

Group Structure & Concept

Concept

Nomon

Based on the Greek word for appendage which casts shadows on a sundial: gnomon. Furthermore, the word sundial in Greek also means “that which reveals”. The spelling ‘Nomon’ is also a palindrome, which further enforces the dyad nature of the character and gameplay.

Imagine that you are an entity of shadow, vulnerable in light, safe in the dark. You journey through a world of opposing forces, wading through weakness and strength, leaving shadows in your footsteps. The light is your enemy - and also your salvation, as you manipulate both light and darkness to continue on your path.

Your escape is barred by many obstacles, and forces from both realms who know your presence is unwelcome. But you have no choice. You must keep moving, onward to the unknown.

Technology

We will be using the Unreal Development Kit (August Beta) for this project. We are not familiar with this technology but have found a number of sample games and tool kits to aid us.

Game Mechanics

Being made of Shadow initially, your avatar is vulnerable when he is within the light. This will be represented by having him “bleed” shadow or appear more transparent as his essence is eroded. Within shadows, he is enrobed in a purple aura that makes him invulnerable to many of his enemies. Unfortunately, there are many enemies and little shadow to protect him.

As a puzzle-based platformer, the game will be comprised of challenges that require creative manipulation of the light/dark mechanic:

- “Aura” modifying devices (candles, or orbs of light that emit light/darkness)
- Spikes and other obstacles (harmful in your vulnerability, harmless in your element)
- Surfaces that become corporeal in one condition and vanish in the other
- Enemies that slumber and awaken angrily when disturbed (shone light or lack thereof, proximity, or movement)
- Objects can be moved to create shadows to hide in
- Mirrors can be moved to reflect light into shadowed regions
- Light activated switches
- Pressure activated switches

As with any well thought out game, there is a twist - something that will make you see things from a whole new perspective.

Group Structure

The team will consist of five members, each performing a variety of roles.

	Story	Level Design	Game Architecture	AI	2D Assets	3D Assets	Audio Assets	Web Development
Adam Bielinski		X	X	X		X	X	
Nik Schultz		X	X				X	
Sarah Marinoff	X	X		X	X	X		X
Shaughn Perrozzino	X	X			X	X		X
Tom Kenny		X			X	X	X	