

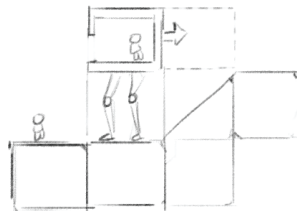
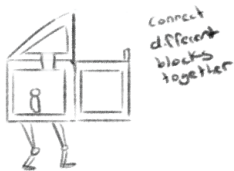
GAME PROPOSAL

JET JONES



IDEA

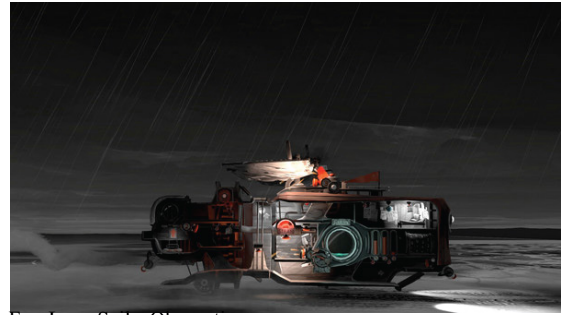
My proposal is a singleplayer puzzle game where the player can manipulate chunks of the world. This is mostly done by controlling a robot house that can move around on a grid. The game targets a more casual audience, and takes inspiration from the vehicle mechanics of Far Lone Sails, The pacing of Death Stranding and the tile based puzzles of modern sokoban games like Stephens Sausage Roll. The goal of the game is to get your house to a destination. To get past the various obstacles in your way you will need to connect to other buildings that change the abilities you have access to, construct temporary pathways and keep the house powered. Often you will have to leave your house behind in order to reach inaccessible locations, and other times you might have to control the robot from afar to get past certain areas. The game is about exploration in a large connected map full of secrets and environmental storytelling.



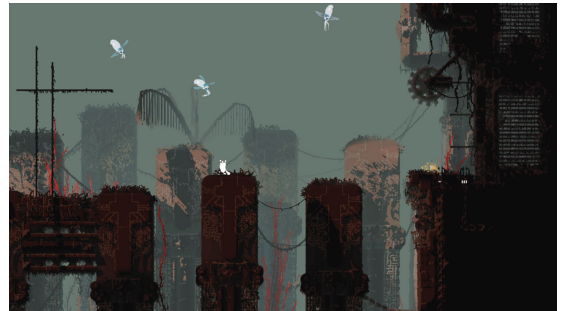
GAMEPLAY

The genre of the game is mostly puzzle, with exploration elements. Probably the most similar existing game, is Far Lone Sails and its success shows that controlling a giant robot/ vehicle is a weirdly appealing fantasy, but I think the reviews show that some people were dissapointing by its linearity. So if I can expand upon these ideas in the game I think it has the potential to be somewhat unique. The design is also heavily inspired by the games of Fumito Ueda, particularly in how they often convey an uneven codependent relationship between two characters, where one is disadvantaged in some situations but the other is able to make up for what they lack. This is most obvious in The Last Guardian but is present in all of their games. To appeal to a wider audience, the puzzle design might be more goal oriented in sort of Zachtronics style more find a solution, not the solution.

Puzzle Solving... or Problem Solving? - https://youtu.be/w1_zmx-wU0U



Far: Lone Sails, Okomotive



Rain World, Videocult



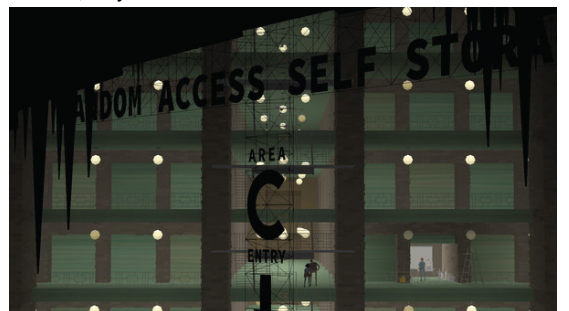
Shadow of the Colossus, Team Ico



Opus Magnum, Zachtronics



INSIDE, Playdead



Kentucky Route Zero, Cardboard Computer

ART DIRECTION

I went with a sort of architectural model / miniature inspired artstyle that uses little points of lights to highlight important elements. This artstyle was chosen because it allowed the precise grid to still look visually appealing but also because models abstract background details like trees so that the buildings become the focus, which matches the focus of the gameplay. The artstyle also takes inspiration from clay renders as discussed in a Witness development blogpost, this is mostly because they make developing assets a lot quicker, but it also fits the style. The games art direction is very similar to INSIDE, but I think the change in perspective and overall lighter atmosphere, will allow it to stand out visually.

<http://the-witness.net/news/2010/11/experiments-in-texturing/>



Recent Style Test



Early Style Test

MOOD BOARD



Simon Stalenhag

Minoru Nomata

Goros Fujita

SCOPE

The main reason I am confident a game this ambitious can be completed in the time given is that I've already made it before. The idea started in a game jam project that never got finished and I've slowly expanded the idea over the past couple months with various prototypes and level designs. Obviously getting it to a polished state is going to be much more difficult, so I need to be able to reduce the scope of the game down if I start running out of time. Luckily I already think the core loop is reasonably interesting and pretty fun to play, so most of the ideas laid out here aren't critical to the game being playable and can be cut if needed. The largest unknown factor of this games development at this point is the overall structure how one area leads to the next, the linearity or openness etc. Originally I had planned for something more open but this is now less of a priority over getting the moment to moment gameplay polished and making the levels interesting.

