

One-page Game Concept document

Mythe Atlantis

Game Identity / Mantra:

Low poly exploration puzzle game about escaping Atlantis before it sinks

Design Pillars:

Slow relaxing puzzle game

Genre/Story/Mechanics Summary:

A escape the room type of game that plays out on a island instead of a room, You are on a island of Atlantis that is about to sink, But to escape you first have to find the sail/power source for the boat.

Features:

Sliding Puzzle,
Find the item (key to chest)
Find the right Path (walk over tiles in a specific way)
Combination lock

Interface:

A toggleable checklist of all the puzzles you have to complete or have completed

Art Style:

Low Poly

Music/Sound:

A beach/sea like song that's played on the harp to give the feeling of being on a small island.

Development Roadmap / Launch Criteria:

Platform: PC.

Audience: 12-18/Male-Female/Puzzles.

Turn in Day: 12/6/20

