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.

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| **Turn in Day:** 12/6/20 |  |