The Morning After	**Target Audience:** 7+ (core audience: 35+) **Gamer Type:** Casual **Target Platforms:** Mobile and/or Web **Genre:** 2D Platformer, Roguelike, Dungeoncrawl **Number of players:** 1 **Project Release Date:** Late 2018/Early 2019

High Concept Statement

This game is monument to nostalgia.

In the dim and distant days of computer gaming, when the successful loading of a game depended on getting the treble on your tape player correct, there was a game called Jet Set Willy. For people of a certain age, at least in the UK, this name and the accompanying visuals are seared into their memories. Proust may have had his madeleine, but nerdy British teenagers of the 80's have an 8-bit rendition of "If I Were A Rich Man".

This game is an homage to that memory; 8 bit music, seizure inducing visuals and endless frustration - a winning combination for any game.

The Morning After opens with our hero waking up in the bathroom the morning after The Event. The details are hazy, but memories of a wild party, followed by an unwise combination of unusual mushrooms and a ouija board, suggest that things may have gone a bit too far. Something alarming moving in the shadows suggests they went far too far.

All our hero wants to do is go to bed, in the hope that a good sleep will make everything go away, however his maid has other plans. The house and grounds are mess; detritus is spread far and wide; strange creatures are roaming the halls and something suspiciously like a portal to another dimension appears to have opened in the basement. This all needs to be sorted out before anyone is getting any sleep.

The player must direct our hero through the house, navigating the frankly disturbing architecture, avoiding the strange creatures that are roaming the halls and collecting the various items that have been scattered throughout. Additional tasks include disposing of the creatures and closing the portal. Once all of the items have been collected, our hero must return to the maid who will finally let him get to bed.

The house is divided into rooms; each room represents a screen of gameplay. Some are a puzzle, some just represent a particular theme. Rooms consist of platforms, ladders and ramps, with various obstacles (some stationary, some moving). Rooms themes may allude to popular culture. Some rooms act as "bosses" and provide particular challenges to achieve significant goals (for example, objects to close the portal, or weapons to attack the creatures).

All of this is presented in glorious, low-poly pixel art, accompanied by irritatingly 8-bit audio. A sense of quirky humour pervades the game (all the better to represent the psychedelic nightmare our hero has awoken to).

The goal is an outwardly simple game that rewards persistence, which wallowing in nostalgia for a simpler time.

Feature Set

- Progression by unlocking rooms, while collecting items and power-ups.
- Use of puzzle solving and dexterity to achieve goals.
- Simple screen interactions to make game playable by everyone.
- Permadeath-lite: a session may be saved, however the saved session will be deleted if all lives are used up.
- Scoreboard to record score reached and time taken.

Team Roles

- Game Designer (ensure coherence to vision)
- Game Developer (mechanics)
- Graphic Designer (images and animation)
- Sound Designer (sound)
- Game Writer (on-screen text)

The Competition

The 2D platform market is crowded, with many variations on the theme of dungeon-crawling. Indeed, cloning Jet Set Willy itself has been a regular pastime for developers ever since it was first released; there are several websites that maintain lists of Jet Set Willy clones or similar games. An iPhone app of Jet Set Willy was released by Elite Systems in 2012.

Although the market is crowded, this does indicate a strong desire for games such as these amongst all ages. There is a core audience is a niche of older, nostalgia-driven fans who like to play games that remind them of their younger years, however the game itself will be accessible to all age groups.

Innovation/Creativity

To succeed in the crowded 2D platform market, this game will need to differentiate itself through a unique sense of humour and carefully balanced gameplay.

The design should be clearly inspired by Jet Set Willy, while at the same time taking care not to encroach on copyrightable assets.

Scope Management

Core (green light) features:
- Browser-based game
- Window size: 1280x720px.
- Keyboard driven (left/right/up/down/jump)
- Pixelated graphics (each "pixel" to be 6x6px)
- Environment tiles to be 32x32px.
- All music and sound-effects to be 8-bit (a.k.a chiptune).
- At least 20 room designs.
- At least 10 creature variations.
- At least 4 different variations of background music (main menu & rooms).
- The main character should be Willy-esque.
- The maid character should be Maria-esque.

Supplemental (yellow light) features:
- Room designs to be stored as text-based configuration files.
- Boss rooms.
- Puzzle rooms.
- Weapon.

• Easter eggs.

Stretch (red light) features:
• Room editor tool.
• Touch driven.
• Ported to mobile app.

Timeline:

Deadline	Stage
-	**Inception**
-	**Prototype**
-	**Development Iterations**
-	**Beta**
-	**Pre-Production**
-	**Commercial Release**
-	**Post-Mortem**