**SIMON PLAYS**

### Genre

Puzzle Adventure / Interactive Story

### Platforms

- \*\*Mobile (iOS and Android)\*\*

- \*\*PC and Console\*\*

### Overview

\*SimonPlays\* is an interactive, character-driven puzzle adventure game where players take on the role of Simon, a curious and resourceful character exploring a world filled with intriguing challenges, secrets, and whimsical storytelling. The game is designed to stimulate critical thinking, strategic planning, and problem-solving while keeping players engaged with an evolving story.

### Concept

In \*SimonPlays\*, players guide Simon through a series of worlds, each with unique themes, puzzles, and hidden narratives. As Simon progresses, he encounters a wide range of obstacles that require creativity and skill to overcome. Players interact with the environment to solve puzzles, gather clues, and unlock new areas, ultimately piecing together the mystery behind each world and Simon's purpose.

### Storyline

Simon awakens in a mysterious land with no memory of how he arrived. As he ventures through various themed worlds, he begins to uncover fragments of his past and meets peculiar characters who hold clues to his origin. The story unfolds through dialogues, hidden journal entries, and symbolic puzzles, giving players hints while leaving some mysteries open for interpretation.

### Gameplay Mechanics

1. \*\*Puzzle-Solving\*\*

- Players are presented with increasingly complex puzzles as they advance. These puzzles range from logic-based to physics-driven, with some requiring collaboration with NPCs (non-playable characters) or environmental manipulation.

2. \*\*Exploration\*\*

- Simon explores vibrant and immersive worlds, each with its own distinctive design, including forested landscapes, futuristic cities, and surreal dreamscapes.

- Each level has hidden paths, collectible items, and mini-games that players can unlock to learn more about Simon’s backstory.

3. \*\*Interactive Choices\*\*

- Players make choices that affect the storyline, relationships with NPCs, and how Simon grows as a character. Choices might lead to multiple endings or unique dialogue options.

4. \*\*Memory Quests\*\*

- Simon occasionally experiences memory fragments, triggering mini-quests where players interact with memory elements to piece together Simon’s past.

5. \*\*Timed Challenges\*\*

- Some puzzles and quests are timed, adding an extra layer of urgency and requiring players to think on their feet.

### Key Features

- \*\*Dynamic Storytelling\*\*: The story is nonlinear, with choices and actions affecting how the narrative unfolds. Different endings are possible based on the player’s decisions.

- \*\*Visually Rich Environments\*\*: Each level is uniquely crafted with stunning visuals, drawing from fantasy and surreal art styles, creating an atmosphere that captures the imagination.

- \*\*Character Growth\*\*: Simon’s skills and abilities evolve as he solves puzzles and completes quests, allowing for more challenging gameplay as the story progresses.

- \*\*NPC Interactions\*\*: Players can interact with a wide range of characters who provide clues, side quests, and occasional companionship. NPCs have unique personalities and storylines that make them memorable.

- \*\*Replayability\*\*: Multiple paths, puzzles, and endings encourage players to replay the game to discover every secret and outcome.

### Target Audience

SimonPlays is designed for ages 10 and up, appealing to fans of puzzle games, adventure titles, and interactive storytelling. It’s suitable for both casual players who enjoy story-rich games and experienced gamers looking for challenging puzzles.

### Art Style

The visual style combines whimsical, colorful landscapes with subtle surrealistic elements, inspired by classic puzzle-adventure games. The character design is friendly and approachable, with expressive animations that add to Simon’s charm.

### Monetization Model

- \*\*Free-to-Play with In-App Purchases\*\* (for mobile)

- Cosmetic upgrades for Simon and customizations for the environment.

- Unlock hints or additional memory quests for those who want extra content.

- \*\*One-Time Purchase\*\* (for PC and Console)

- Includes the full game with all content and no microtransactions.

### Potential Expansion

Post-launch, the game can offer additional downloadable worlds or levels as paid expansions or seasonal events with limited-time challenges, ensuring players have a reason to return.

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### Summary

\*SimonPlays\* is a blend of puzzle-solving, exploration, and interactive storytelling, centered on a protagonist with a mysterious past. The game’s focus on puzzles, choices, and a dynamic story makes it appealing to a wide range of players who enjoy uncovering secrets and challenging their minds.