COMP376 Proposal Presentation

THE FIRST DAY

Cowcat Studio

Title   The First Day

Tag line   "You don't want to be late for your first class"

Your name Cowcat Studio

Genre   Puzzle, Horror

Platform   Windows

Market   Horror & Adventure game fans, Concordia students

**Setting**   "Nightmare" version of Concordia University

Plays like Silent Hill meets Monkey Island

The First Day

- A horror adventure game taking place in Concordia University.
- The protagonist is a new student of Concordia and it's their first day of school. Once at school, they find themselves trapped in the school and that everyone has disappeared. Alone in an unknown environment, the protagonist has to look for clues to figure out what's going on and find a way out.
- The protagonist will have to use their wits to solve the riddles and puzzles around the environment in order to escape.
- Throughout their ordeal, they will unravel the mystery of their surroundings.
- Genre: Horror/Adventure with a 90's ethos
- Aesthetic: Pixelated 2D "platformer" Environments, Dark and Foggy
- Control Style: Keyboard to move, Context sensitive buttons to examine environment or use items.

IB Horror Gallery

...Well, it's just minor.
Are you really okay?
Give handkerchief
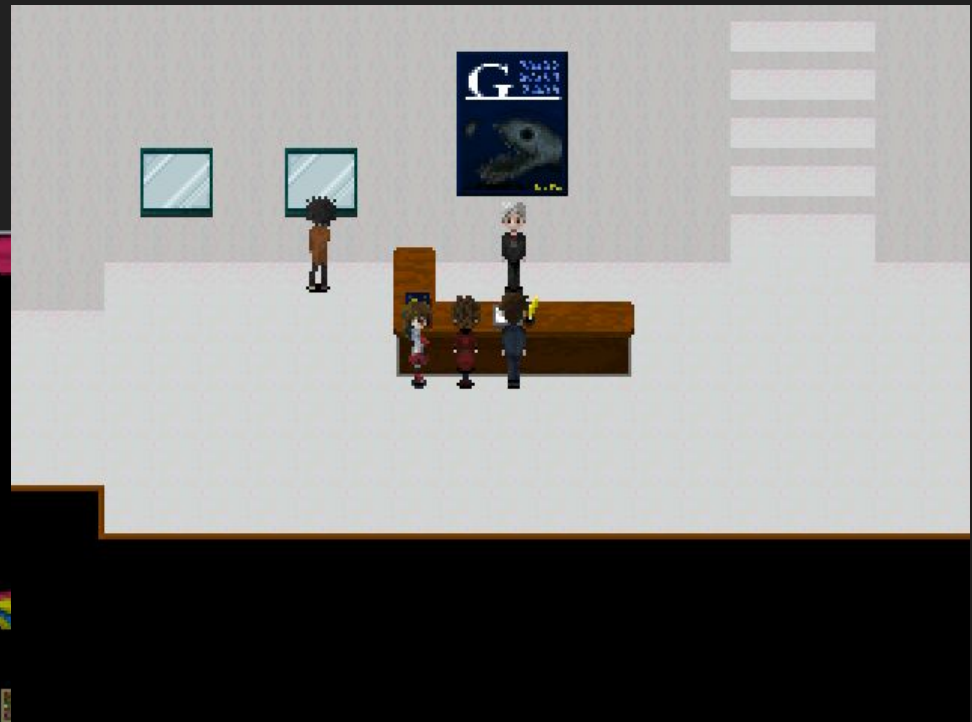
Similarity:
Story-based
2D pixel scene
Differences:
Different type of story

Danganronpa

CHAPTER 02
DAYTIME

Reality isn't
EVERYTHING!

What's this? Athletic training on the beach!

Similarities:
School based story
puzzle, mystery to solve, not everything is as it seems
Differences:
Danganronpa focuses on social interaction
Danganronpa is a visual novel with the main gameplay decisions happening during the trials
Different art style

Phantasmagoria

Similarities:

-Point and click item collecting narrative horror game

Differences:

-Different setting, art style, control mode

General Flow of the Game

-SCHOOL: One central puzzle with 2-3 classrooms, protagonist will find an ally with whom to discuss the situation, provide assistance. Protagonist finds "statues" of the students, finds that he needs to use a stethoscope to hear their whispers. The player will enter a locker and find themselves transported to the...

