

---

### *Working Title*

---

Resort : Malpomania

---

### *Elevator Pitch*

---

Game Takes place in a resort, where you can see 3 rooms, the first room you must clear by finding a certain painting (painting is shown at the start of the level and this is the first key) in chaos of people fighting each other. In the second room you need to reach the middle of the room where the second key lies, whilst dodging and sneaking between enemies in the room. In the third room you have 2 options, either do the parkour and try and reach the top whilst killing innocent puppy's (the wrong way, you'll die once you reach the top) or turn around and open the chest behind (the correct way, once you open the chest you'll find the final key) once you have all 3 keys you win the game

---

### *Concept*

---

#### *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.
- 

### *Theme and setting*

---

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

---

### *Project scope*

---

#### **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.

---

### *Budget*

---

Spend type	planned

---

### *Time Line*

---

- 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)