of the puzzles are randomly generated. This keeps the gameplay fresh and exciting, ensuring no two playthroughs are the same.

As players delve deeper into the underwater facility, they find themselves in a race against time, surrounded by eerie ambiance and heart-pounding moments, further enhancing the suspense. The dark secrets hidden within the facility gradually unravel as players progress through the game, immersing them in a captivating narrative that keeps them on the edge of their seats. Cooperation and communication are essential in Project S.T.O.R.M. Players must work together, combining their problem-solving skills and uncovering hidden clues to overcome the challenges that await them. Collaboration and teamwork are not only crucial for survival, but they also enable players to unlock new areas of the underwater facility and move closer to discovering its ultimate mysteries.

The underwater setting adds a unique twist to the game, immersing players in a visually stunning and otherworldly environment. The sound design further intensifies the experience, creating an atmosphere that is both captivating and unnerving. The mystical theme woven throughout the game's narrative adds an element of intrigue and supernatural allure, making Project S.T.O.R.M. an unforgettable gaming experience.

With its gripping storyline, randomly generated puzzles, and emphasis on cooperative gameplay, Project S.T.O.R.M. stands out as an exceptional multiplayer co-op escape-room game. It offers players an immersive, suspenseful, and thrilling adventure, encouraging teamwork, and challenging them to unravel the dark secrets of an underwater facility. Prepare yourself for an unforgettable journey into the depths of Project S.T.O.R.M..



## ***Theme and setting:***

The game is set within a mysterious underwater facility, that's why S.T.O.R.M." is an acronym that stands for Subaquatic Testing-Oriented Research Motherlode. This facility adds a unique twist to the historical fantasy genre. While the physical setting is grounded in an accurate representation of an underwater research station, the game introduces supernatural and suspenseful elements. Players must navigate this environment, filled with eerie stressors and paranormal occurrences, as they attempt to uncover the dark secrets hidden beneath the sea.

The facility itself, though historically grounded, becomes a fantastical realm of experimentation, pushing the boundaries of reality. As players delve deeper into their role as unwitting test subjects, they discover that the facility's experiments involve a mysterious substance rumored to enhance cognitive abilities significantly. The game's unique combination of real-world history and supernatural intrigue creates an immersive and captivating experience for players.

In this underwater world spanning 450 square kilometers, players embark on a journey filled with suspense and uncertainty, where each puzzle-solving endeavor brings them closer to unveiling the facility's true purpose and the supernatural forces at play.



## **Characters:**

### ➤ Dr. Evelyn Lancaster ("Eve")

- *Backstory*

One of the main characters, Dr. Evelyn Lancaster (affectionately known as "Eve" among her peers and friends), was a luminary in the field of neuroscience with a career that shimmered with promise. From an early age, her fascination with the intricacies of the human mind drove her relentless pursuit of knowledge. Her academic journey was marked by a series of prestigious scholarships and groundbreaking research that promised to revolutionize the understanding of cognitive functions. Eve's path to success was rooted in the relentless curiosity that had been a constant companion throughout her life.

Her research was marked by a series of breakthroughs, each pushing the boundaries of what was considered possible in the realm of neuroscience. Yet, it was her work on cognitive enhancement that would propel her to the forefront of her field. Her groundbreaking studies hinted at the potential for human cognition to transcend its existing limits.



However, it was precisely this work that led her to the enigmatic underwater facility, the Motherlode, hidden in the abyss of the Mariana Trench. Drawn by rumors of a revolutionary experiment, Eve embarked on a journey that would forever alter the course of her life. Unbeknownst to her, she would become an unwitting participant in a series of tests, all centering around a mysterious substance derived from enigmatic deep-sea creatures.

Eve's extreme curiosity and unshakable ambition had brought her to the facility. Her desire to push the boundaries of human potential had driven her into the heart of an experiment that was far more complex and perilous than she had ever imagined.

- *Personality*

Eve is analytical, driven, and intensely curious. She is fiercely determined to unlock the secrets of the substance's potential, even if it means facing the unknown. Her scientific mind thrives on problem-solving, and she approaches challenges with a calm and methodical demeanor. However, as she delves deeper into the facility's mysteries, she grapples with a growing sense of unease and a desire to uncover the truth, not only for herself but for the greater good.

She possesses a multifaceted and captivating personality that has propelled her to the forefront of her field in neuroscience. She is defined by her unwavering dedication to unlocking the secrets of the human mind and enhancing cognitive functions. Eve's curiosity is boundless, an insatiable hunger for knowledge that has been the driving force behind her achievements. With a sharp intellect and an unquenchable thirst for discovery, she approaches her work with a profound sense of wonder, perpetually eager to explore the uncharted territories of the human brain.

She thrives on the intricacies of problem-solving, finding solace in the labyrinth of neural pathways and synaptic connections. When confronted with challenges, she approaches them with a calm and methodical demeanor, meticulously breaking them down into manageable components. Her ability to maintain composure, even in the most daunting circumstances, is a testament to her formidable mental fortitude. Her unwavering determination is the cornerstone of her character. Eve's pursuit of knowledge knows no bounds, and she is fiercely committed to deciphering the enigmatic substance's potential. She is unafraid of confronting the unknown, even when it means delving into uncharted waters, both figuratively and literally.

Yet, as she navigates the intricate and perilous mysteries of the underwater facility, Eve grapples with a growing sense of unease. The boundaries between scientific inquiry and personal survival blur as she confronts the profound enigmas hidden beneath the sea. Her pursuit of truth is not merely a personal quest but a mission for the greater good, as she seeks to unravel the facility's secrets and perhaps, in the process, redefine humanity's understanding of its own cognitive potential. This internal struggle, the tension between her relentless curiosity and her yearning for a truth that may be more unsettling than she ever imagined, adds depth to her character and underscores the emotional complexity that drives her throughout the game.

- *Appearance*

Eve is in her early 30s (32 to be more precise), with striking auburn hair and piercing green eyes. She often wears a lab coat and is known for her practical and functional clothing choices. She carries an air of intellectual elegance, but her appearance becomes increasingly disheveled as the experiment unfolds.

She possesses a captivating and unique physical appearance that mirrors her journey through the enigmatic depths of the underwater facility.

Eve's most prominent attribute is her hair, which flows in untamed waves, exuding shades of fiery red and shimmering copper. It falls gracefully, like a cascade of unruly thoughts, reflecting the unbridled currents of her scientific curiosity. Her hair frames her face in a way that enhances the intense gaze of her striking green eyes, which seem to pierce through the layers of complexity within every experiment she encounters. These eyes hold the depth of knowledge and inquisitiveness, mirroring the unfathomable mysteries she perpetually seeks to unravel.

