

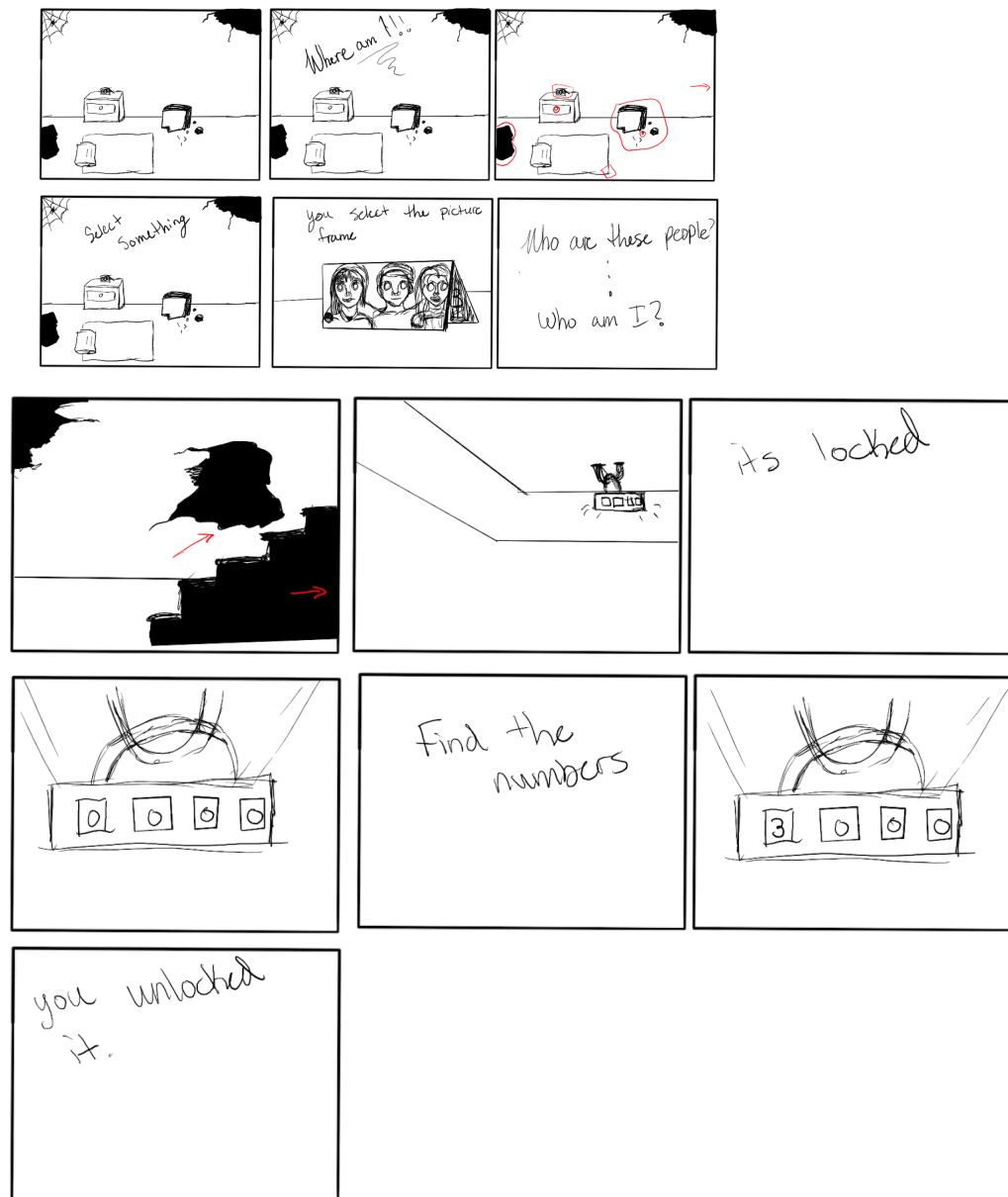
Game Development: Project Proposal

Description: Develop a 2D point-and-click adventure where the player uncovers a story by locating specific items. The game features a choice-and-consequence system; finding all items in the correct order leads to a favorable outcome, while missing or misordering them results in an unhappy ending. The atmosphere progressively becomes creepier, drawing players deeper into the mystery. I do want to have some puzzles around the area that unlock other areas.

Storyboards: The main thing about the storyboard is that it displays the clicking mechanic and the puzzle mechanic.

Story Board: Final project - point and click adventure

1) level one



Inspiration:

- Life is strange: This is the inspiration for the choice and consequence system. I appreciate the design but I am doing 2d so that isn't what I'm taking.
- Whiskers: this is another game that has the type of point and click design elements I want, except I want my game to get more and more creepy as it goes on.

Concerns:

- I do not believe I have the time to make each item by hand so I may need to reuse the same background from each level change.