

Project Sound

By Dark Energy

High Concept Statement

Only sounds of the past echo through the ruins of a once dazzling paradise where the sun no longer shines. Radiate sound waves to guide you through this dark landscape while escaping aggressive inhabitants. It is your duty and desire to bring back light to this forsaken world!

Features

- Use sound reflections to explore the world
- Cleverly use pings to avoid monsters and unlock new areas
- Follow the strange glow to discover its secrets
- See sound in a new way

Design Goals

A captivating story set in a foreign landscape will keep players curious enough to reach the end of each level. Terrifying monsters and hidden obstacles that respond to player action will thrill adventurers and strategic gamers age 12 and older.

Players will feel...

Curious - What is hiding around in the darkness? Explore around the level to “see” what the world has become.

Uncertain - Where am I? Should I move, or should I ping? Make some decisions you are not completely sure about.

Market Segment

Genre

Adventure survival/exploration

Platform

PC(Windows)

Competition

The only game with a similar mechanic of progressively revealing the surrounding world is Unfinished Swan. The proposed game differs from Unfinished Swan in gameplay as survival and strategy are stressed more than exploration (there are no enemies in Unfinished Swan, it focuses solely on exploration). While a similar mechanic is utilized the gameplay goals, as well as manner of presentation, differ entirely.

Unique Selling Points

The game features an interesting echo-based game mechanic that has rarely been seen in survival/exploration games. Intricate and challenging level-design and rich art and music contribute to the overall experience.

Gameplay Sketch

In the figure displayed below, the player has just pinged to reveal parts of the environment-- which alerts a nearby hunter to his location! The immediate area becomes visible while the unknown remains dark, with the player's remaining sound energy represented in the battery bar of the top right corner.



Additional Details

Pinging

A “ping” is a burst of sound you can release by hitting the ping button. The sound released by this ping is a lot louder than the sound you make by just walking around, so you can see a lot farther by using it. Watch out though, because you’re not the only one listening...

What was that noise?

Your ping is the most powerful tool in your arsenal, but that doesn’t mean you can’t see without pinging. Listen to enemies and the environment as they make noise, giving away their locations for free! Delight in the weak chirps of the lovable critters, and shudder in fear as the devastating shockwaves of creatures far larger than you rip through your vulnerable frame!

The smallest pebble can start an avalanche...

Interact with the environment through sound! Shake loose boulders, make echo chambers resonate, and alert deadly enemies to your presence all with one simple ping! By pinging near a deadly enemy or treacherous rock formation, you can hit them with a veritable shockwave of sound, mildly annoying them or shaking some dust loose!

Flee the consequences of your terrible choices!

So maybe you overestimated the destructive power of your fully operational ping device. Maybe your lack of faith has disturbed your friendly neighborhood toothy monster. Don’t worry, they can’t see either! Cower in fear as they search for your hidey-hole! Run for your life when their earth-shaking roar bounces off your tender, delicious body!

Anyone have a pair of AA’s?

Realize the complete inadequacy of your ping device’s internal reservoir! Curse its designers as you scrounge for the smallest echo of a mouse’s cry to restore your woefully inadequate ability to see the overly enthusiastic creatures roaming the land!