

# Atlantis rage of the sea

Game concept/design document



Team 11



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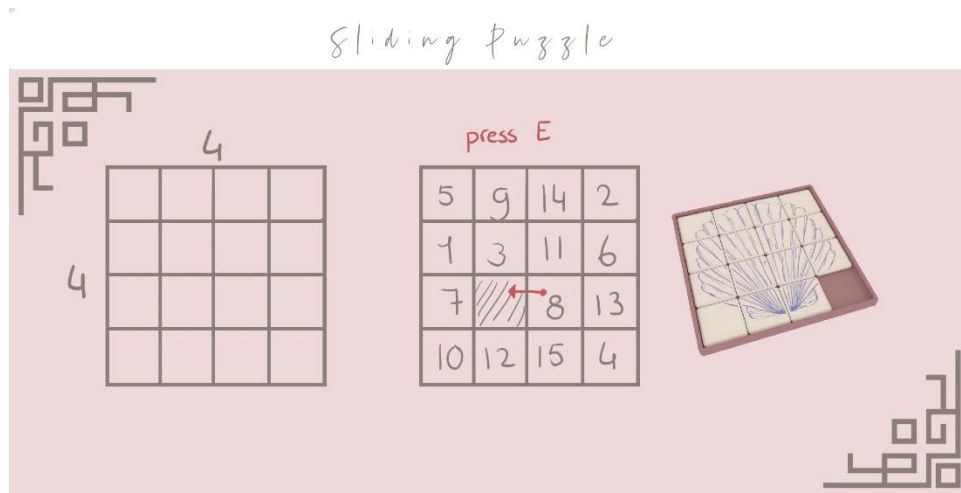
# Game concept

You play as a resident of the island. Waking up and finding the whole island empty. You have to escape before you sink with it by solving several puzzles and unlocking pieces for a boat.

## Gameplay

There is 5 puzzles in total.

You start off in a house where the first puzzle is located. A sliding puzzle where you have to slide the pieces in the right places in order for the first door to open. From there on you can choose the way you solve the rest of the puzzles. You have a list of all the things you have to do when you open your menu



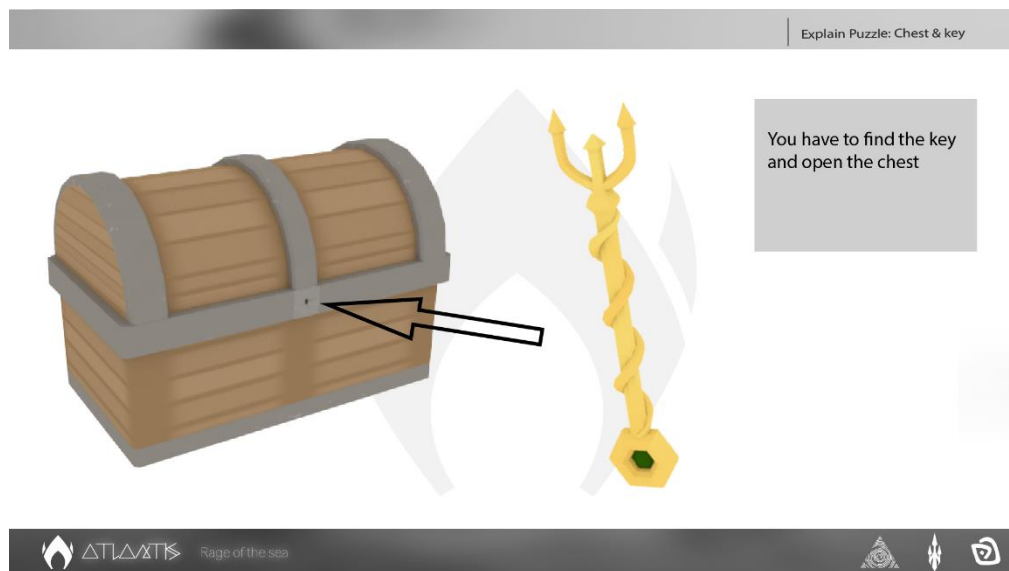
## The second puzzle:

would be finding 4 crystals on different spots of the map and placing them on pillars near where you will find your not yet made boat. A bridge will rise so you can have access to the dock where your boat will be.



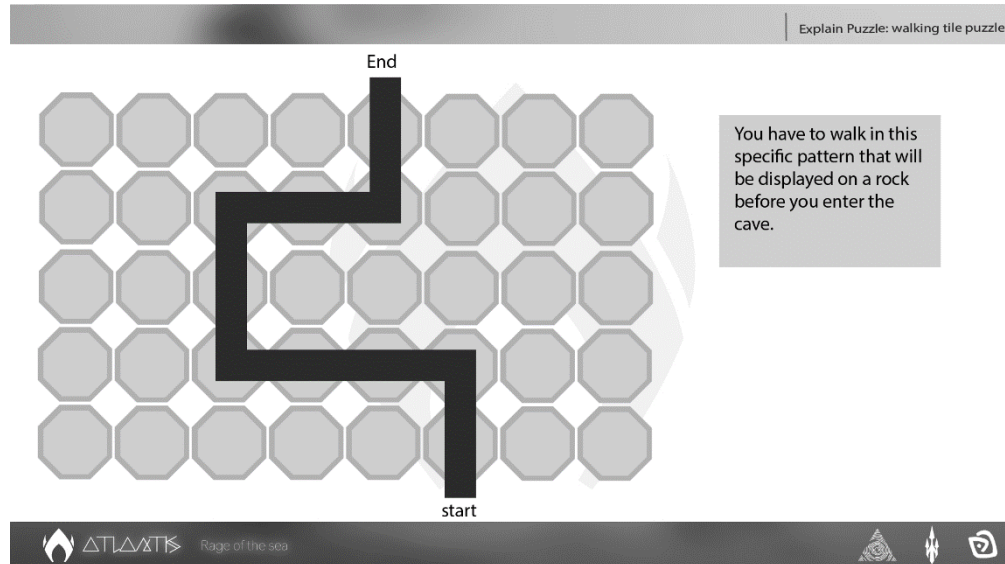
## The third puzzle:

