**Apogee Game Proposal**

**High Concept:**

A puzzle-based platformer about finding a new home, discovering beauty in a chaotic world and forging a better life for you and those around you.

**Genre:**

Puzzle-based platformer

**Gameplay:**

The goal of Apogee is to collect pieces of an advanced exosuit which the main character SA-216 uses to navigate increasingly more complex puzzles on his way to the Moon. Each piece of the suit offers unique power-ups and puzzle-opportunities and can be combined with other suit pieces to create even more complicated problems for the player to solve. During the ascent to the Moon, the player is also encouraged to collect relics from Earth that have been strewn about as reminders of a planet that once was.

**Features:**

* Puzzles that require both problem solving skills and dexterity to navigate
* Upbeat music and vibrant art which contrast the terrible events that transpired during the game’s beginning
* Collectible relics from Earth that add depth to the story and characters

**Setting:**

Apogee is set in the space between the Moon and the Earth following a core collapse of the planet. The Earth has by in large been blown apart in different directions and as a result, a path of debris has been created between the Moon and where the planet once was. The player will navigate four areas: Near earth, Space, Near Moon and the Moon during the adventure. Each area is complete with its own backdrop and unique challenges.

**Story:**

Apogee begins on an abandoned Earth with the salvaging robot, SA-216 and his dog Nova relaxing next to their pile of accumulated man-made junk. Suddenly, the planet begins to violently shake and then blows apart as a result of a core collapse. Nova and SA-216 are thrown into space along with their junk and SA’s highly advanced ExoSuit which he uses to complete salvaging operations. All is not lost however, as a path of debris has opened up between the now destroyed planet and its closest celestial neighbor – the Moon. Regain the lost pieces of your ExoSuit and any relics from Earth you can find as you make your way to the Moon to start a new life for yourself and your canine companion.

**Target Audience:**

Fans of story-driven games and classic platformers

**Target Platforms:**

* PC
* Mac

**Estimated Schedule:**

The project should be completed by March 31, 2016.

**Competitive Analysis:**

* Ori and the Blind Forest
* Rayman Legends
* Metroid Series

**Team:**

**Nate Casale** – Lead designer, programmer and artist

**Joey Dussault** – Music production

**Summary:**

Apogee provides a unique fusion of challenging puzzle-based platforming and story-driven exploration. It allows players to explore a chaotic, yet beautiful game world filled with difficult puzzles, beautiful scenery and an abounding sense of wonder. Given the time and resources, we are confident that Apogee will be a game that the user won’t want to put down.