

## Theme: Lost and Found

Missing pieces  
Dead Letter Office  
Day of the dead  
Looking for family at theme park  
Lost Socks  
Borrowers  
Mexican Day of the dead "refinding" a connection with a lost one  
Bermuda Triangle  
Lost at sea  
Wombles  
Lost Cat Poser  
Ministry of Lost  
MUD LARKING  
Time Capsule  
Archeology  
lost childhood friend  
Society of misplaced calls  
Discovery of a new species from a mythical era / parallel world  
Sentient emotional arcade machines from a mythical past  
Discovery of lost civilisation  
A found voodoo doll  
Lost body parts hidden/hunted by a Serial Killer  
Lost Disk that holds the key to human existence  
Finding a lost part of your personality you gave up to fit in  
You are the last person on earth. Find others  
Future is a corporation that helps people humans find things lost in the past  
Hide and Seek  
Ghosts

## Game mechanics

Searching  
Finding - a journey of discover  
Stacking  
Collecting  
digging  
Your character has lost their hearing and they have to work out challenges in world of sound  
revealing more of the face  
one single 3D face to be revealed  
logic puzzles revealing more dialogue  
3D platformer moving between the different parallel layers closer to the to what was lost  
deciphering  
instruction-text physical corruption puzzle  
co-op play  
Pending on your account you can gain or lose dimensions in the game  
party game style button mashing  
Dousing  
Magic spells  
4 player local co-op

## Environment /place

Bermuda Triangle  
The Fog  
Caves  
underground  
A drawer  
Under a bed  
Inside a human head  
A void  
just one floating face in the darkness  
The Shoreline  
The house of a serial killer  
Fourth Dimension  
Prehistoric caves  
Inside the walls of a house  
Carnival  
orange fireflies drifting past empty space  
Abandoned theme park  
Under Floorboards  
An Attic  
The sea  
The Sky  
Human skin at a microscopic level

## Sound Style

All Voices  
Crackly and Old  
Radio Tuner  
Everything is Piano  
Foley Only  
Morse Code  
crackly music getting more clear as you reveal the face's true colours  
Lynchian dark and disturbing  
Ethereal sounds from the fourth dimension

## Art style

Collage  
Photos  
cut out  
silhouette  
desaturated, going into colour as the game progresses  
wireframe  
Vaporwave aesthetic  
Photographs of found objects  
Found footage  
Cell shaded  
Occuloscope  
Hand drawn  
Distorted  
black and white  
CRT  
Newspaper cuttings

Lost  
Money  
Buttons  
Cables  
Wallets  
Keys  
Puzzle pieces  
Phone Numbers  
My shadow  
people  
My mind  
the will to live  
my family  
Boats  
Planes  
Toys  
Virginity  
Kite  
Balloon

Dead Letter Office

Dispheming

Collage

All Voices

Piecing back together torn, scrambled and smudged envelopes in a dead letter office so they can be delivered.

PH

AG  
Recreating dead letter office  
scattered envelopes, using  
words and phrases to create  
a story about the letter  
and the letter itself.

EC

AB

PH

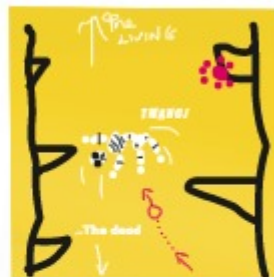
Day of the dead

Following your journey from the living to the dead by going downwards all around and all over.

underground

Other stories  
about the  
dead letter office

How to get into  
the letter office  
and how to get  
out of it.



Singha  
your way out  
of the land of  
the dead.

How to get into  
the letter office  
and how to get  
out of it.

MOMENTUM MURRAY

Following your journey from the living to the dead by going downwards all around and all over.

2 different  
environments  
to explore

Each environment  
gives you a  
different perspective  
of the world

Missing piece

Environment 1: The  
Room with the  
view of the  
dead letter office

Environment 2: House  
Room

Environment 3: Inside the  
head / abstract

Environments exploration to find a missing object/piece. The perception in these environments is limited (in a different way on each environment)

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a story about the letter  
and the letter itself.

Find and  
recreate written  
and drawn stone  
tablets, less  
Crimewatch and  
more Timesam

The house of a serial killer

Archaeology

Morse Code

Lynchian dark and disturbing

dehydrated, going  
into colour as the  
game progresses

Morse Code

Your trying to discover the bodies of the murder victims

AG  
Recreating dead letter office  
scattered envelopes, using  
words and phrases to create  
a story about the letter  
and the letter itself.