-HOSPITAL: In the hospital, the protagonist's ally will fall ill and begin to turn into a statue as well, the player will explore the hospital and labs in order to craft a cure for his friend, finding out more about the events which have taken place. After failing to save his friend, the protagonist will find themselves in…

-SURREAL HELL VOID: The final level will have a focus on narrative: all will be revealed about the events and the protagonist's hand in bringing them about. The player will then get to choose between 2 bittersweet endings.

3 Player engagement vectors:

1. MENTAL ENGAGEMENT THROUGH PUZZLE-SOLVING

2. EXPLORATORY ENGAGEMENT (WONDER) THROUGH NARRATIVE AND ENVIRONMENT EXPLORATION

3. EMOTIONAL ENGAGEMENT THROUGH FEAR

1. PUZZLES AND RIDDLES

PC adventure games of the nineties ethos:

- Examine everything to learn as much as possible about your environment and the puzzles
- Collect "key" items and find in which combinations they must be used to solve riddles, inventory to manage
- Find the answers to enigmas in environmental details and in game text.

The Secret of Monkey Island
Lucasarts, 1990

2. Exploration

We want to engage the player's sense of wonder and discovery in 2 key ways:

1. Narrative

   -The player will find details that will allow them to piece together the course of events which lead them to be in their predicament and uncover the larger story at play

2. Environmental

    -Each new location will be unusual and interesting, pushing the player's interest in finding out what the next one may look like.
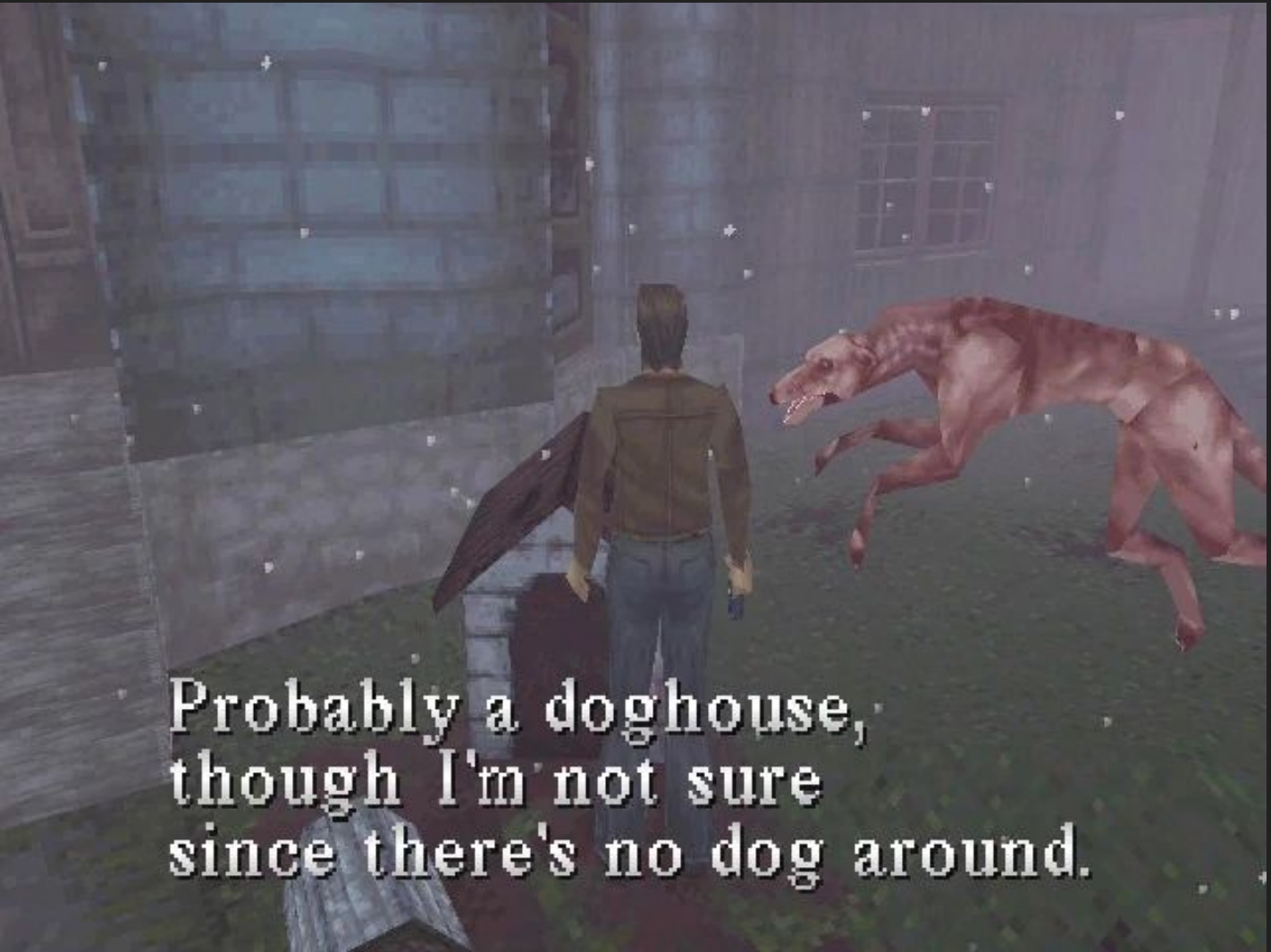
3. Horror

