**A description of the ‘first 5 minute’ experience that the user is expected to have. How do they navigate the initial menus? How long until they start playing the game? How are they introduced to game mechanics and game characters? Why would they want to keep playing this game for more than 5 minutes? (500 words)**

*(this draft is based on my experience with the openings menus and first five minutes of games such as Ori and the Blind Forest, Gris, and Child of Light. This is all subject to change.)*

As the player boots the game, the first thing they see are brief splash animations of the group logo, leading straight into the game menu. There could also be a load screen with a looping animation of the main character performing a single action, such as running or walking.

The opening menu draws the player into a dreamy, mysterious atmosphere aided by a combination of art (effects and programming as well as style) and music. The music and artwork together to bring the player into the world of Paracosm. Thinking of opening menus of games such as Child of Light and Kingdom Hearts, the simple combination of a still splash art, stylistic ui design and memorable music will be more than enough to keep people coming back and bring new people to the game.

Within the start menu there are a limited amount of options to choose from within the start menu: Start game, help/options/settings, and exit. There may also be a menu for credits if applicable.

**Settings/Options/Help Menu**

*This menu on the start screen is optional, as the player can access this menu within the game itself.*

Should the player need to access any settings within the first five minutes, the menu is easily navigated through identifiable submenus. If there is time and resources to program the feature, there should be the following options available:

* Adjust sound levels
* Adjust mouse sensitivity
* Adjust brightness
* Resize the game window
* Enable captions
* Rebind keys

**Start game/New Game**

**Option 1** – Start game

The Start button leads to a load and save menu where the player can choose to either start a new game or load into a previous save file. At this time in production there should be no more than three slots to save or load into.

**Option 2** – New Game

When the player presses the New Game button, they are launched straight into the game itself and the options of save, load, and settings won’t be accessible until a later point.