**Games Design Group Project Overview and Walkthrough:**

This document will cover the basics and the more advanced aspects and element of the development and creation of our groups project game. Included in this is the general overview of the game and the different aspects of the game such as the conceptualization and design of the character, UI, level and game in general.

Game Title:

Theme: Space Adventure, puzzle based narrative.

Duration: 15-20mins of gameplay.

Gameplay elements: Oxygen and propellant management, Radio transmissions, basic character movement and interactive elements.

Art Style: 2D/3D isometric level design with a first person perspective, 16bit Retro Arcade Style.

Story Concept: Strong compelling narrative in the form of a twisted timeline pieced together by the player over the duration of the game. You awake to find yourself in the middle of space with the wreckage of your ship all around you separated into different rooms.

Basic Walkthrough:

The Player will start in the middle of space around the player there will be different levels of radio frequencies shown on the screen and around the edge to point the player in a rough direction towards the games direction.

The player will start with a small percentage of oxygen and propellant to travel around with. These levels for each resource will decrease over time as they are being used, creating the need for strategy about where the player should go and whether they are able to make it there.

To proceed the player will navigate closer and closer to the visualised radio signals. With visual and audible cues, the player will be able to reach a part of the blown up ship for the player to explore and complete the puzzle of each piece of ship scattered across space.

Once the player reaches the wreckage they will then need to hack into each room to enter and explore further.

Once the player unlocks the air tight doors they can then explore the room, interact with certain objects and find any clues and objects linked to what happened on board the ship.

Then in every room there will be a metapuzzles that needs solving in order to access any items such as more oxygen or propellant for the character to use. As well as items there will also be a tape/hard drive that will tell the player a section of the event that happened on board. This is then archived along with any other information that can be looked at by the player at any other point in the game.

Once the player has solved the entrance puzzle and also the puzzle within to obtain the information and items, the frequency of that radio transmission stops and the player then has to travel and make their way to another area with another transmission and another puzzle to solve.

Once the player has reached all of the areas and have solved all of the puzzles then the final story can be viewed and seen in its entirely to allow the player to piece it together. The game then ends with the imitate death of the character as they die from lack of oxygen.