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### *Working Title*

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Resort : Malpomania

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### *Elevator Pitch*

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Something about the game up for debate :  
the game takes place in a resort where you have to clear 3 rooms each containing some type of key. The first room is a battlefield where you must find a certain painting in order to clear the level. The second is a room where you can't be spotted by the enemies and find a way to the middle of the room. The third is a dark parkour level where you must jump on platforms whilst climbing higher, but there is a twist...

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### *Concept*

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#### *Overview*

- **Genre** : first person game, with platforming element
- **Target Audience** :
  - **Age** : young adults (say 16-25)
  - **People who visit o the "stedelijk museum"** , it will be important that the people who come to the installation so that they might want to take a closer look at the museum it self
- **Monetization** : there won't be any
- **Platforms** :
  - Pc only
- **Standalone or not** : the game is not standalone, it will be in a instalment in a museum, where you have to walk from the entrance to the computer.

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### *Theme and setting*

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The game takes place in a resort where not everything is what it seems like, there are guards walking around. These guards seems like they came straight out of another world. No one knows why there here or what they are doing. Each room also looks very different then the resort it self, the first room looks like something straight out of a museum. The second room looks a sort of metal scrapyard and the last room has a kinds of led platforms and animals

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### *Project scope*

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### Our Team (the BlockHeads):

- **Devs** : Kevin Assink, Thom Koper
- **Design** : Feline Stemp , Jill Beers, Joep, Joyce Aker, Kevin Assink, Tes Lopes Cardozo, Tessa Speets, Thom Koper
- **Art** : Feline Stemp, Jill Beers, Joep, Joyce Aker

**The link** : we went for a bit chaotic vibe which matches with hito's art, somethings don't match at all. We also incorporated humans with a block as head representing a pixel as hito used this in one of her art pieces.

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#### *Budget*

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Spend type	planned

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#### *Time Line*

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- 9 may 2022 : briefing @ stedelijke museum
- 10 may 2022 : Team meeting + brainstorming game + making planning (Trello + git repo)
- 11 may 2022 : working on some game mechanics (Kevin : Movement Stuff, Thom : Enemy AI)