AG  
When you fully mark a  
piece of evidence it  
appears in a photograph

AG  
Recreating dead letter office  
scattered envelopes, using  
words and phrases to create  
a story about the letter  
and the letter itself.

AB

AG

These words  
idea, if you  
words, feel  
or own for  
last

Macro

Subvert

Surreal

Micro

Opposite

Switch the perspective

Recreate a scene  
from a photograph  
and see how it  
changes

Hero's influence

Recreate a scene  
from a photograph  
and see how it  
changes



## Jesse Schell's lenses

Possible lenses to apply  
to developed game  
concept (taken from this  
game design book >>>>)

### Emotion

What emotions would  
we like our players to  
experience? Why? How  
does it feel to play?

### Essential experience

What is essential to the  
experience we want  
the player to have?

How can the  
game capture  
that essence?

### Surprise

What will surprise  
players when they're  
playing the game?

Does the story have  
surprises? Do the rules give  
players ways to surprise each  
other? or themselves?

### Lense of curiosity

What questions does the  
game put in the players  
mind? What are we doing to  
make them care about these  
questions?

What can we do to  
make them invent  
more questions?

### Fun!

What parts of the  
game are fun? Why?  
Which parts need to be  
more fun?

### Value

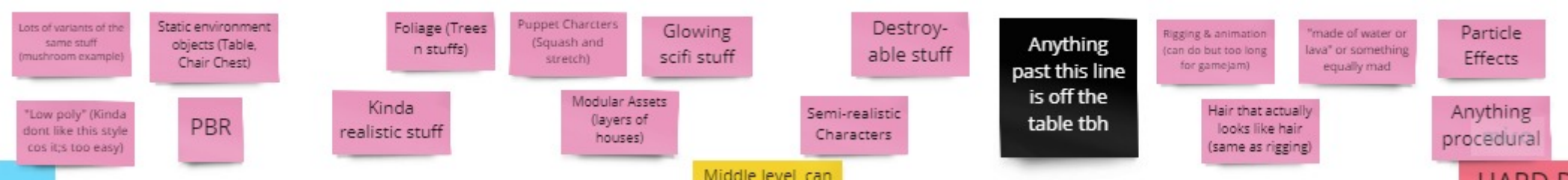
What is valuable to our  
players? How can we  
make it more valuable?

 [www.amazon.co.uk](http://www.amazon.co.uk)

**The Art of Game  
Design: A Book of  
Lenses, Third Edition  
eBook: Schell, Jesse:  
Amazon.co.uk: Kindle  
Store**

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Link to book above (pricey  
but worth it)





connecting memory fragment to remember who you are. Like a jigsaw

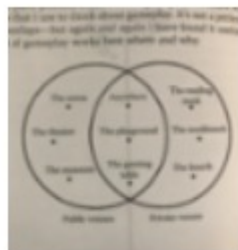


Your trying to discover the bodies of the murder victims

Venue

What kind of  
gameplay works  
best and where?

What type of venue best suits  
the game and why?  
Where should we go to  
be working with that venue?



Sentient emotional arcade machines  
from a mythical pier. They are lost.

You need to find and connect with them  
by unlocking their emotion (through  
some kind of physical interactive puzzle)  
so they can find their way home.

You are consciousness in a void. floating  
around and searching for energies that help  
you understand where you are and what you  
should do next  
the energies give you information (in the form  
of strange communications) that help you  
work out where to go/what to do next

You are  
consciousness  
in a void

floating around and  
searching for  
energies that help  
you understand  
where you are and  
what you should do  
next

Fourth  
Dimension

the energies give  
you information (in  
the form of strange  
communications)  
that help you work  
out where to  
go/what to do next



Testing  
hello  
world

med-res pixel  
art think 90s  
with more  
colours

sounds of  
celebration

co-op  
play

4 player  
local co-  
op

flower  
attack

2D platformer  
moving between  
the different  
parallax layers  
closer to the to  
what was lost

