

Project Proposal

05.06.2022

Overview

My game is called Visio. It is a 3D Adventure Puzzle game for PC. The object of the game is to help an alien creature with obstacles and enemies on its planet. To avoid and overcome opponents, the player will use stealth. This game will have a stylized environment.

Gameplay

The player will control the alien using W,A,S,D keys to move and mouse buttons to interact with objects. There will not be fighting mechanics with enemies but there will be hiding mechanics. This means there will be patrolling and chasing enemies. If the player is caught by an enemy, the player loses the game. There will be puzzles for the player to proceed.

Features

- Ultraviolet vision, the main character will be able to see ultraviolet light as well as visible light.
- Hiding, the main character will be able to hide from enemies using the environment.
- Inventory system, the player will be able to interact with objects and carry them to solve puzzles.

Milestones

- (06.06.2022 - 12.06.2022) Task 1-2
- (13.06.2022 - 26.06.2022) Task 3
- (27.06.2022 - 10.07.2022) Task 4
- (11.07.2022 - 24.07.2022) Task 5