Her facial features are elegantly sculpted, marked by high cheekbones and a refined jawline that radiate an air of intellectual elegance. Her fair skin, the product of long hours spent in the sterile lighting of laboratories and facilities, complements the vivid hues of her hair and eyes. As the experiment progresses, however, her complexion may begin to betray signs of fatigue and the growing unease that accompanies her exploration.

Eve's wardrobe is practical and utilitarian, with her celadon lab coat as the centerpiece, a symbol of her unwavering dedication to scientific inquiry. Her choice of attire underneath the coat is professional and functional, designed to facilitate her mobility while connoting a sense of approachable confidence. Her clothing choices reflect her unwavering commitment to her work, tailored to withstand the rigorous demands of a scientist who is unafraid to immerse herself fully in the pursuit of knowledge.

As the experiment unfolds and the tension within the facility escalates, her appearance gradually metamorphoses. The once-pristine lab coat may bear the evidence of her encounters with the mysterious substance, marked by splashes and smudges. Her hair, which was once neatly styled, becomes increasingly disheveled as the weight of the secrets she uncovers takes its toll. Her intense green eyes, once bright with curiosity, may start to betray hints of uncertainty and apprehension.

This evolving appearance serves as a visual representation of her journey, a transformation from the poised scientist at the outset to a protagonist grappling with the growing complexities of her predicament.

## ➤ Alex Mitchell ("Axell")

- *Backstory*

The second main character Alex Canchell, also known as "Axell," was an exceptional escape artist and magician, renowned for his daring stunts and incredible stage performances. Always seeking new challenges, he was intrigued by rumors of an extraordinary experiment that promised to unlock untapped human potential. His interest led him to the secretive underwater facility, where he unwittingly became part of the experiment. Ace's pursuit of the ultimate escape act now turns into a fight for survival as he navigates the intricate puzzles and mysteries within the facility.

Always on the hunt for the next exhilarating challenge, Axell was perpetually intrigued by whispers of an extraordinary experiment that held the promise of unlocking untapped human potential. The allure of this enigmatic endeavor led him to the secretive underwater facility, hidden deep beneath the ocean's surface, where he unknowingly became a participant in a series of tests beyond anything he had ever encountered. What was once a quest for the ultimate escape act would soon transform into a harrowing fight for survival as he navigated the labyrinthine puzzles and mysteries concealed within the facility's shadowy depths.



Axell's journey through life had been marked by a willingness to embrace the unknown, an unrelenting desire to astound and mystify. As he embarked on this unexpected and perilous adventure, his experience as a magician would become his most valuable asset, and his uncanny ability to defy the impossible would be pushed to its limits. With each new escape, each new puzzle, and each new revelation, Axell would find himself drawing upon his formidable skills to confront the facility's challenges.

The line between illusion and reality, between magic and science, would blur as he faced the most bewildering feat of his life.

- *Personality*

Axell is a showman at heart, charismatic, and quick-witted. His natural ability to read people and situations serves him well, especially when trying to outwit the complex experiments. He possesses a relentless determination and a flair for problem-solving that are crucial in the high-pressure environment of the underwater facility. As the experiment unfolds, Axell's initial enthusiasm gives way to a sense of urgency and the realization that he must outsmart both the puzzles and the secrets lurking in the depths.

His charismatic aura is not just a performance; it's a genuine facet of his character. He thrives on the energy of an audience and possesses a captivating charm that can light up even the darkest of rooms. His quick-witted nature enables him to engage in clever banter, diffuse tense situations, and find humor even in the direst circumstances. It's this very charm that makes him both an endearing character and a valuable companion to have when confronting the enigmatic puzzles and challenges of the underwater facility.

While Axell may have initially entered the facility with enthusiasm and a sense of adventure, his personality is marked by relentless determination. He is unyielding in the face of adversity and possesses a tenacity that drives him to solve even the most daunting of riddles. This determination, coupled with his natural aptitude for problem-solving, becomes crucial in the high-pressure environment of the underwater facility, where the stakes are not merely entertainment but survival.

- *Apearance*

Axell is a tall and agile man in his late 20s, with raven-black hair and striking blue eyes. He often dresses in dark, stylish clothing that reflects his magician persona. His appearance is sharp, but as he delves deeper into the facility, his facade of confidence begins to waver.

Axell's most distinctive feature is his raven-black hair, which crowns his head in a sleek and glossy mane. This lustrous hair, reminiscent of a moonless night, perfectly complements his enigmatic persona. It falls with a certain controlled chaos, a reflection of his willingness to embrace the unpredictable and the untamed. As the experiment progresses, his hair may bear the signs of his mounting trials, a visual representation of the unraveling mystery that surrounds him.

His gaze is equally captivating, with striking blue eyes that seem to harbor the depth of hidden secrets. These eyes possess an almost hypnotic quality, an essential asset for a magician and escape artist. They are both intense and enigmatic, and their color resembles the vast expanse of the ocean, symbolizing the uncharted territory that Axell now finds himself navigating.

In terms of fashion, Axell's clothing is a seamless extension of his magician persona. He typically dons dark and stylish attire that reflects his on-stage presence, combining elegance with a hint of mystique. His ensembles are chosen with a meticulous eye, emphasizing sharp lines and clean designs that accentuate his physicality and flair for showmanship. These outfits are both functional and eye-catching, embodying the balance between form and function that Axell's character epitomizes.

As the experiment unfolds, Axell's facade of unshakable confidence begins to waver, and this transformation is subtly reflected in his appearance. The once-pristine attire may bear the subtle marks of his encounters with the mysterious puzzles and substances within the facility, mirroring the internal turmoil he experiences. This evolving appearance is a testament to his journey from a charismatic showman to a protagonist facing a web of enigmas, where appearance is only the outermost layer of a deeper, more complex narrative.

## ➤ Puzzle 1: LithoGlyph Syncrony

### *Synopsis*

During the course of the puzzle, one of the players will need to visually observe their surroundings and take note of the details on the ground, specifically the pattern of symbols.

On the other side, the other player will have access to a wall comprised of rotating stones, each of which contains various symbols that correspond to the ones the first player observed on the floor.

The first player must communicate with the second, providing them with the information about the pattern seen on the ground so that the second player can apply the necessary number of rotations to the stones to align them with the same symbols in the correct order.

### *Gameplay Mechanics*

Player 1: Observe the pattern of symbols on the floor.

Player 2: Apply rotations to the various stones.

