

# Rising Waters

## Forgotten Inside the Titanic

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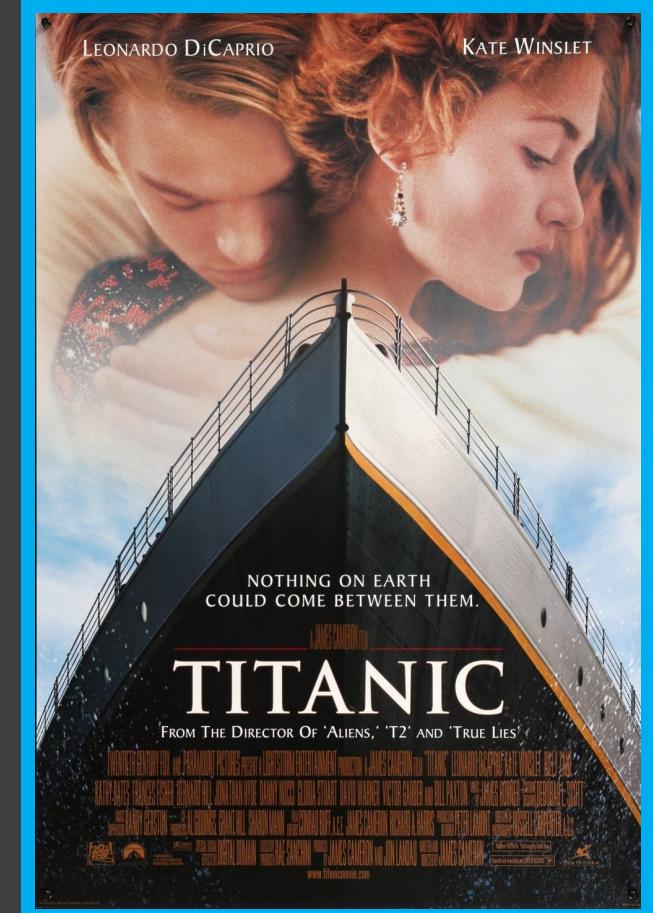


# The Movie

Our movie is the “[Titanic](#)” (1997).

## Synopsis:

A poor artist and a young rich woman meet and fall in love while in the Titanic. Although she is married to a soon to be successful business owner, she defies her family and friends in search of the one true love.



# The Game

Divided in 2 main chapters:

## Chapter 1:

The player has to run from the water that is flooding the Titanic corridors while avoiding various obstacles either by jumping over or sliding under them.

## Chapter 2:

After being knocked out, the player wakes up on top of a table floating in the water (still inside the Titanic, which is now almost vertical and sinking fast). His objective is to stay afloat by dodging falling debris and navigating the titanic vertically.

# Movie to Game Approach

Our main goal with this game is to stay true to the main essence of **Titanic**, excluding only the love story cliche parts.

We aim to preserve some of the movie felt emotions, such as:

- Fear;
- Rush;
- Desperation;
- Chaos;

# Game Concept Sketches

## Chapter 1 - Horizontal



## Chapter 2 - Vertical

