

# Boy

## Index

Intro.....	2
The game.....	3
Technical .....	3
Final.....	3

## Intro

“Boy” is about a boy living in a small village<sup>1</sup> located in the woods high in the mountains<sup>2</sup>. The boy is around five to ten years old and live with his parents in the outskirt of the village, near the woods.

The boy does not have a lot of friends and is not treated well by the other kids in the village. So most of his time he is out in the woods playing with his dog and building tree houses. He knows the woods pretty well and never gets lost or too far away from the village.

Sometimes he also helps his mother to get groceries from the town market, but he does not like bumping in to the other kids on the street because they always teases him. He never knew why they did it, he just tries to stay away from them.

One day when the boy was out in the wood, he had ventured a lot further in the woods as he normally does not do. He had a feeling of being watched by someone or something. There was a storm that suddenly appeared that the boy had missed to notice because he was too busy keeping an eye out for whatever was observing him.

As he began to walk home the storm grew tremendously big, the rain was pouring down, the wind was so strong it knocked a tree down right in front of him, the rain was whipping his face so he could barely see where he was going. When he was about to go around the overturned tree, he could see two big red eyes among the fallen tree rubble and he froze of horror. Slowly moving towards the boy, growling with big red eyes and big sharp teeth's, an enormous black wolf staring straight on the boy.

The boy's dog attacked the wolf and the boy began to run away from the wolf, not thinking of which direction he was running.

He could hear the panting getting closer and closer.

There! A small light source ahead. He ran as fast as he could, and when the boy could smell wet dog, breath in his neck and a muffled growl, the boy suddenly fell down a whole just when he was close to the light source.

He landed on something soft way down the whole, and there was a smell so horrible it was hard to describe. It was pitch black, and the boy fumbled around with his hands in the darkness feeling something soft beneath him, something that felt like a fur.

And so on...

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<sup>1</sup> [http://unigine.com/press-releases/091022-heaven\\_benchmark/island.jpg](http://unigine.com/press-releases/091022-heaven_benchmark/island.jpg)  
<http://www.hardwareluxx.de/images/stories/galleries/reviews/5970/UnigineHeaven3.jpg>

<sup>2</sup> <http://unigine.com/press-releases/130214-valley-benchmark/valley4.jpg>  
<http://www.tecnologiabit.com/wp-content/uploads/2013/02/Unigine-Valley-Benchmark-02.jpg>

## The game

You play a boy who will discover a secret passage to a secret world. But before you will find the secret passage, the player will have to explore and do quest in the village where the boy lives. These quests would be something like getting some milk down at the market to his mother.

At one point an event will affect the village and the forest, making the environment open up to new exploration. This is when you will find a secret entrance to a passage leading somewhere, not yet defined.

As you venture further down the path of the secret entrance, you will find odd things and unexplainable events and creatures. These creatures is not necessary to be visible for quite some time. After the first exploration, when the screen goes dark due to some awesome event, you wake up in your house in the bed next morning.

Each time you go down the secret passage, that will change entrance every time, there is always something new and unexplainable event happening. More and more will be visible to the boy the further he goes.

These caves and tunnels that would be the secret passages/places, would be generated with scripts and made available to fetch from server with a lot of generated events/caves/tunnels etc.

## Technical

The game requires a lot of content, which is a downside due to few resources.

The game would have to be story driven, which would take a lot of time. Suggestions on how to do less story and compensate with something else.

The game would not be a multiplayer / online game, not with the same genre anyways. Maybe there is a way to modify the idea to put some multiplayer element in there, who knows.

There would have to be a lot of interacting with the environment due to few "enemies/AI" elements, and mainly because the mod and setting of the game and environment.

## Final

There is a lot more work to put down to make this a valid game idea.