Rune Alphabet & Symbol Meanings	
A= ☈	<b>Ansuz</b> Odin God, Ancestors
B= ☉	<b>Berkana</b> Birth Earth Mother, Birth
C= <	<b>Kaunaz</b> Fire Fire, Knowledge
D= ☞	<b>Dagaz</b> Dawn Intuition, Light Within
E= ⚡	<b>Ehwaz</b> Horse Twin Gods, Relationships
F= ☁	<b>Fehu</b> Frey Wealth, Mother Rune
G= ✕	<b>Gebo</b> Gift Divine Interaction
H= ☛	<b>Hagalaz</b> Air Transformation, Egg of Life
I=	<b>Isa</b> Ice Cosmic Coherence
J= ☜	<b>Jera</b> Earth Cycles, Right Action
K= <	<b>Kaunaz</b> Fire Fire, Knowledge
L= ↗	<b>Laguz</b> Water Fertility, Living Renewal
M= ☞	<b>Mannaz</b> Man Divine Union, Manifestation
N= ↖	<b>Nauthiz</b> Neccesity Needs, Friction, Shadow
O= ☈	<b>Othila</b> Ancestral Inherited Property, Genetics
P= ☉	<b>Peorth</b> Hearth Divination, Luck, Primal Law
Q= <	<b>Kaunaz</b> Fire Fire, Knowledge
R= ☞	<b>Raido</b> Wheel Solar Chariot, Rhythm
S= ✕	<b>Sowulo</b> Sun Thunderbolt, Wheel of Power
T= ↑	<b>Teiwaz</b> Victory Masculine Gods, Warrior Rune
U= ↗	<b>Uruz</b> Power Primal Creative Force, Gateway
V= ☜	<b>Wunjo</b> Joy Kinship, Heritage, Joy
W= ☜	<b>Wunjo</b> Joy Kinship, Heritage, Joy
X= ↗	<b>Thurisaz</b> Thor Protection, Polarity, Regeneration
Y= ↖	<b>Eiwaz</b> Death Tree of Life, Dreaming, Magic
Z= ↖	<b>Algiz</b> Protection Divine Protection, Sanctuary
TH= ↗	<b>Thurisaz</b> Thor Protection, Polarity, Regeneration
NG= ☈	<b>Inguz</b> Fertility True Love, Music, Harmony

## ➤ Puzzle 2: AquaValve Conundrum

### *Synopsis*

In this puzzle, players must cooperate to fill a large water tank by controlling the valves of the 4 adjacent tanks, which have different sizes.

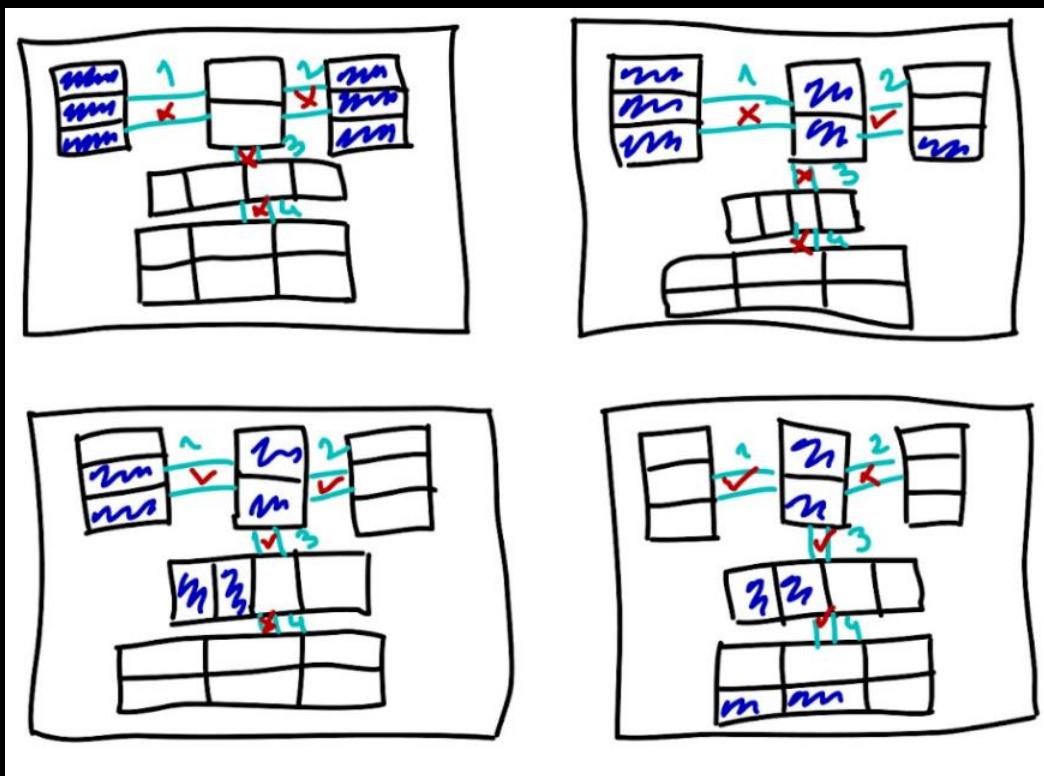
One of the players will have access to a panel (as described in the prototype image below), indicating the correct method for transferring water from one container to another. This player will also have access to a switch that activates and deactivates the water flow.

The second player can change which valves between the tanks are open or closed, allowing the water to flow into the desired tank. By selecting the correct passages, the players must coordinate the movement of water to empty a certain tank and then fill the desired container.

### *Gameplay Mechanics*

Player 1: Has access to the instruction panel and can activate or deactivate the water flow.

Player 2: Controls the direction of each valve individually.



### ➤ Puzzle 3: Chrom'Laser Tango

#### *Synopsis*

One of the players finds themselves in a room filled with lasers, and any collision with them deducts time ( $1.5\pi$  seconds) from the timer accompanying us throughout the game.

