# High Level Concept

**Working title**

*House Fae*

**Concept statement**

*Short and sweet lighthearted adventure in a mansion full of mysteries to discover, puzzles to solve and stories to learn.*

**Genre(s)**

*Puzzle, adventure*

**Target audience**

*All ages. Best for people not familiar with puzzle games or games in general.*

**Unique Selling Points**

*Unique look for a puzzle game. Gameplay suited to introduce new players to games.*

# Product Design

**Player Experience and Game POV**

*Player takes control of a charming fiery spirit, who needs player’s assistance in order to solve the mysteries of the mansion they found themselves in.*

*The game should maintain the feel of wonder and discovery in the player, making them interested in finding out the story, and making the player feel accomplished and proud for themselves, when they solve a puzzle or make progress in piecing together a part of many hidden mysteries*

**Visual and Audio Style**

*The game maintains a top-down isometric look. Environments are mostly gloomy, but have a whimsical, magical and somewhat claustrophobic feel to it. It is best to describe it like being locked up in a mage’s tower – you can’t get out, it is dark and dusty, and still you can’t help but browse the tomes, tap the magic sphere, see what’s inside this carved box.*

*(Following images were taken from the internet and only serve to show how some of the game’s environments could look like or inspire their creation)*









**Game World Fiction**

*The game has diary pages scattered all over the place. Some of them tell some story, and some may contain miscellaneous text, like a recipe for a chocolate cake.*

**Monetization**

*How will the game make money? Premium purchase? F2P? How do you justify this within the design?*

**Platform(s), Technology, and Scope (brief)**

*PC or mobile? Table or phone? 2D or 3D? Unity or Javascript? How long to make, and how big a team? How long to first-playable? How long to complete the game? Major risks?*

# Detailed Game Systems Design

**Core Loops**

*How do game objects and the player’s actions form loops? Why is this engaging? How does this support  player goals? What emergent results do you expect/hope to see? If F2P, where are the monetization points?*

**Objectives and Progression**

*How does the player move through the game, literally and figuratively, from tutorial to end? What are their  short-term and long-term goals (explicit or implicit)? How do these support the game concept, style, and  player-fantasy?*

**Game Systems**

*What systems are needed to make this game? Which ones are internal (simulation, etc.) and which does the  player interact with?*

**Interactivity**

*How are different kinds of interactivity used? (Action/Feedback, ST Cog, LT Cog, Emotional, Social, Cultural)  What is the player doing moment-by-moment? How does the player move through the world? How does  physics/combat/etc. work? A clear, professional-looking sketch of the primary game UX is helpful.*