**Ide Game Design UNITY**

*Oleh: Felix Joel Marcello*

**Game Title:**

Tick

**High Concept:**

2D based puzzle game

**Genre:**

Adventure/Puzzle -> (Experience, Skill Based)

**Platform:**

PC

**Target Audience:**

13+, Anyone who thinks that failure is a key to success

**Core Gameplay:**

* **Goal:** Collect 999 memory shards (Players must abuse the bug/intended mechanics in game to get advantage, utilizing the ability to reset and stop time) -> Ending (Wake Up)
* **Actions:**
  + Run (stamina based)
  + Stop time
  + Reset the night
  + Pickup items
  + Unlock doors/path

**Hidden Mechanics:**

* Player can stop time to freeze the stamina
* Even though player is using time freeze, the actual time still goes on. Time stop can only be used to freeze some stuff, ex: timer button, moving objects, robot movement, clone movement
* Once the player access the clone machine, they can use the clone as a decoy to pass certain parts
* Player can get to certain part of the map early from the past experience by using codes
* Once player have access to change their surrounding, they can abuse this by time freezing after pressing the button, and then go to part that normally blocked in the main map

**Rules:**

1. Player has 6 hours (in game time, 1 hours = 1 minute) to collect all 999 memory shards
2. Player will need specific key to unlock doors/path
3. If the day resets, any progress will be lost
4. If the 6 hours has passed, nothing will happen -> it will just reset the day

**Story:**

You wake up in a liminal space, it felt like you couldn’t remember anything

**Level Design:**

* **Map1: Bedroom**
* **Map2: ???**

**Art Style:**

Unsettling liminal space, dark, pixel art

**Sound Design:**

* Clock tickling
* No sound until 998th shards collected -> Intense Music

**Controls:**

**Keyboard:**

WASD / arrow key to move, (I,J,K,L) clone movement

* E to stop time,
* R to reset time,
* F to interact with various puzzle, Z to time travel, X to start button timer

**Mouse:**

* M1 to pickup items,

**Progression:**

* Progress is based on actual player experience, the more they play, the more failure they have, they will know how to collect 999 shards before 6 am clock tick

**Timeline:**

* Month 1-3: Build basic map and control
* Month 4-6: Add core mechanics
* Month 7: Test and release