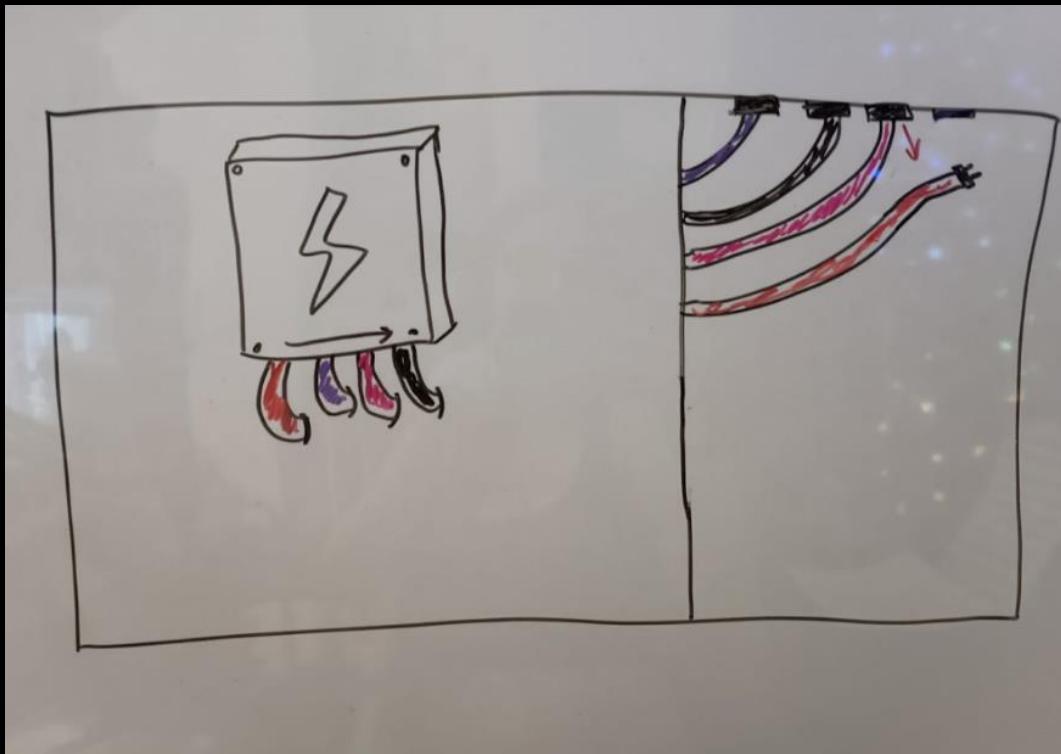
There is also a box containing 6 distinct-colored cables, and each of them can be cut, but the correct order must be followed. To achieve this, the other player can see the "Crabometron," a trilobite-shaped device with 6 colored legs and a central arrow indicating the start of the sequence. This information must be accurately conveyed to the other player so they can correctly sequence the cable cuts.

After successfully completing this task, the lasers will be deactivated, allowing the player easy access to any part of the room, granting them access to the remaining puzzles.

#### *Gameplay Mechanics*

Player 1: Cuts the cables that deactivate the lasers.

Player 2: Conveys the information about the cable color sequence.



## ➤ Puzzle 4: zZap Constellation

### *Synopsis*

In this challenging room puzzle, one of the players is faced with a wall representing the room's electrical network, with several branches leading to different light bulbs.

One player has the power to turn the electricity on and off, while their companion has the ability to alter the path of the electricity, modifying parts of the circuit by placing two fuses in different locations within the power box. However, it's impossible to light up all the light bulbs simultaneously, making coordination between the players crucial in determining when to switch the electricity on and off.

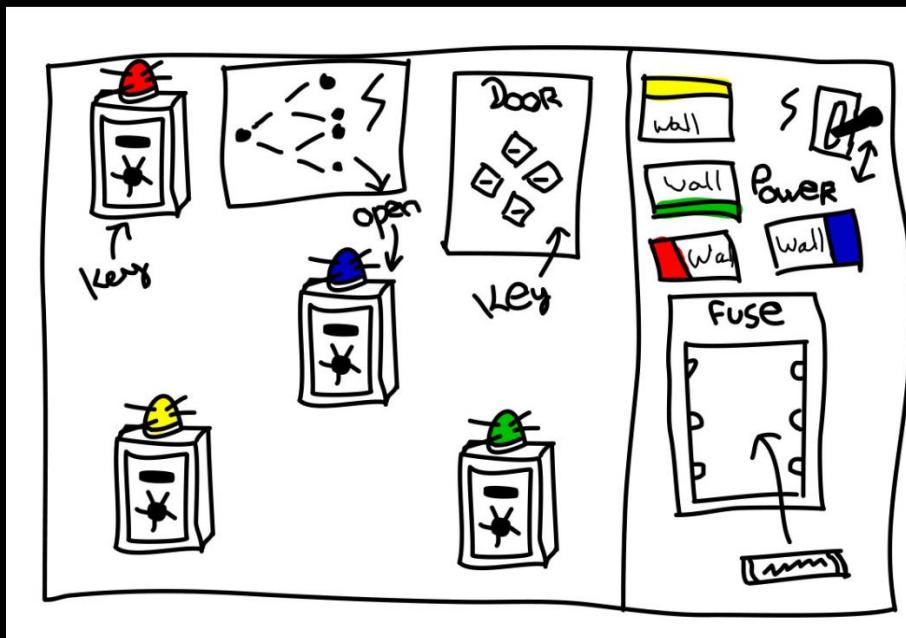
Each time a light bulb lights up, the corresponding safe in the room opens, revealing a key inside.

The room also contains multiple locks, the sequence for which is communicated by the companion through a manual. The ultimate goal is to illuminate all the light bulbs, collect all the keys, and insert them in the correct order into the door locks to progress.

### *Gameplay Mechanics*

Player 1: Turn the electricity on and off.

Player 2: Alter the electrical path by placing the fuses in different combinations.



## ➤ Puzzle 5: BirthBow

### *Synopsis*

No intriguing maze puzzle, one of the players will be able to observe a labyrinth in which there is a cube that must navigate its way to the end, ultimately reaching a hole that leads the cube into the hands of the player.

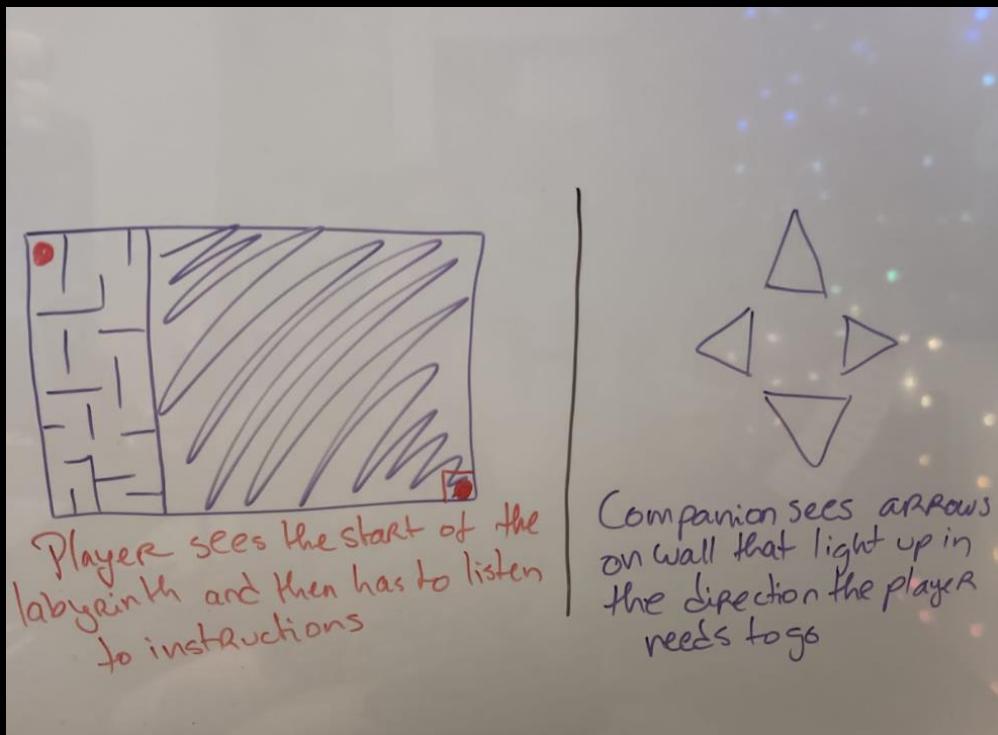
The other player has access to the labyrinth's controllers, which consist of colored buttons for moving the piece in the four possible directions: up, down, left, and right. The buttons all look the same except for their colors, and they are aligned horizontally, so the player must figure out the functionality of each button through trial and error.