would be finding the key for a chest which will unlock the power source of your boat so you can move it in the first place.



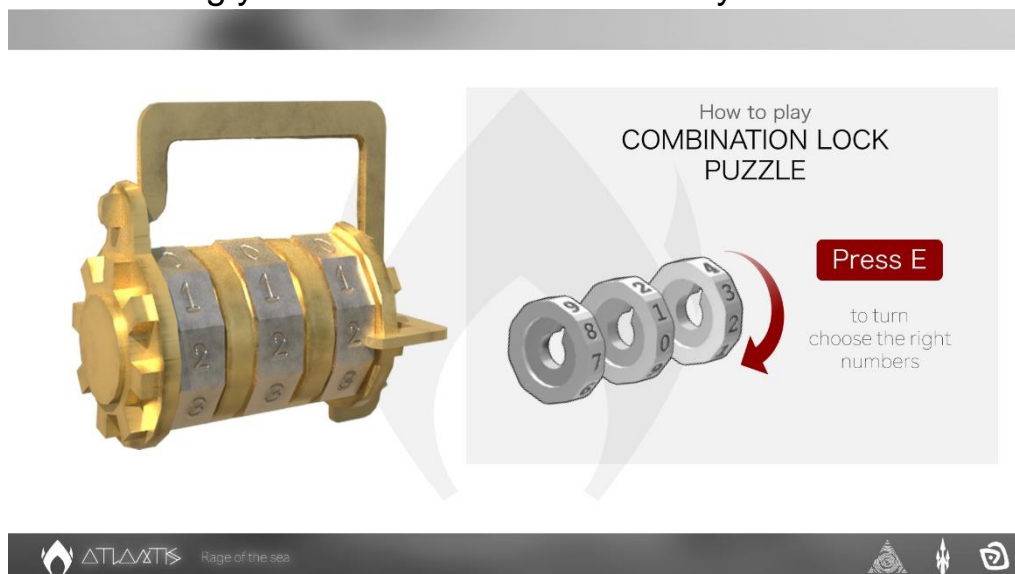
## The fourth puzzle:

is a pattern puzzle. You will have to go into a cave which has the hint to the puzzle at the entrance. Once you are inside there will be floor tiles which you have to walk on in the right pattern or you'll be reset to the beginning again. Finding the sail of your boat once you've solved it.



## The fifth puzzle:

would be filling in the right numbers for a number lock. That would be the last thing you would have to do before you can leave.



Win condition: Do all the puzzles and escape Atlantis

# Gameworld

It's a medium sized island with a couple of hidden spots you could get to, to find certain things on the island. There is also a cave on the island which you have to solve a puzzle in.

The feel you get on the island is quite relaxing but still a bit eerie as the whole island is empty of people with remainings of houses and other stuff people left inside the buildings.

## Target audience

Our target audience would be newer gamers since our game is a relaxing puzzle game which you don't have to stress over. And you can't exactly do a lot of things wrong since it's just solving and finding certain things. There is no time limit and not a necessary lose condition.

Age wise that would be 13+. Simply because some of the puzzle might be a little bit too hard for younger people to understand.

## Genre(s) and defined tags

Our genres are:

Puzzle

Exploration

Relaxing

First-Person

Open world

# Financias

Begroting Team				
game van een jaar			138 uur in 6 weken	
	Hardware	Software	Loon	Costs
Thijs	1000	30	3.759	€ 4.789,00
Thangmo	2000	622,18 2/m	5.520	€ 8.142,18
Oufura	1400	622,18 2/m	4.140	€ 6.162,18
Marijn	1000	30	3.759	€ 4.789,00
Noa	2000	582,38 2/m	4.830	€ 7.412,38
				€ 0,00
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		Totaal kosten		€ 21.716,74

Our game would have to make us €22.000 euros.

To do so we want to make our game €15,- euros per copy.

So we'd have to sell about **1500 copies** in order to not make a loss. And as a second revenue stream we want to have DLC expansions of our game.

We think about 2000 copies will be sold and 40% of those 2000 people who buy the game, will buy the DLC (800 people)

The DLC will cost €8,- euros per copy. So if 40% of the people buy it, that would make us €6.400 euros.

Therefore, if we sell 2000 copies and 800 DLC's, that would make us: €36.000 euros which is €14.000 euros in profit for our game.

# Platforms

All of our financial profit is calculated for pc only as we are mainly planning on only releasing it on pc. We are however thinking of expanding that to more platforms to make it more accesable for people since new gamers can also start off on different platforms.

## Controls

