Level4/5 Group 16 - Game Concept

**Player Actions:**

The player enters the level and sees the main character split into two. The player picks up the light from the safe starting area of the level. From there the player must explore the level which is obscured by fog. The player must find various hidden switches on the level and activate them. Once all the switches have been activated the door to the next level opens. Then the player must choose to move one character through to the next level.

**Difficulty Modifiers:**

The time for the light depletion.

The player starts the game with unlimited time while other mechanics are learned, but a timer is introduced later.

Damage taken from fog.

The amount of time a character can be left in the fog is decreased from level to level.

**Emotion Focus:**

Onism:

The frustration of being stuck in just one body that inhabits only one place at a time.

Mechanics:

* Two characters where you can only control one at a time.

Only one character may pass each level each character may have its only unique ability.

(Every level may be passable with any combination of characters)

* An element of danger when leaving a character in the fog.

Characters take damage after a few seconds without light.

Enemies emerge from the fog which can be seen from visual or sound cues.

Occhiolism:

The awareness of the smallness of your perspective.

Mechanics:

* Levels filled with a fog which can only be seen past with a "light"
* Hidden areas, items throughout the level that can only be seen behind the fog.
* A narrative that building from snippets of visuals from each level.