

# COMP376 Worksheet for Game Proposal

**Title** The First Day

**Tag line** “You don’t want to be late for your first class”

**Your name** Cowcat Studio

**Genre** Puzzle, HorrorPlatform Windows

**Market** Horror & Adventure game fans, Concordia students

**Setting** “Nightmare” version of Concordia University**Plays like** Silent Hill meets Monkey Island

*Popular Game A*

*Logo or Box Art*

*Popular Game B or twist*

## Mechanics

- |                                       |  |
|---------------------------------------|--|
| 1. Physical Exploration               | 3. Narrative Exploration, piecing together of events |
| 2. Puzzle Solving and Item Collection | 4. Create emotional reaction through fear            |

## Reference Art

- |                         |                  |
|-------------------------|------------------|
| 1. Concordia University | 4. Ib            |
| 2. Yume nikki           | 5. White Day     |
| 3. Danganronpa          | 6. Lone Survivor |



**Related Games**

1. Silent Hill 2	Konami	Ps2/Xbox/PC	2001
<i>Title</i>	<i>Publisher or Developer</i>	<i>Genre/Platform</i>	<i>Year</i>

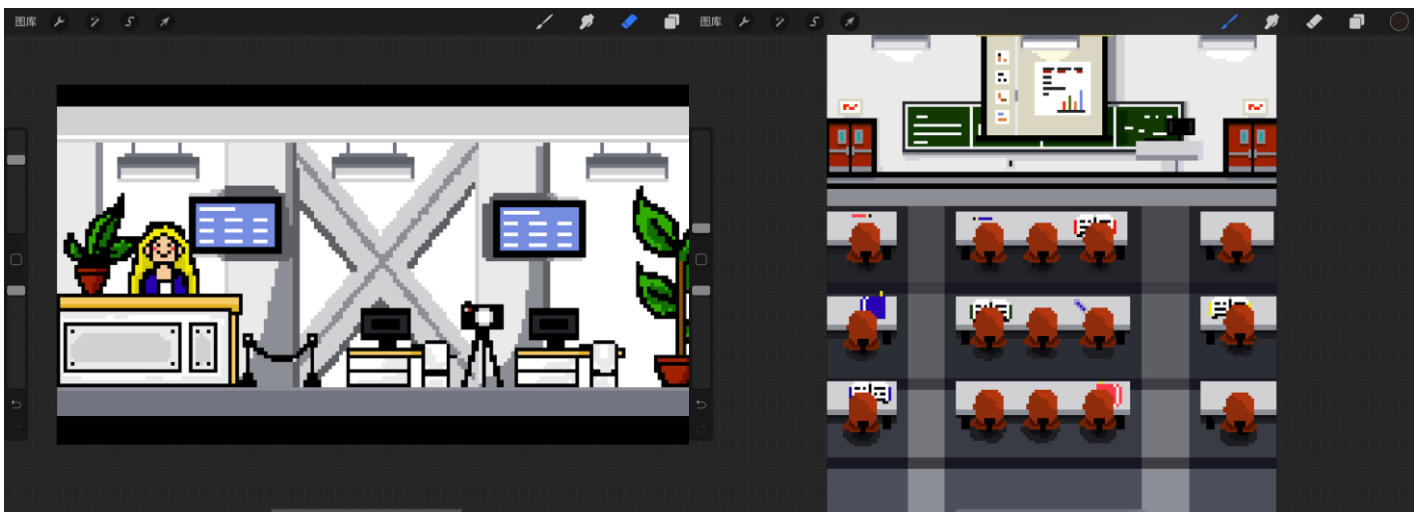
In Silent Hill 2, the player has an unclear relationship to the unreliable narration of the protagonist. The protagonist must visit familiar locations twisted into their horrifying counterparts: the familiar and safe becomes unfamiliar and threatening. Likewise, the player character of “The First Day” will progress through the very familiar halls of Concordia University to find them devoid of people. The trivial becomes grotesque and surreal: the halls are littered with statues of other students, frozen in terror; lockers can open to reveal entire hellscape behind their metal doors. A goal of our game is to fill the player with a sense of dread and unease, to pull from them any semblance of safety as they find themselves unable to predict what diabolical visions to expect at every turn.

2. The Secret of Monkey Island	LucasArts	PC	1990
<i>Title</i>	<i>Publisher or Developer</i>	<i>Genre/Platform</i>	<i>Year</i>

This game, like all the other LucasArts Scumm engine games of the nineties, as well as several other “point and click” adventure games, engage the player by locking their progression behind puzzles, often item based, requiring that a certain “key” item be used in the correct location. These puzzles reward exploration and lateral thinking, often having unusual and dubious solutions. Many such games, like LucasArts’ The Dig or Broderbund Software’s seminal Myst series, force the player to learn about a different world and its inhabitants. Our game also “teaches” the player about the nightmare logic of the world in order for them to employ that logic in solving riddles and puzzles.

3. Amnesia: The Dark Descent	Frictional Games	PC	2010
<i>Title</i>	<i>Publisher or Developer</i>	<i>Genre/Platform</i>	<i>Year</i>

In Amnesia, the protagonist is an unreliable narrator afflicted by the eponymous condition. As such, the player has very limited knowledge of the events of the game and the player character’s role in bringing them about. In addition to this, the game mechanically hints (with its sanity meter) that what is happening may be a figment of the character’s imagination. This allows the player to speculate on the story of the game as it is presented, but also to try to understand what is being omitted by the player character. The narrative focus in our game also centers the psyche of its protagonist, forcing the player to try to understand the narrative and guess if they are being misled by the protagonist, whether willingly or unwillingly. The character’s actions prior to the game will also be revealed as a “twist” to allow the player to gain a deeper understanding of the game’s events.



*Supporting Screenshot or Mechanic Analysis Diagram (for the proposed game)*