

Project Sound

By Dark Energy

High Concept Statement

This is a story of a common creature, struggling to survive at the edge of existence. Only sounds of the past echo around the ruins of this once dazzling paradise where the sun no longer shines. Navigate this black landscape while escaping less friendly inhabitants using sound as sight to bring back light to this forsaken world.

Features

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

Design Goals

This game will provide players a different and exciting type of game play: a game with a limited field of view and lots of hidden information. It is designed for players ages 12 and older with an interest in adventure, puzzle solving and engaging storylines. Players will be attracted to the game due to its exotic setting, suspenseful gameplay and potential for exploration. The challenging puzzle elements combined with the unique core game mechanism of pinging will engage and capture players. In addition, the entrancing storyline will keep the players glued to the screen until the end.

Emotions:

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

Uncertainty - Where am I? Should I move, or should I ping? Make some decisions the user is 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

The figure to the right demonstrates how a player might interact with a sample level in the game. Each level has a set of enemy creatures hunting for sound in the dark, just like the player. At first the player tries to blindly move around the screen. After hitting (and partially revealing) obstacles twice, the player switches tactics and pings to release sound energy. Pinging partially drains the player's sound energy level in exchange for revealing more of the surrounding area. Unfortunately, an enemy was nearby and runs to the source of the ping (the player). To avoid attack by the enemy, the player moves out of distance to where the surroundings are still concealed in the dark. After a while the once revealed area of the level begins to fade with the player's memory, rendering the screen black once again. The player must continue to make movements and pings until the level exit has been reached.

Figure 1:
Sample Gameplay



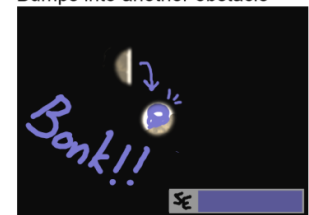
Level Map (initially concealed)



Bumps into obstacle



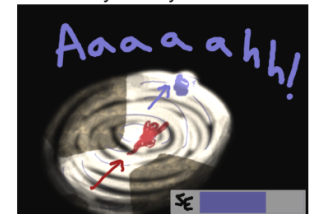
Bumps into another obstacle



Pings to see larger area



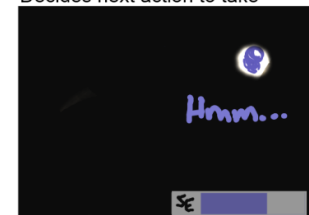
Chased by enemy



Hides in dark/silence



Decides next action to take



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!