# Brazen High Concept Document

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## High Concept

BRAZEN is a first person, 3D Unity game combining the mythology of the minotaur with the bloody history of the Brazen Bull torture device. The player must navigate through the famous labyrinthe, avoiding the patrolling Minotaur and finding the Key to their escape, returning to the very same gate they began at—along the way finding balls of golden twine to light their path, and corpses and notes telling a grim story of sacrifice, innovation, and the cost of creating life.

## **Features**

**The Labyrinth:** The Player and the Minotaur will both be wandering the same twisting maze as the Player seeks the Key to the Gate, and the Minotaur searches for the Player.

**The Golden Twine:** Following the original tale of Thesius and the Minotaur, the Player can find balls of golden twine to light and mark their paths as they traverse the treacherous maze. This ball of twine glows, acting as a rare source of light and guidance in the dark maze--however, it only has a limited amount of uses, meaning the Player must use it sparingly, or find the multiple balls spread throughout the maze.

**The Minotaur:** The main antagonist of the game, the Minotaur patrols the labryinthe looking and listening for the player, able to detect if the Player sprints while too close, and chasing the Player when they are in its line of sight. Upon catching the Player, the game is over.

**Environmental Storytelling:** Throughout the maze, the Player will be able to find corpses of previous victims of the maze, as well as the notes of the inventor of the Minotaur himself, telling the story of how the Minotaur came to be in the maze.

## Player Motivation

In BRAZEN, the Player is trying to navigate through the labryinthe without being caught by the Minotaur. They must find the Key to the Gate that they started at, and then return to that Gate with the Key in order to escape.

## Genre

BRAZEN is intended to serve as a Horror game, with purposeful design done around building tension, environmental storytelling, and forcing the player into tense situations where they must make uncomfortable decisions while under pressure and managing their own resources.

## Target Customer

Our target customer base for BRAZEN are horror fans and fans of mythology. These are people who enjoy other narrative-based horror experiences, and people who enjoy fresh takes on popular mythology and history such as The Minotaur.

## Competition

One game that is in direct competition with ours is a small indie game, Minotauros, on Steam. It focuses on navigating through the labyrinth as the classical hero, Theseus, with the intent to slay the Minotaur rather than escape it. The major differences between a game like Minotauros and BRAZEN can be found in the artstyle, the player agency, and the story. BRAZEN purposefully puts the player in a position of having less agency, forcing the player to run and strategize rather than encouraging a head-on approach to dealing with the Minotaur, thus increasing tension and the horror elements of the game. We also utilize a purposeful low-poly art style to give a special, dated feeling. In addition to this, BRAZEN has a unique story combining elements of the original mythology with the history of the Brazen Bull torture device, creating a unique and interesting story for the player to discover while they play.

## Unique Selling Points

BRAZEN’s unique selling points are its artstyle, its unique take on the classic Minotaur, and its story. BRAZEN utilizes a low-poly art style to give a dated stylization, and then has implemented more mechanical aesthetics to the Minotaur through its design, sounds, and movements. All of these elements are then further reinforced in the unique story presented within the game for the player to discover.

## Target Hardware

The intended hardware for BRAZEN is any PC able to run games on Steam. There is no specialty hardware needed to run the game.

## Design Goals

BRAZEN’s design goals were based around increasing tension and inducing fear into the Player. By controlling lighting, limiting player resources, increasing the size difference between the Minotaur and the Player, and including environmental storytelling such as strewn corpses and notes hinting towards a larger, bloodier past, BRAZEN is built around inspiring dread as the Player attempts to navigate. The visual and sound design of the Minotaur is also intended to increase dread, taking a more mechanical approach to the classic monster in order to increase the disparity in what the Player knows about the original myth vs what they are presented with within the game.