

# Pillars

## Cooperation



## Engaging puzzles



Communication  
(between players  
but also between  
players and the  
game)



## Core experience

Relatedness

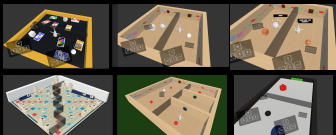
Brain activation

Between player  
connection

with other  
games  
included in the  
game

while  
doing  
puzzles

during  
gameplay



# Features

- Multiplayer puzzle gameplay
- Shared controller
- Level progression
- Unlockable mini-games
- Pickable and customisable objects
- Dialogues

# User Stories

## Start:

As players, we want to press start, so that we can smoothly begin our journey.

## Preparation:

As players, we want to understand the shared controllers, so that we can navigate the characters simultaneously.

## Core:

As players, we want to have an opportunity to work together, so that we can influence our relation.

## Adaptive actions:

As players, we want to restart the level, so that we can retry if we messed up.

## Match summary:

As players, we want to crack the puzzles, so that we can feel shared accomplishment.

## End:

As players, we want to replay the game with others, so that we can explore various types of communication.

# Priorities

Smooth  
pick-up  
mechanic

Quickly  
understandable  
puzzles

Encouraged  
cooperation

Freedom of  
actions and  
individual  
experience