



Mishka

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High Concept Statement

The Misty Marsh was once nature's haven; its sole inhabitant, Gorf the ancient swamp druid, has always provided protection for all the animals that lived there. Now the Plague fills the air, consuming all life in its path. It's up to Gorf, with the help of his firefly friends, to contain the Plague and save his magical animal familiars – lest the Plague destroy everything he has ever known.

Features

- Wander the maze-like marsh in search of Gorf's familiars
- Use your firefly friends to search through the dense Plague
- Block the Plague's progression by lighting lanterns with fireflies
- Plan your search – not everything in the Plague is familiar...

Design Goals

The Audience - It's natural to fear the unknown. This game draws players to it through that shared understanding - whether they stay for the careful strategy, the nerve-wracking pressure, or the thrill of discovery depends entirely on the personalities of the players themselves.

The Atmosphere - A sense of unease and urgency pervades the landscape - unseen enemies lurk within the Plague, and every moment spent wandering its depths could be the last. In a world where one wrong move could spell disaster, the stakes are high and the tension even higher.

The Experience - This game invokes the players' inherent aversion to the unknown to instill a lasting feeling of tension whether they are in the plague or outside its deadly reach. As such, it challenges players to summon their courage and face that unknown as they plunge deeper into the Plague to save their familiars and make decisions that could have lasting consequences as they fight to slow the Plague's relentless progress, culminating in a moment of catharsis when they succeed in achieving their objective in spite of the unease that had once lingered on their every move.

Market Segment

Genre

Mistic is a suspenseful maze-solver that requires strategic exploration and careful survival.

Platform

This can be played on a laptop or personal computer (Windows, OS X, Linux) with a keyboard and mouse.

Competition

Resonance - Resonance is a survival/exploration game that also hinges on lack of visibility. Players are in darkness and can momentarily illuminate their surroundings, but doing so exposes them to nearby enemies. The ability to illuminate is restricted by battery power.

Brought to Light - A maze game also driven by light/dark. Players must navigate the maze while finding sources of light to illuminate their surroundings and avoid monsters. They must strategically switch between light and shadow to avoid enemies, explore, and unlock doors.

Unique Selling Points

Poisonous fog - The ubiquitous, unpredictably spreading fog that poses as a continuously-growing, continuously-changing enemy creates an eerie, tense environment for the player.

Strategic gameplay - The puzzle elements of containing fog and navigating a maze combined with the action of quickly collecting fireflies and avoiding *unfamiliars* within the fog allows for exciting, strategic gameplay.

Gameplay Sketch



Figure 1.

Gorf walking into the toxic fog after using fireflies to light the lamp and block the fog's progression. Gorf has come across a monster, which was indistinguishable from the fog until it entered into the firefly's glow.

Additional Details

Fireflies are your friends!

Each firefly is an individual source of light that acts as Gorf's main defense against the Plague. Players can find them randomly spread throughout the Misty Marsh. Put firefly friends in your jar and enter the Plague with a protective light shield to save your animal friends! Be careful, though, because fireflies touched by the Plague will begin to lose their light, and Gorf will be vulnerable to the poisonous fog...

You shall not pass!

Lanterns stop the progression of the Plague! Move some firefly friends from your jar to a lantern to keep the plague from spreading further. Make sure to keep some fireflies with you, because much darker things hide in the Plague besides poisonous gas.

Unfamilar...

Inside of the Plague, monsters will chase you and try to consume you. If the monsters get too close for comfort, sacrifice one of your firefly friends from the jar in order to throw out a light grenade, temporarily blinding the monsters and throwing them off your path! Make sure you keep some fireflies in your jar, though, or else the Plague will envelop you, leaving you blind to the roaming monsters...

It might get loud...

As the plague spreads around Gorf and the Misty Marsh, the cries and screams that mark the presence of the Plague will grow louder! Make sure to keep the soothing sound of the fireflies' wings near at all times, or else the monsters in the Plague will start to hear you before you hear them.