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## Final Project Proposal

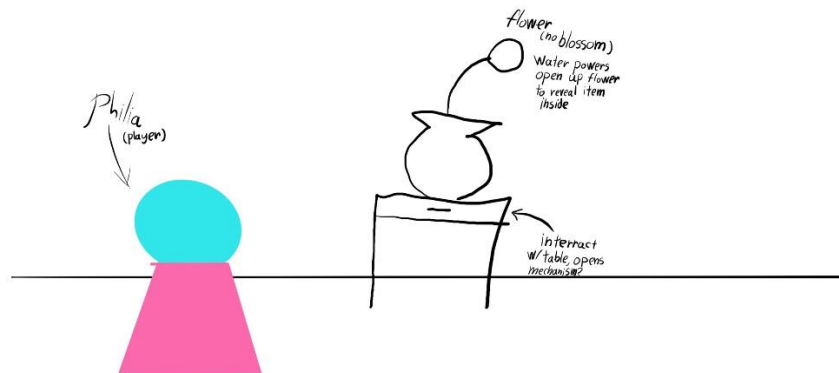
For my project, I want to create a side scrolling adventure game where the player must make their way to different rooms while searching for their cat. I was primarily inspired by games such as Sally Face, where the player must complete a certain goal, all while achieving smaller tasks to reach it. I would probably make the player achieve one task per room in order to make the game easier to navigate. I am heavily interested in making it lean into the puzzle game genre, but I'm not sure if I could find a way to make the puzzles clever and challenging enough.

A mechanic I want to include involves the player collecting spell book pages that give you certain special abilities. I've already included a fire mechanic and I'm hoping to add earth, water and air to the game so as to keep things interesting. However, if proven too confusing, may not use all of them, as they could become repetitive.

I also wish for the player to break from the game's bounds, as the camera follows them, breaking the fourth wall and possibly addressing the player themselves. This part came to me when discussing my final project with my teacher. The mention of breaking game bounds reminded me of a recent indie horror game that came out called Shipwrecked 64, a game which encourages the player to fail at certain tasks in order to explore the different "layers" of the game, utilizing fourth wall breaks, analog horror and Nintendo 64 graphics to draw the player in.

While I do not intend to include many horror aspects in the game, I do want to find ways to encourage the player to move away from the typical setting they're in.

*Puzzle idea*



# Puzzle idea



# Out of bounds