The Fog at  
the sides left  
and right of  
the screen

mazes

Day of  
the  
dead

following your  
journey from the  
living to the afterlife  
going downwards or  
upwards and  
platform

underground

Vibrant Mexican  
colours in  
contrast to  
desaturated  
afterlife

sound get clear  
and less muddy  
the closer to the  
end of the level

## Wildcards

The house  
of a serial  
killer

Archeology

Minesweeper

Lynchian  
dark and  
disturbing

desaturated, going  
into colour as the  
game progresses

Morse  
Code

You're trying to discover the bodies of the

Feel free to use these words  
to play with your idea. If you  
think of any more words, feel  
free to add your own for  
others to use

Macro

Subvert

Surreal

Micro

Opposite

Switch the  
perspective

Re-think for a specific  
group or player e.g 100  
year old man vs Rat

Hero's  
influence

Re-think from the  
perspective of your hero.  
e.g What would Spike do?



you're the god of the  
dead and you're  
welcoming in a new  
soul "You'll be okay"

remembering memories  
based on each part of the  
face "They will remember  
your artistic eyes"

"I'm sure she will  
miss these lips, as  
you will miss hers"

"these ears, heard so  
much, emotion pulsing  
through them as  
simple vibrations"

Mexican Day  
of the dead  
"refinding" a  
face

revealing  
more of  
the face

one single  
3D face to  
be revealed

Small 2D  
logic puzzles

just one  
floating  
face in the  
darkness

A  
void

Crackly  
and Old

Foley  
Only

crackly music  
getting more  
clear as you  
reveal the face's  
true colours

black  
and  
white

Vibrant Mexican  
colours in  
contrast to  
desaturated  
afterlife

desaturated, going  
into colour as the  
game progresses

Pending on your actions you can gain or lose dimensions in the game

3 different environments to explore

Each environment gives you a limited experience of the world

Missing piece

Environment 1:  
Fog  
Player can't see much. He has to use sound to find the missing piece

Environment 2: House Room

Environment 3: Inside the head / abstract

Environments exploration to find a missing object/piece. The perception in these environments is limited (in a different way on each environment)

ES  
The first world  
A sensory disoriented game that explores the human psyche  
You don't understand this at first, but the more you explore, the more you understand  
You're living through a series of rooms, each with its own rules  
You begin to see the depths of darkness  
The light is gone  
It begins... drawing through the light and reaching out what lies within itself  
The last room is your own self of your head and back back at yourself lying on a hospital bed. You realize you are coming out of a coma

ES  
<<< read the story idea  
Env 1: Darkness and silence. Searching for a light.  
Env 2: Foggy and oppressive.  
Env 3: Bl clearer but glitchy perhaps.  
Env. 4 Black and white. Clearer.  
Env 5. Hospital bed (maybe) Full colour as you look back at yourself lying on a hospital bed

T.G.  
Like the idea, would love modern and abstract art level

The house of a serial killer

Archeology

Lynchian dark and disturbing

Minesweeper

House is divided into rooms. Each room is divided into a grid of square areas to explore.

Goal: find the body of the victim and who he/she is

Going into a room and then clicking on a grid square will reveal what's there

Square content: clue

Clue about where the body is (how far)

Clue about who the victim is (need to find maybe 3,4 pieces to unveil the identity)

Clue about who where the serial killer is (if clicking on the square with the sk the game ends)

Square content: item

Body of the victim

Serial Killer

Piece of the victim's identity puzzle

# ILLING TIME

crimes before the  
police arrive.

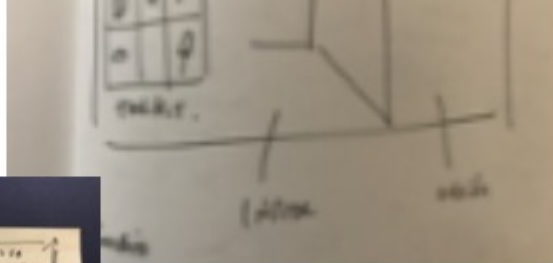
Use your tools in the  
most efficient way to

