



*Logo or Box Art*

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*Popular Game B or twist*

Platform \_\_\_\_\_

## Market

## Setting Different Worlds in Nature

**Plays like** Time Chamber meets Popular Game B or twist  
*Popular Game A*

**Summary** A real-time, RPG, puzzle game where the player is a lonely girl finding her way around the different worlds by solving puzzles and navigating complex floor patterns. The game mainly engages the player intellectually rather than through manual dexterity. The mechanics include picking up objects, placing objects in specific areas, and navigating through different worlds within specific levels.

<b>Mechanics</b>	1. <u>Picking up and placing objects</u>	3. <u>Changing worlds</u>
	2. <u>Movement</u>	4. <u>Spatial awareness</u>

Reference Art	Image
1. <u>Monument Valley</u>	4. _____
2. <u>Broken Age</u>	5. _____
3. <u>Zelda</u>	6. _____

Related Games

1.

Title	Publisher or Developer	Genre/Platform	Year

2.

Title	Publisher or Developer	Genre/Platform	Year

3.

Title	Publisher or Developer	Genre/Platform	Year



Supporting Screenshot or Mechanic Analysis Diagram