**[Working Title] (Misadventures)**

**Elevator Pitch (1 Min Summary):**

**Core Concept:**

- Mission Based Levels (Goal to achieve each scene, not directly connected)

-Random changes to house/ world you interact in

- Items go across levels

- Collection hou

- Storing and using objects

**Story Overview:**

**Genre:**

- Exploration/Adventure Puzzle solver

- Audience: 5 – 25 years old, light hearted gamers

**Tone:**

- Light hearted

- Cartoony

- Experience (NOT a Not GAME)

- Bright/Vibrant (Primarily Solid Colors)

# Game Mechanics:

Core Gameplay:

Game Flow:

* Explore
* Collect
* Solve Puzzles
* “Don’t run out of stamina”

Gameplay Elements/Features:

* Lifting objects (Move them)
* Inventory to place them in
* Use/Keep option
* Triggered actions/ quests
  + Use Text bubbles/ouput to player
* 3D Camera controller ( From Behind/ looking down from 45 degrees)
* Stamina gauge
* Timer
* End game trigger
* Menu [Pause, Start, Inventory, End]

1. 3D Camera/Player Control
2. Interacting with objects
3. Triggers for level events
4. Output to player
5. Animation switch for 3D

# Art/World:

Theme: Realistic world, Cartoon (flat) colors

Style: Simpson, Stanely Parable, Catlateral Damage, Sims, Megaman Legends,

Harvest moon, nintendogs, animal crossing

List of Assets:

What we have done: Sofa, Dinner Table, Dinner Chairs, Hutch, Fireplace

What we need: Tunnels, Food, Broken Seeds, Hamster Cage, Hamster Water Thing, Key, Books(NN), Shelves, Potted Plant(not necessary), Refrigerator, Counters, House, Staircase(not necessary), Hamster Pouch, Flowers, Television, Tissue Box, Rugs, Plates, Pieces of Paper

User Interface: Compass, Inventory, Stamina, Mini-Map?, System to read/use/pickup & drop from inventory

# Story:

Background:

Characters:

Quests:

Code Requirements: