Creative Brief

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UFCF8M-15-2
Play and Games

Overview

- 'Weird Fiction' themed 3rd person platformer game with at least four minutes of gameplay
- Fulfil all the technical requirements
- Use the Unreal 3rd person blueprint project as your starting point
- Apply the design principles and techniques we are covering in the lectures
- Colored Box artwork but assume an artist will pass over it after you to make it beautiful.

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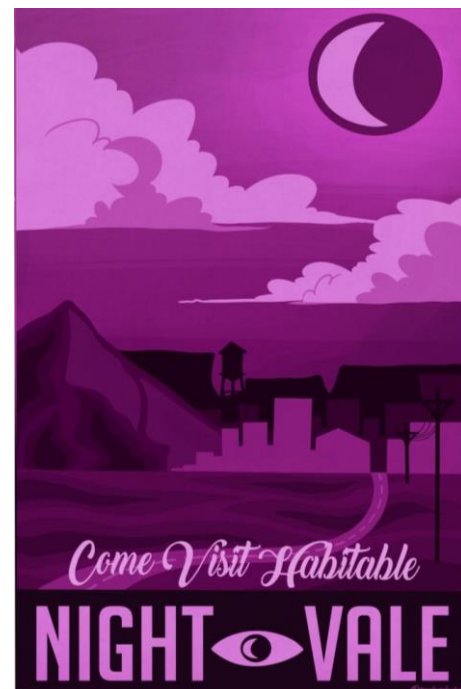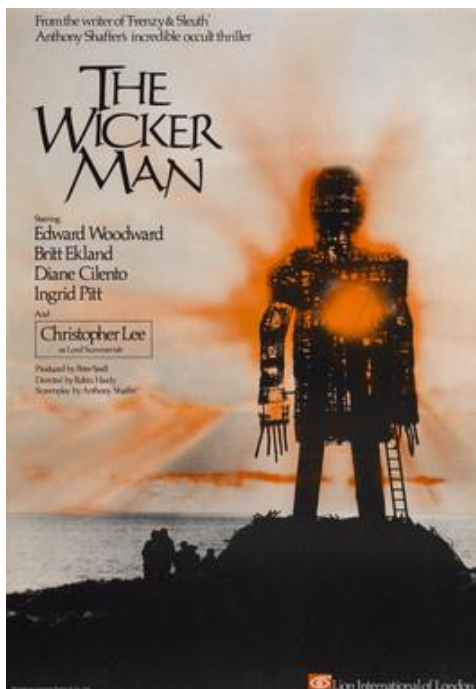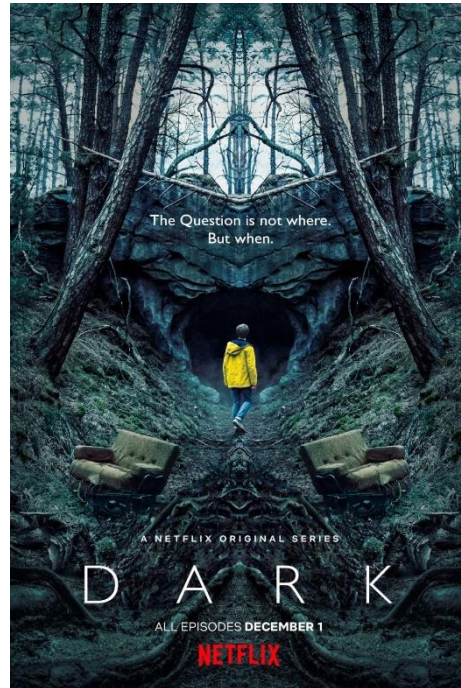
Fiction

You are part of the team working on a project inspired by 'weird fiction' of Lovecraft, Cthulu, SCP-Foundation, Nightvale, Wiccaman, and Scarfolk etc. Research these topics and choose some to inform your level design, including characters and situation.

If possible the experience should have elements of coverup, world ending, mystery and destruction of evidence.

Level Structure

The location of this level is an isolated scottish island community. You are a mainland policeman sent to investigate a series of local disappearances. You arrive by boat.

The level should have 4 stages with continual challenge and gameplay throughout.

1	Arrival	The Village	Arrive by boat on an Isolated Scottish Island Community. Its Dull & Damp. Things are a little weird. Explore to learn from characters and objects that you should head to that Building. Overcome a significant challenge to gain Entrance to the Building.
2	Entrance	The Building	Explore the building search to find powerups which allow you to access a hidden and blocked off section which leads to the Caves Below.
3	Descent	The Caves Below	Explore the caves to gain enough artefacts which allow you to finish opening a portal to the other place.
4	Madness	The Other Place	Physics is somehow different here. Explore and accidentally awakening the "Sleeper"
5	Return		Rapid Escape under time Pressure as the Environment collapses around you. Go back through the locations to Quayside where your only escape is a boat. Use all your new powers to do so in time.

The exact escape strategies available to the player are left up to you to decide. Make sure they are congruent with the rest of the narrative.

The details in the above table are deliberately vague this is to give you enough scope to exercise your creative skills. What is 'The Building'? Why are the residents weird? How do you reach the caves? These and other specific questions are for you to answer. Work it out during your design process.

If you wish to significantly deviate from the above brief then you should do so only in consultation with the Module Leader and will have to present a compelling case.