Upon reaching the end of the labyrinth, the cube used in the puzzle unlocks the door, allowing the players to proceed to the next challenge.

### *Gameplay Mechanics*

Player 1: Clicks on the buttons that move the cube in the labyrinth.

Player 2: Observes the labyrinth to verify if the path taken is correct.



## ➤ **Puzzle 6: Ritual Gathering**

### *Synopsis*

In a mysterious challenge, one of the players encounters a wall located in the center of the room, adorned with a variety of enigmatic objects.

The other player has access to an extensive set of objects (most of which will serve no purpose other than to confuse the player). Both players must communicate to understand which objects are necessary to solve the puzzle.

The player with access to the objects must pick them up and pass them through a window to the other player in the adjacent room. Once these objects are handed over, the second player must then place the correct objects in the locations indicated by their corresponding symbols.

### *Gameplay Mechanics*

Player 1: Pick up the correct objects and pass them to the other player.

Player 2: Place those objects in their respective locations.



## ➤ Puzzle 7: Shad Oh Lines

### *Synopsis*

In an intriguing challenge, the door in front of the players features a series of figures, each serving as a button to open the door.

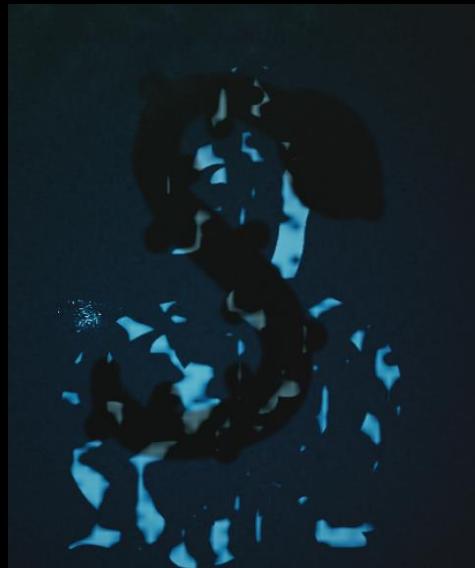
The images of the figures are scattered on the walls of the player's room, but they are only visible to the player taking on the role of the "companion" and only when the room's lights are off. Therefore, the player in the main role must have their partner, the "companion," look inside the room when the lights are off to identify the figures and their corresponding colors.

One of the figures is marked with a cross, and it's this specific figure that the player must press on the colored buttons to unlock the door's secret and progress in the game. After pressing one of the colored buttons correctly, the cross will move to another symbol, and the player must press 3 buttons in the correct sequence to proceed.

### *Gameplay Mechanics*

Player 1: Observe the shadows and communicate the location of the crosses to the other player.

Player 2: Turn lights on/off and press the buttons that correspond to the cross's location.



## ➤ Puzzle 8: Jer' Nonimo

### *Synopsis*

Players encounter a peculiar chamber. In the room, a three-headed monster with locked mouths awaits, each head featuring a different symbol: a mirror, a Meyer's balloon, and a ring.

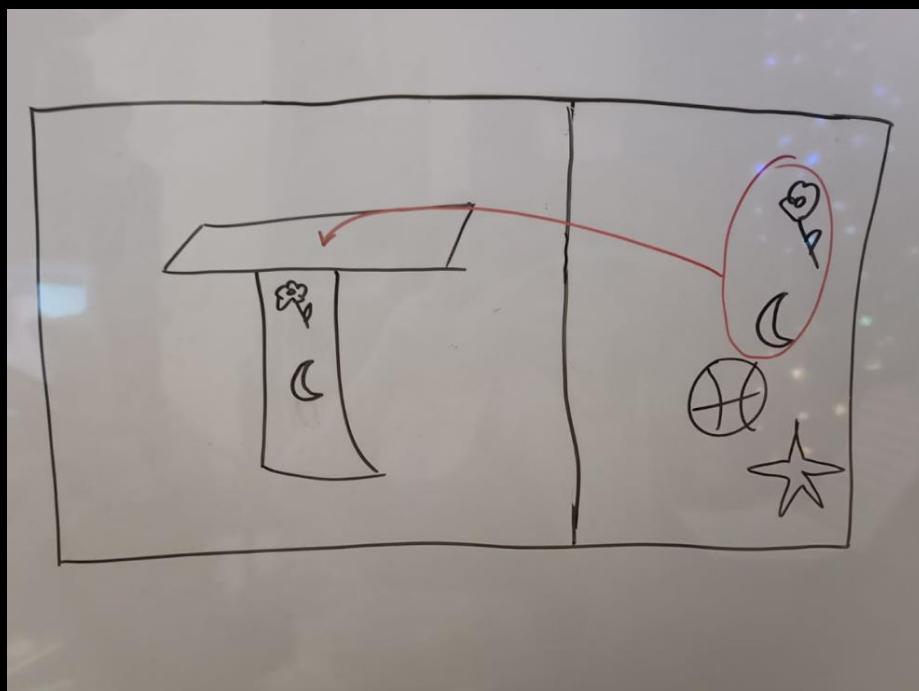
The player responsible for passing the necessary objects to the other player, who will place them in the mouths of the monsters, must first locate a hidden lever that unlocks the mouths of the creatures. Once unblocked, the monsters expel what was trapped in their mouths and leave them open, ready for the insertion of the required objects to unravel the mystery.

However, the challenge lies in the precise order and arrangement in which these objects must be placed in the mouths of the monsters. The player who activated the lever has at their disposal a drawing that represents the correct sequence for positioning the objects in the mouths of the monsters.

### *Gameplay Mechanics*

Player 1: Places the objects in the correct order in the monster's mouth.

Player 2: Passes the correct objects/activates the lever/provides information about the order of object placement.