- Cut up the body
- Bury the body
- Bleach the floor
- Burn clothes

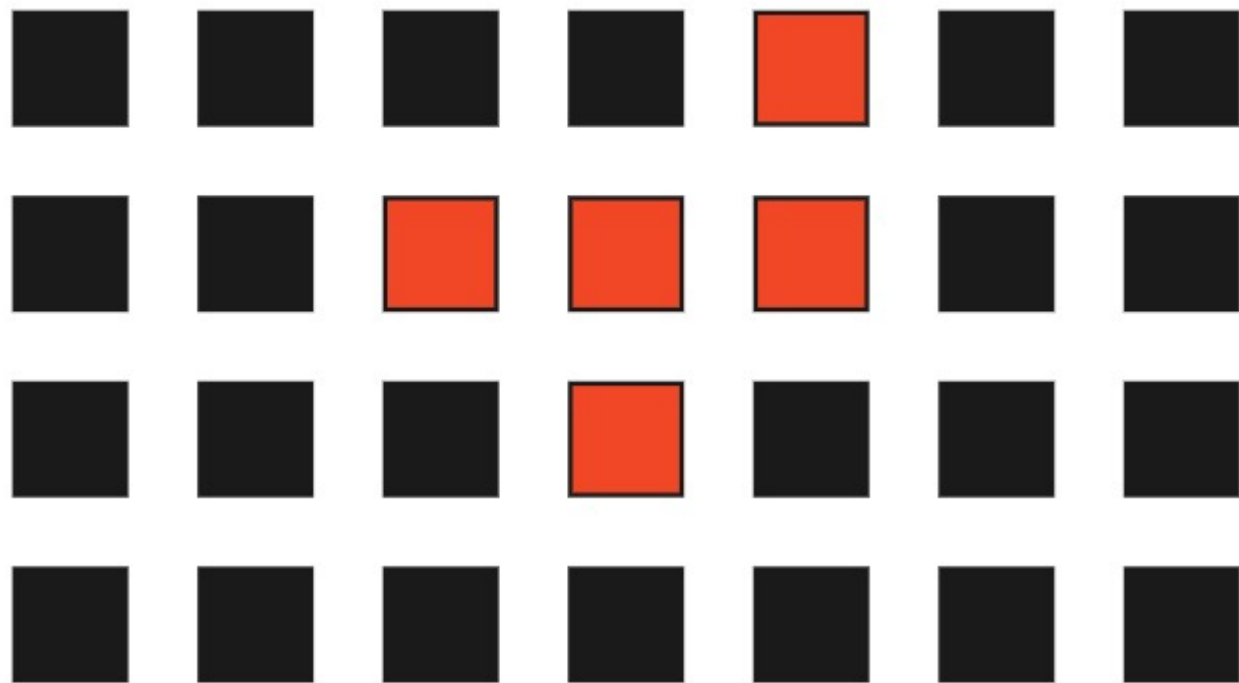
and try combining  
some to create new  
objects e.g. Matches +  
Fuel = Fire!

Some tools are better  
than others e.g.  
Hacksaw is quicker to  
cut up bodies than a  
knife

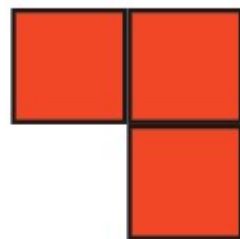
A knife  
Fuel  
Matches  
A Spade  
Bleach  
Axe  
Hacksaw



something there. )



\*find artefacts  
 \*assemble artefact  
 ?????  
 \*profit!



slow trowl ( delicate  
 )

fast spade ( destroys  
 if the next layer has

## To do

HUD UI  
Elements?

pickups  
trigger

memory  
bubble

fling  
juice

pickup  
juice

collision  
juice?

saturation  
as you  
progress

fling  
timeout?

Graveyard  
scene

## In Progress

Main  
Menu UI

Level  
block  
out

ES  
Objects for  
top soil

## QA

mouse/touch  
fling  
interaction

Main  
background  
music (3  
loops)

fling  
sfxs (7  
notes)

item /  
checkpoint  
sfx

make  
ragdoll

fling  
arrow

Music  
control

Camera  
Control

Ending /  
Credits  
song

max  
fling  
force

Sfx  
rattling  
bones

## Done

ACG  
Menu font  
for Paul

Environment  
sketch with  
notes on  
tone/mood

ES  
Remove  
skulls from  
God art

ACG  
fling drag  
arrow

ES  
Middle earth: A  
couple of skulls  
and symbols.  
Carvings in the  
rock

ES  
Art idea for  
Underworld

ES  
Tiles for  
Underworld

ES  
Art idea for  
Middle  
Earth

ES  
Underworld platf  
same design as l  
tiles