

CubeVenture

Game Vision Document
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Information about the game

CuboVenture is a small-scale 3D platformer built around minimalism and accessible gameplay. Players take on the role of a sentient cube navigating floating platforms suspended in a surreal digital world. With an emphasis on quick reflexes, intuitive controls, and visually clear environments, CuboVenture delivers a casual but engaging experience suited for short sessions or repeated playthroughs.

Vision

CuboVenture is a minimalistic 3D platforming game where players control a small cube navigating through an abstract world filled with floating platforms, obstacles and environmental hazards. The game focuses on precision movement, strategy and reflex-based gameplay while maintaining an accessible and casual-friendly design.

Core gameplay pillars

- Simple, yet challenging movement. Players control a cube that moves in four directions, avoiding falling off edges and dodging obstacles.
- Dynamic platforming environment. Levels consist of floating platforms that may move, collapse or disappear, creating a sense of urgency and adaptability.
- Minimalist, yet immersive aesthetics. The game's clean and vibrant art style enhances clarity while maintaining a visually appealing experience.
- Engaging progression. As players advance, levels introduce new mechanics such as jump boosters, rotating platforms and environmental hazards.
- Replayability and time-based challenges. Players can compete for the best times or attempt to complete levels with fewer moves.

Moodboard

The game's aesthetic inspiration comes from low-poly, abstract and geometric environments. Think of:

- Bright, contrasting colors, similar to Crossy Road and Monument Valley.
- Simple geometric shapes resembling the style of Thomas Was Alone and Superhot.
- Dynamic lighting and soft shadows to create a sense of depth without excessive detail.
- Soothing yet engaging music and sound effects that match the game's minimalistic approach.

Story

Cubo, a sentient cube, awakens in a fragmented digital world with no memory of how it got there. Guided only by a mysterious voice, it must traverse treacherous floating landscapes to uncover the truth behind its existence. Each completed level reveals glimpses of its past leading to an ultimate discovery about its purpose.

Characters

- Cubo. The main protagonist, a small, curious cube with the ability to move and jump across platforms.
- The Voice. A mysterious entity providing cryptic guidance and hints throughout Cubo's journey.
- The Architects. Silent watchers who constructed the floating world and left behind enigmatic symbols that hint at the true nature of Cubo's existence.

Tech and tools to use

The development will be done using Visual Studio 2022 on a Windows laptop. The initial prototype will use C++ and OpenGL with a simple console interface, with the potential to evolve into a graphical version using additional libraries or engines suitable for 3D game development.

Visual Goals

CuboVenture aims for a minimalist and polished aesthetic, with:

- Clean geometric shapes and smooth animations.
- Low-poly models with bold, vibrant colors.
- Visually readable environments with intuitive design.
- Subtle visual effects such as lighting transitions and floating dust to create atmosphere.

Competitors

- *Crossy Road*: for its simplicity, replayability, and clean visual style.
- *Cliffy Jump*: for its voxel-based look and arcade-style gameplay.
- *Neverball*: for its 3D movement challenges.
- *Thomas Was Alone*: for its use of simple shapes with strong narrative elements.
- *Stack*: for its minimalist aesthetic and satisfying mechanics.