

# The First Day

...

By 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



# Criticism Recurring Concerns

Scary is hard in 8-bit, not confident in scary it will be scary.

Needs plot to be engaging

Puzzles have to be challenging but not frustrating

Immersion needs to be there

# Scary

Scary is obviously suggestive.

Going for “dread” and “unsettling” rather than sheer “terror”

Visuals are limited but sound is a great element we use.

Player flashlight increases anxiety: higher level of unknown.

# Plot / Immersion

Plot is suggestive as well, we are going for more subdued.

3 elements: game plot, macro narrative, micro narratives

Plot: events of the game, fairly straightforward, solve puzzles, escape.

Macro Narrative: unreliable narrator, as the game develops the player will find out more about the past they have forgotten. This is hinted at throughout the game but fully revealed at the end, basically the events surrounding the game.

Micro Narratives: The game is interspersed with smaller narratives about the students, you need to engage with notes and elements to solve puzzles, kind of like how Silent Hill 2 hints at Walter Sullivan with its notes, Resident Evil journal of character slowly turning into a zombie.

# Puzzles

Puzzles will have fixed solution, but involve lateral thinking.

Our goal is for each puzzle to be solvable quickly but still require some thinking: a player shouldn't take more than half a minute to a minute on each. Each puzzle has a fixed solution, fairly intuitive but requires exploration.

We have many puzzle concepts, including logic puzzles, putting the objects in the correct order based on hints, knights/knaves logic puzzles, puzzle boxes (rush hour style), lock and key lucasarts style puzzles, environmental puzzles like the one we will show you today...

**Let's check what we have done so far! : )**