## ➤ Puzzle 9: Level Up

### *Synopsis*

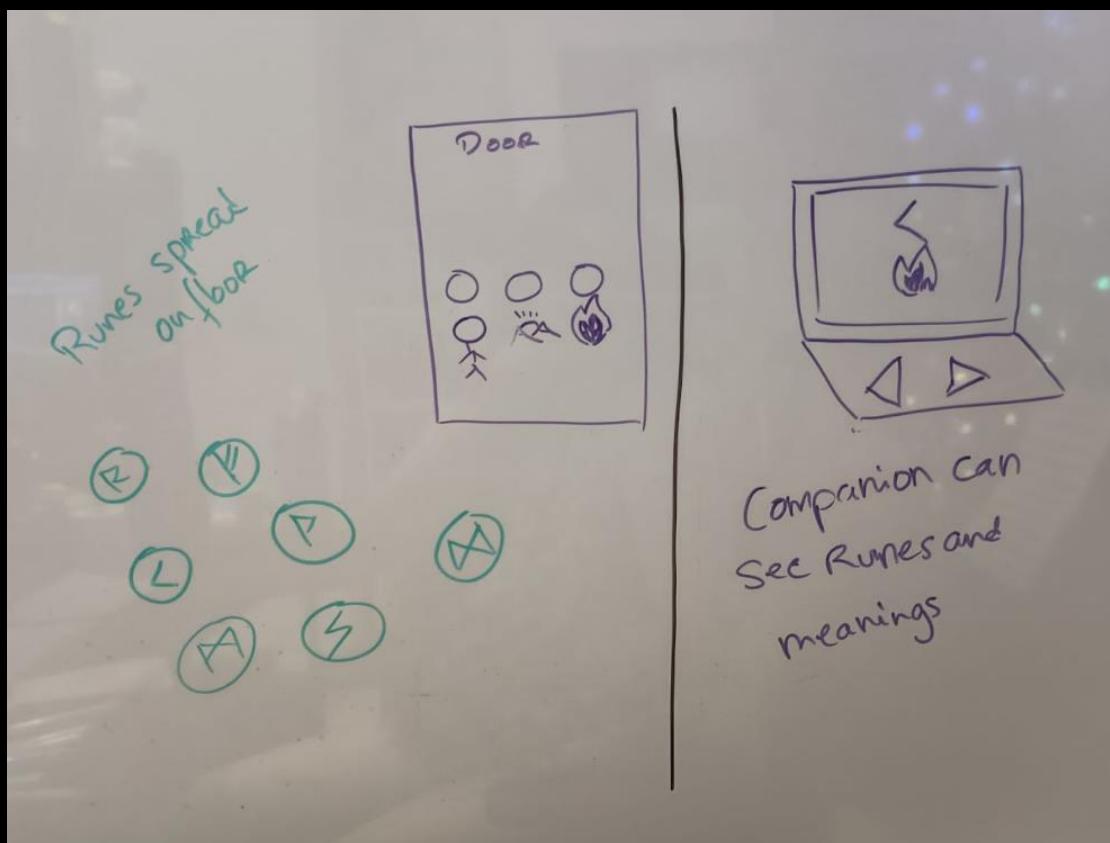
One of the players will have access to a screen containing 4 buttons, each of which will increase/decrease the quantity, and the other two are used to switch between images.

The player on the other side will have access to 4 televisions, each displaying a symbol represented a certain number of times. This player should convey this information to the other player. After the correct quantity of each image is displayed on the screen, the player will receive a visual cue of the image sequence and must press the buttons on each computer in the correct sequence.

### *Gameplay Mechanics*

Player 1: Informs the quantity of images on each screen/presses the buttons on the TVs sequentially.

Player 2: Presses the buttons on their single screen to indicate how many images of each symbol there are.



## **Assets:**

Throughout the entire process, the assets used underwent significant changes, especially due to the applied theme. Initially, it was something very simple with basic geometric shapes and standard colors. Subsequently, when the theme related to the underwater installation was applied, everything was changed to something darker, more mysterious, and fantastical.

Below are listed the final assets used after various studies, along with a brief description of each.

There are two assets that accompany the player throughout the experience and appear in various rooms, and they are:



***GressLight***

Indicator light for the player's progress. In each puzzle, there are 3 lights next to the door leading to the next puzzle, where each corresponds to a specific puzzle in that room. The red color indicates that the puzzle has not been solved yet, while the green color will indicate its success. When all 3 lights are illuminated with the green color, the door to the next level opens.

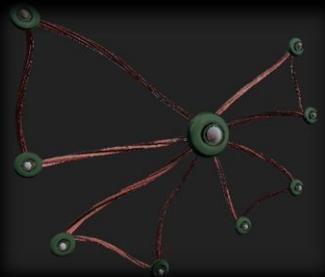


***Calendaimer***

Representative asset of the time the player has spent in the experience. The depicted digits range from 0 to 9, and the countdown is done in a decreasing manner. In the case of the Chrom'Laser Tango puzzle, if the player collides with some of the lasers, they will lose seconds on their timer.

Moving on to the puzzles and their representative art, the following elements are enumerated:

➤ **zZap Constellation**



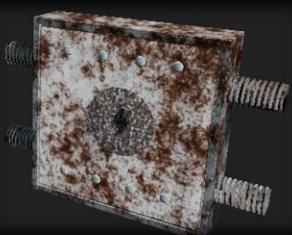
*LightBowlb*

Visual path creator of the electricity.



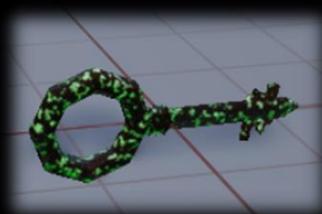
*Beat Black Box*

Box where the player will apply the fuses. The different patterns with which they apply them will activate different tracks in the LightBowlb.



*Chaizo*

Lock where the discovered keys will be placed.



*Keybow*

Multicolored keys to unlock the locks.



*RGBBlock*

Image indicating where the colored keys should be placed.



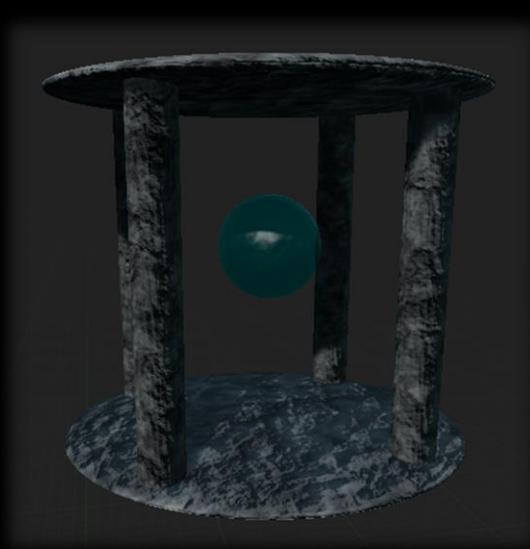
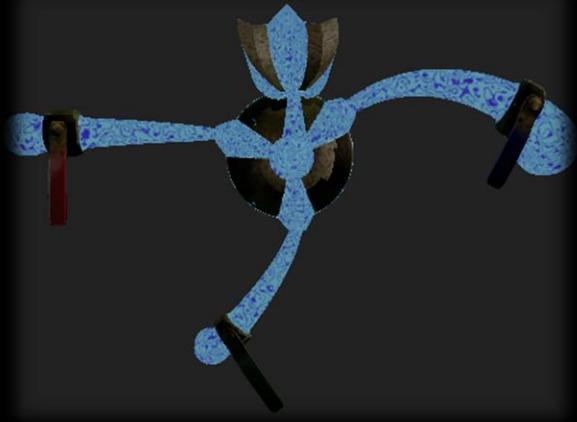
*Kadlok*

Safe that contains the keys to open the locks.