- Unsettling "creepy" setting, intended to unnerve and cause anxiety.
- Familiar locations become twisted and grotesque.
- Atmosphere to cause fear rather than overreliance on jump scare to startle.
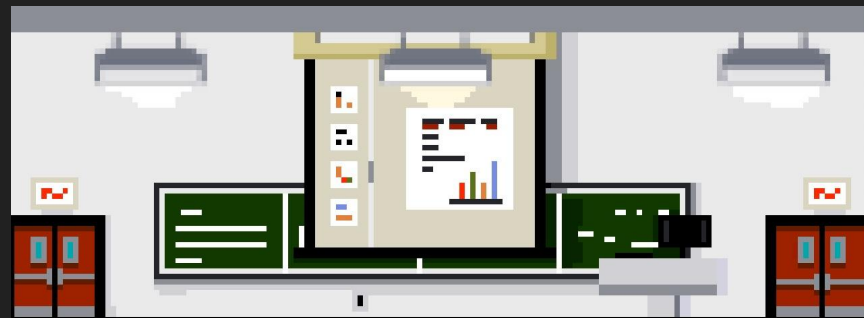- Lack of clear catharsis
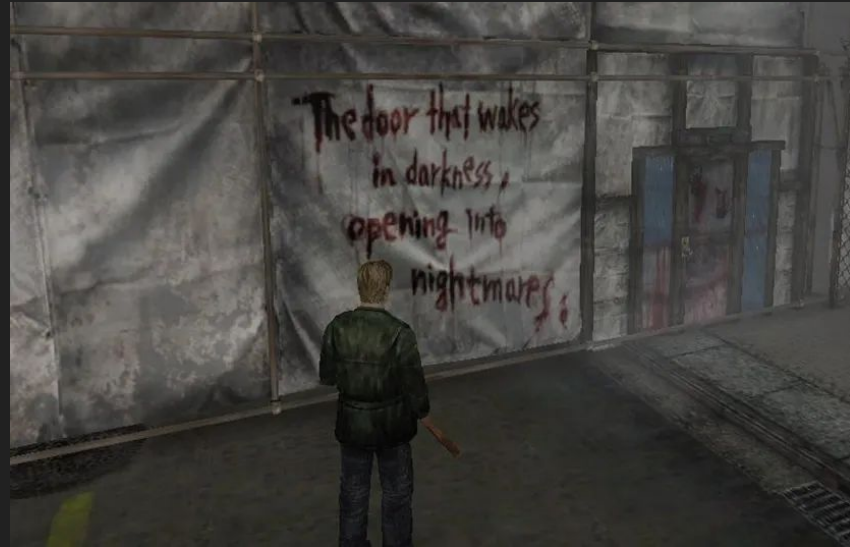
Silent Hill 2

Konami, 2001

Probably a doghouse,
though I'm not sure
since there's no dog around.

ClassRoom

Birks