JUNE’S ASCENSION: Concept Document



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# Synopsis

* Narrative overview
  + The game opens showcasing various aspects of a beautiful, opulent building. The sun is rising. The streets are clean and empty. Slowly, the camera pans downwards below the ground revealing a whole shanty town under the surface. It is beautiful in its own way. We see lots of people going about their lives. The camera continues to pan down until it reaches the very bottom. At the edge of a sewer canal is a sleepy tavern. Inside is our hero, June.
  + We learn through a conversation with the bartender that June’s mother has recently passed. Her mother’s loss was in vain. June is sure that there was medicine and technology in the surface that could have saved he mother, if only she had been brave enough to venture to get it. The bartender assures June that she is speaking nonsense. June herself would have surely died had she dared to go, the bartender says.
  + Drunk, June leaves the tavern only to be interrupted by a beggar outside. After donating some gold to the beggar (or not), the beggar complains that people are too complacent, and hints at the fact that more would be inspired to rise to the surface if only there was a brave enough hero to lead the charge. This is it! June decides she will be that hero!
* Environments
  + The Shanty Town: Shoddily put together. Improvised roofs and walls. Delicate. Overcrowded.
  + The Sewers: Ancient. Abandoned. Dangerous. Smelly. Maze like. Disorientating.
  + The Surface: Clean, vast. Opulent. Rich. Noble. Lots of white and gold.
* Gameplay overview
  + Platforming – Traversing Shanty Town: The player must make their way up to the highest level of Shanty Town. This involves walking over wobbly, skinny planks, jumping over gaps on rope bridges, etc. Along the way, they will want **to help the town’s handyman fix the elevator** – not only in order to help other heroes along the way, but so that it is easier for June to get back up if she missed a platform somewhere along the way and plummets back to the bottom.
  + Puzzle – Navigating The Ancient Sewers: After reaching the top, the player must now navigate the sewers that will lead them to the surface. The biggest challenge the player meets is a **locked sewer gate**. They must unlock it using some kind of water and weight-based puzzle.
  + Combat – Rise Up Against Oppression: June is not welcomed at the surface. The player will first have to fight some basic guards – they clearly expect to get rid of June fast. As the player becomes more of a nuisance, more and more diverse enemies begin to show up. It all culminates in June having to **fight a giant boss!**

# Mission beats

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 1. The Easy Way Up | | Difficulty: | 0/10 | Duration: | 00:30 |
| **What happens:** | June walks to the elevator to the surface, where the town’s handy man waits. | | | | |
| **Objective:** | June’s objective is to use the elevator to reach the surface. | | | | |
| **Location(s):** | The very bottom level of the shanty town. | | | | |
| **Design goal:** | The goal is to show a bit more of the shanty town and let the players get use to the controls. The handy man will help the player understand that she must reach various levels of the town and “unlock” the elevator checkpoints there. | | | | |
|  | | | | | |
| 1. The Hard Way Up | | Difficulty: | 4/10 | Duration: | 3:30 |
| **What happens:** | June makes her way up the various levels of the shanty town. This is the platform section – the player will have to jump through gaps and perhaps up and over obstacles. | | | | |
| **Objective:** | Reach the highest floor, while stopping at every floor to fix the elevator | | | | |
| **Location(s):** | The various floors of the shanty town, inside and outside the citizen’s homes. | | | | |
| **Design goal:** | Dynamic and challenging platforming. Challenge the player’s special reasoning and dexterity. I’d like to squeeze a bit more of exposition in as well! | | | | |
|  | | | | | |
| 1. Hitting a Wall | | Difficulty: | 2/10 | Duration: | 0:30 |
| **What happens:** | June reaches the highest level of the shanty town only to find the last set of stairs in ruins. She mustn’t give up! The player will have to find another way up. | | | | |
| **Objective:** | Find another way to the surface | | | | |
| **Location(s):** | Highest floor of the shanty town | | | | |
| **Design goal:** | A small challenge of comprehension. The player will have to think outside the box and go into a sewer pipe conveniently nearby. | | | | |
|  | | | | | |
| 1. Wet and Wild | | Difficulty: | 6/10 | Duration: | 3:30 |
| **What happens:** | The player must navigate the sewers and find the way to the surface. They’ll have to pull levers and move boxes in order to activate the mechanism that lets them progress. | | | | |
| **Objective:** | Lift the sewer gate blocking the path forward. | | | | |
| **Location(s):** | The Sewers | | | | |
| **Design goal:** | Challenge the player’s logic and special reasoning skills. They will have to think about water paths and weights in order to solve a puzzle. | | | | |
|  | | | | | |
| 1. They Don’t Really Care About Us | | Difficulty: | 8/10 | Duration: | 2:00 |
| **What happens:** | June reaches the surface and is met with cops! They don’t like her kind walking around this neighborhood. She’ll have to fight them, and a series of increasingly difficult enemies until she beats the final giant boss! | | | | |
| **Objective:** | Defeat all enemies | | | | |
| **Location(s):** | The Surface | | | | |
| **Design goal:** | I want to create a climactic moment that feels dangerous but is quite manageable. Test the player’s dexterity and memory. | | | | |
|  | | | | | |

# Environments

### Shanty Town

Description:

Tragic but hopeful. Shoddily put together. Improvised roofs and walls. Delicate. Overcrowded. Improper living conditions. Impoverished. Moldy, dark. Connected to the sewers through an open sewer pipe.

Similar Real-World Locations:  
The favelas of Brazil. Strathcona Park in Vancouver.

### Sewers

Description:

Ancient. Abandoned. Dangerous. Smelly. Maze like. Disorientating. Mossy, spooky. Cramped. Feels disorientating. Connects the shanty town to the sewers.

Similar Real-World Locations:  
The Paris catacombs.

### Surface

Description:

Clean, vast. Opulent. Rich. Noble. Lots of white and gold. Perhaps blue rooftops. Shiny surfaces. Fancy! Connected to the sewers through a manhole.

Similar Real-World Locations:  
Vatican City

# Beat Chart

Time (hh:mm:ss)

They Don’t Really Care About us

Wet and Wild

Hitting a Wall

The Hard Way Up

The Easy Way Up