Themes and narratives for group brief

**Idea 1:**

This idea is based on the player taking the role of a child’s deceased parent, with the goal of guiding the around their house, while avoiding a variety of obstacles and dangers, e.g. a skateboard at the top of the stairs or piece of broken glass on the floor.

Ideally, this game would be in 3D but this may lead to animation issues, as 3D characters would be difficult to animate and the group has no experience of this. 2D could work, if done in a realistic style, using spritesheets for character animation.

As the player is effectively cast as a ghost, movement would be unrestricted, in terms of direction and collision with things like walls. But the player would be required to interact with certain objects, to move them and such. The easiest way to implement this would be by assigning the action to a specific button, e.g. space bar or left mouse click.

Some basic Pathfinding AI would be required, to enable the child to move through the level.

The game could be either point and click movement or movement tied to the WASD or Arrow Keys, depending on which fits the game better and is preffered by the team and playtesters.

Empathy is gained by seeing the child look sadly at a picture of their dead parent at the start of the game, before the player has take their first action, possibly in the form of a mini-cutscene or used as a background image for the main menu. This allows the player to instantly see that the child has lost a parent and immediately empathise with them, using the show don’t tell method. This is further enhanced by the actions the player partakes in, in terms of protecting their character’s child.

Target Demographic would be females aged 18-30 due to the protective nature of the game and theme. This demographic also mostly play point and click games, like hidden object games, so the mechanics would appeal to this demographic too.