Roar (working title)

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High Concept

Scream your heart out in this 2d platformer using your voice to fight your inner demons to find your inner peace.

Features

* Basic 2d platforming mechanics as you go left or right and jump
* Use your own voice to push objects, break objects, harden objects, make objects, make objects swing using the power of your voice.

Player Motivation

Players will be motivated by using their own voice to solve platforming mechanics. These obstacles presented to the player reflect common human frustrations that the player has, therefore motivating the player to “scream their heart out” to make their problems go away.

Genre

2D platformer

Target Customer

Those who need a fun outlet and are loud.

Competition

None

Unique Selling Points

* Game demands your voice to be herd
* Provides an outlet for those who just want to shout

Target Hardware

PC

Design Goals

**Therapeutic:** gives players an outlet to scream and let out anxieties that they’ve been holding inside them. The whole game is supposed to be a metaphor on how to conquer your inner demons.

**Vocal** – utilize voice commands in unique platforming ways.

Characters

**The self:** the main player character. This character can only move around, jump, and mainly use it’s voice to solve it’s problems. The self is a manifestation of the stressed out human psyche, needing to crawl out to let its voice be herd.

**The stressors:** The stressors are the antagonists of the self. These stressors come in a variety of forms for the player to conquer, including.

* The wall
  + The wall is the literal manifestation of what blocks the players way. How to conquer this enemy is to shout and break the wall away using your own voice
* the unpaved road (working title)
  + the unpaved road is rather an unfinished road, and what the player has to do in order to conquer this obstacle is to use his voice to pave his way forward, whenever or not it’s
* “nevermore” raven
  + A raven enemy that fly’s around telling the self what it can’t do. The self would jump to “nevermore’s perch location and use its voice to make the bird disappear.