ETGG 1802: Game Design Project

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Game Overview:

Working Title’s –

1. Illuminate (current)
2. Blind Faith
3. Cave Light
4. Hyperion’s Trial

Game Pitch / Elevator Pitch –

“Celeste but with no light.”

Features –

* Limited Vision – This will work in a way like games such as Limbo but much more severe. The idea is to create the sense of darkness and blindness inside of a 2d side-scroller. The working idea to achieve this effect is to give the character a single source of light such as a torch that gives only a certain radius of vision around the character as you move through out the level. This means the player will at no point be able to see the entire level at one time. (see 5th slide of presentation)
* Evolving / changing mechanics – In order to make the game continuously difficult throughout, each level will include a new mechanic that is not present in any other level. This will create a constant skill curve that in turn will always keep the player on their toes. Every level will retain the main core mechanics of how the player moves but things like the way certain platforms move and react will change each level creating a new and unique challenge for the player to adapt to every level. (see 4th slide in presentation)
* Grappling Hook – The character will have his trusty grappling hook which will add a separate unique way for the character to move besides a jump. The character can throw the grappling hook and hook on to a platform and either swing and use the momentum to jump further or just climb up the rope to reach the platform.
* Gems /Crystals – This is going to be the only other form of light within the game. Throughout the levels there will be crystals that will glow and provide vision around the crystal separate from the character. The player can then pick up the crystals and use them in a multitude of ways either to throw them to separate platforms to provide additional vision or maybe use the crystals to activate platforms so the player can progress further. The Crystals are supposed to give the game more complexity overall.

Game Theme –

The theme of the game is mainly going to be Mystery, Adventure, and Challenging. An additional possible theme is Greek Mythology which would tie into the current working story of the game.

Audience –

My target audience is teenagers around the ages of 13 up into adults. This target is due to the difficulty and skill the game will require. Because of this difficulty it will mostly attract gamers who like a difficult challenge and have fun with harder games. I believe this game will attract fans of games such as Celeste or Dark Souls.

Gameplay –

This game is a 2D side-scroller similar to Celeste that will feature a unique X-Factor of limited vision. The player will control a character traversing through a mysterious and dark cave with only a torch that will stay lit forever and his trusty grappling hook. Using the limited sight given by the torch you will move through several levels jumping and climbing from platform to platform and evading deadly obstacles. However, each level will prove to be a challenge separate from the last as each level will have a new mechanic that isn’t seen in any other level. To overcome these challenges, you will need to use everything to provide more vision in the dark.

Game Design –

The design of the game is fully pixel art similar to that of Celeste. For example, of how the game should look see the 7th slide of the presentation for reference.

Working Plot –

In a dystopian time, the human’s main source of light referred to as the sun has been stolen from them by the Titan of light Hyperion. Hyperion has taken the sun and hidden it inside of a cave just outside a village and the only way to get the light back is to go into the cave and retrieve the light by overcoming all of Hyperion’s tests. The world is suffering and won’t last without the sun so a young man from the village decides to go to the cave in order to save the village. Right as the main protagonist enters the cave, he is gifted the light of Prometheus in the form of a torch which is to help him get through the trials ahead in order to bring light back to his world.

Tools –

* Python
* Pygame

Milestones –