Slide One

1. What two emotions have you selected ?

Occhiolism

Chryalism

2) With reference to the players actions how are you looking to evoke these emotions ?

Concept: An point and click adventure.A witch has kidnapped the village children.Players must find clues/items to discover the childrens location and confirm/deny the witches guilt.

Win Condition: When the player has collected all items and solved the mystery of the location of the children.

Currently we are hoping to evoke occhiolism in one impactful moment at the end, after the protagonist has realised his own perspective of the villagers had allowed him to believe that the witch had taken all the children, when really there was perfectly rational explanations. In the moment the player realises the truth, they become aware of the smallness of their own perspective.

This moment will be the culmination of a tense narrative with a bittersweet ending (you save the children but killed an innocent woman).

Interaction with NPC’s who are integral in revealing plot, clues and important steps in completing puzzles.

For example – in order to find the location of the witches house the player must hire someone to show them where it is. The NPC agrees but first you must help him build a coffin for his daughter (who is missing). Must get wood by helping to cut wood with saw. Mini game requiring twitch and precision skills to stop the dot on the correct part of the bar as it is travelling back and forth on to cut the wood.

Carefully maintaining the balance of what the player needs to know, and doesn’t. Achieved through being certain only enough narrative is revealed to keep the mystery, and to keep the player motivated by curiosity.

Quick progression cycles, gameplay will be a lot of short objectives and puzzles gradually building to more lengthy cycles that will include tension and release cycles in order to work alongside the turning points of the narrative. Solving the initial puzzles quickly will create a intrinsic reward from the completion of the puzzles

Hub area that is the players house where they go and “analyse” the clues and evidence if they are stuck. Part of a hint system to prevent frustration and the player checking-out, but also hoping to create cyralism to calm them and keep them motivated to continue. The motivation will also be reinforced by the intrinsic rewards of knowing where to go next.

Character design – NPCs circular to encourage childish perception, the player will innately trust them and want to help them. The witch will be angular and straight, to encourage caution and distrust.

Slide Two

1. In dealing with point 2, you will need to tell us more about who your player is (your target market)

13-18 preteen. Age of obsession. And 18-24.

Men: mastery, trial and error,

Women: emotion, real world, nurturing, dialog and verbal puzzles.

PlayerTypes: Acheivers and Explorers.

Slide Three

1. By telling us how you expect to evoke emotions in the player and telling us what the player does, you will need to tell us more about the mechanics and order of play.

Point and click adventure game in which the player explores an village environment searching for/collecting clues as to the location of missing children.

The clues are sometimes simple directional clues, i.e. a footstep that’s mud smells of sewage, and on the way to the location the player passed a NPC outside their house complaining about needing to dig a new hole for the outhouse – the clue reveals that the owner of the footstep was in a specific location at a specific time.

Sometimes with elements of twitch and precision, and sometimes merely ascertaining the correct order of events for an obstacle to be removed.

The player will collect an specific amount of clues (20) that will guide them through a narrative experience telling the story of the hunt for these children, and the witch who kidnapped them. The game will end with the capture of the witch, and then the plot twist will occur that fully reveals the reasonable explanations for all of the strange things happening (poisoned rye, the children were being taught by the witch).

Slide Four

1. You will need to reference the scale and scope of the game you intend to make, so we know that you can deliver the product within the 10 weeks.

Current list of game scenes, including the player hub(home), villager house, villager house interior (all the same with furnishings/items different per house), the witches house and interior, and finally the market where the witch will later be burned at the stake. Approximate game-time will run for 30mins-1hour.