## ➤ AquaValve Conundrum

*Valonami*

Location where the player can open/close valves that allow the passage of liquid between tanks, determining the possible and desired path of the liquid.



*Hourglask*

Location where the liquid will be stored, with various tanks of different sizes. These tanks will be full, partially full, or empty depending on the allowed passage of the liquid.

*Exliquisher*

Location where the player can activate or deactivate the passage of the liquid.



➤ Chrom'Laser Tango

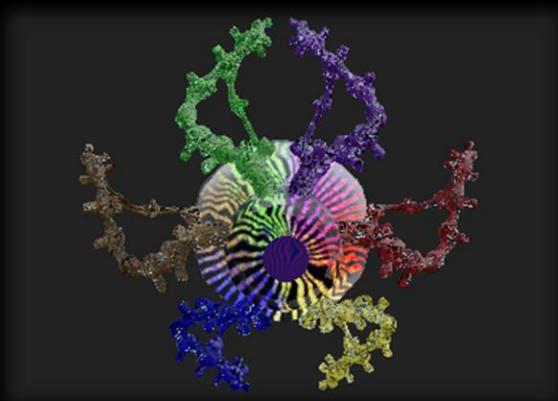


*FryLine*

Lasers that will be arranged in the room where, if the player collides with any of the beams, they will lose time on the overall timer.

*RailRoad*

Panel that contains various cables that the player can cut to deactivate the lasers.



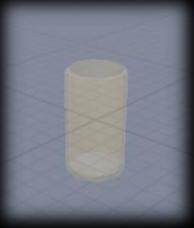
*Crabometron*

Panel where the correct sequence for cutting the *RailRoad* cables will be visible. There is a central arrow indicating to the player which color should be cut first.

➤ Jer' Nonimo

*Jeronimo*

Location where the player should place the objects found on the ground to complete the puzzle.

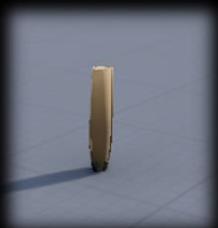


-Woplass

*Mine O'Meyer-*

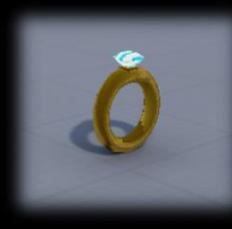


*Erroflaction-*



-Waxle

*Mitlar-*



➤ Shad Oh Lines



*Vizlum*

Pointer that illuminates the images on the wall, where the player clicks to choose which of the selected images has the cross.



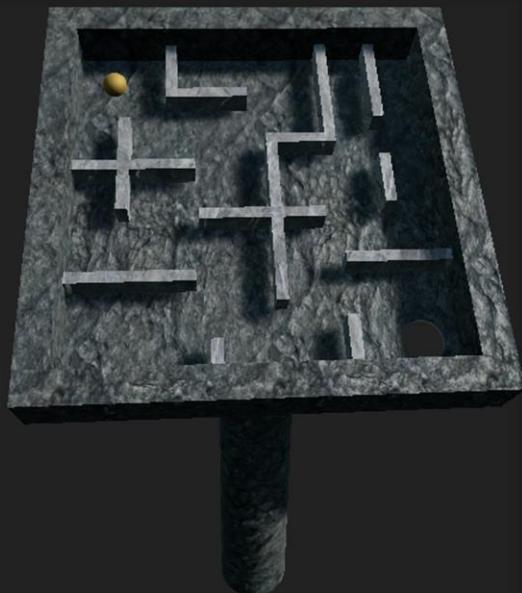
*Klavo Raychest*

Image projected on the wall where the cross indicating where the player should click will be displayed.

➤ **BinthBow**

*Rotomono*

Object that the player uses to alter the trajectory of the ball in the maze.



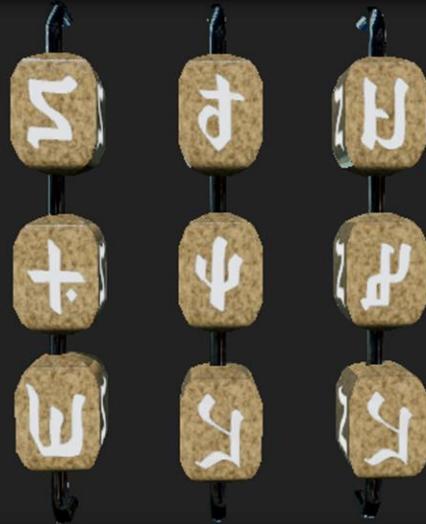
*Mazphere*

Maze where the player can observe the trajectory of the ball after activating the Rotomono. The ball has an initial position and should reach the final hole (bottom right corner).

➤ LithoGlyph Syncrony

*Tripol*

3 platforms that contain the rotating stones for the player to apply the desired pattern.



*Rune sAs*

Pattern of symbols that demonstrates the pattern that should be applied.



➤ Ritual Gathering



*Roltones*

Stones scattered on the ground that will later need to be placed on the pedestal in the correct order.



*NumWall*

Wall that contains specific spaces for some of the *roltones*.

➤ Level Dup



*Droller*

Tv that contains the 4 controllers, each of which will increase/decrease the quantity, and the other two are used to switch between images.

*Mezcler*

Tv that displays a symbol represented a certain number of times and contains a button to lock in the correct sequence of the images.

