

Puzzle Game Idea

Goal: Make a game sophisticated and immersive enough to be played by anyone.

Premise: Abandoned doll tries to get out of house and into the light outside → Could be a potential story such as finding your kid? → Trapped in a house → As the puppet/doll attempts to escape, unlocks a series of events in order to proceed to the next room.

Monochromatic scheme: everything is in darkness → the floating doll (the sprite) emits a dim light that becomes dimmer as the player proceeds through the game

How to make this???

- make environment + sprite → create program skeleton then design the illustrations
- add movement to sprite
- add interactivity (collision, glow, selection of objects)
- slowly enclose sprite, or **create a “Room” class that can be replicated with a series of interchangeable parameters**, and then test each room with the sprite
- possibly add some environmental animations if you have time??

STORY

Each room reveals a new side to the story. The further you progress, the more you learn about the abandoned doll and the desolate house. (don't want to spoil)

Possible Mechanics

- Game Start Menu → simple, can start game with the click of a button
- Instructions given during gameplay?
- Arrows keys used to control the sprite in all directions + E used to select and interact with environment, P will pause the game, and ESC will quit the game (should probably ask whether or not you want to quit before in case of accidentally pressing on ESC)
- the game will be fullscreen → the first room will be in the bottom left corner of the screen, and the exit will be the top right corner → DO NOT USE HARD CODED NUMBERS
- **there is no game over → you cannot “lose” → you can only quit the game if you can't progress, and the game will reset**
- when sprite passes by a possible interactive object, the object will be highlighted in a soft blue (the perimeter of the object needs to change color)
- all rooms are blacked out in the beginning of the game except for the one you start in → a newly discovered room will be lit up, and can be visited as many times as they need to
- trigger movement animations when arrow keys are pressed
- a text box should be available, with text that either rolls in (like pokemon text box) or just appears