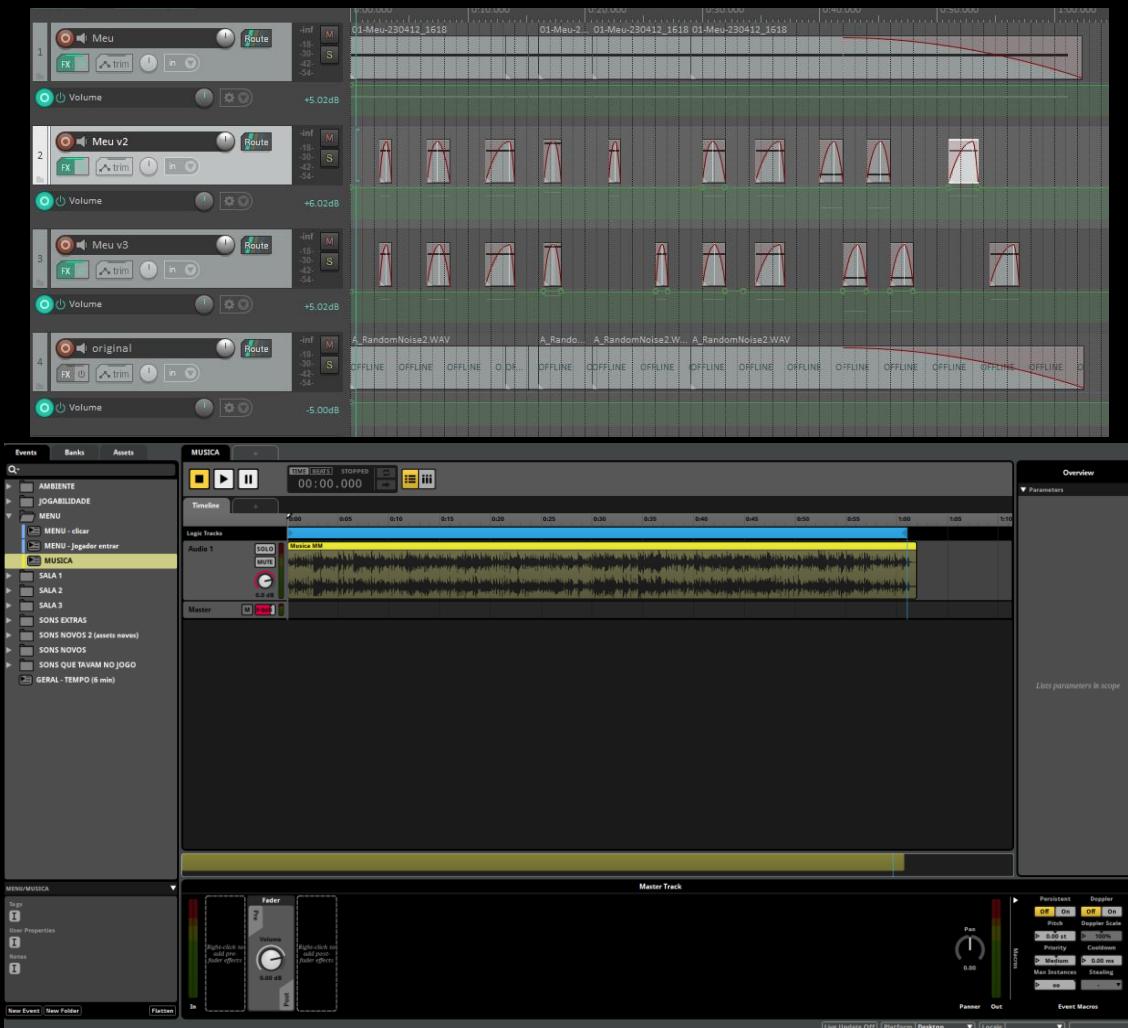


## Sound Design

For Sound Design, as a resource, sounds from *freesound* were utilized, which were later edited, adapted, and balanced for integration into the game. Additionally, some assets had sounds recorded by the Sound Designer. Tools such as REAPER, FMOD, and DaVinci Resolve were used, particularly for the sound part.

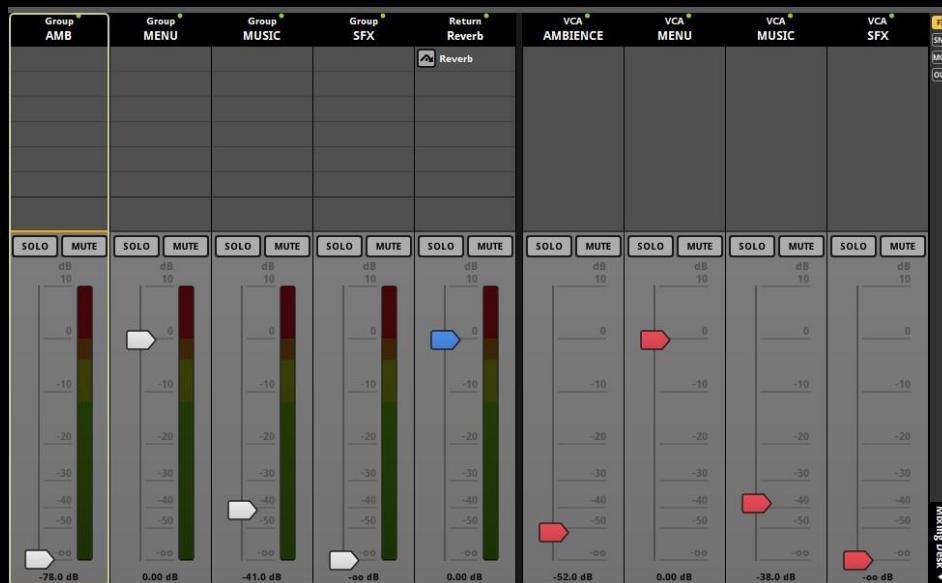
However, the majority of sounds were processed using the Stereo channel, with a 48kHz and 24/32-bit format in WAV (wave), incorporating both horizontal and vertical approaches. Techniques for adoption and balance were applied, and the sounds underwent both production and post-production phases.

As for the music, it was created by combining an existing in-game sound with the addition of musical strings/sounds for a final mix (Spitfire and VITAL). The process involved creating sounds (editing and development) -> Implementing sounds in FMOD -> Implementing FMOD in Unreal -> Adjustments in Unreal for the sounds (assigning values to the sounds + review and preparation).



In summary:

- **Sound Effects:** The project initially had some sounds that fit within the context of the game. However, many of them were out of context, leading us to improve or adjust the sounds by combining them with another sound or taking a different approach.
- **Ambient:** Before creating ambient sounds, we analyzed the game's context, which initially lacked any ambient sounds. Now, the game has a more "alive" environment due to the added sounds.
- **Menu:** The sounds that were already in the game were suitable, and we only adjusted the volume while creating some variations with the pitch.
- **Music:** Similar to the ambient sounds, we first analyzed the game's context before creating music, emphasizing the game menu in the process.



## **Conclusion**

*Aquele velho morro onde outrora se avista o poente,*

*Avista-se de longe que daqui a vertigem é potente.*

*O alcance está tão perto daquilo que longe do eu se parece,*

*Porque o medo e receio são dois e um só que com suor se esquece.*

...

*That ancient hill where once the sunset graced the view,*

*From afar, it's evident that from here, the allure is true.*

*The distance seems so near to what far from oneself resembles,*

*For fear and apprehension, a dual essence that with sweat dissembles.*