High Concept Document

# Game Analysis

**Asylum for the Reality Impaired**: Crazy like you’ve never seen

## Game Concept

In this game the player travels to a strange asylum in search of a missing love. This asylum isn’t normal, however. The player must collect items and avoid enemies while performing errands for the guests there to gain access through the game.

## Game Goals

The goal in “Asylum” is to find the player’s lost girlfriend. A simultaneous goal is the discovery of the reasons for her disappearance and the way to get her back.

## Game Information

This game is a single-player “plat-former” from a side perspective. The player will need to collect items, avoid and kill enemies, as well as solve riddles to advance in the game. The player can jump and throw certain items to defend himself while navigating an asylum maze. The villains within this maze are parodies of classical mythical characters such as a Minotaur or a Vampire. Each is afflicted with unusual psychoses such as the vampire believing that he is a werewolf.

## Target Audience

The target audience of the game includes gamers who have seen popular Disney movies and mythical characters. This includes younger players in the pre-teen age group.

# Game Design

## Expanded Game Concept

The player starts the game by coming home to realize his girlfriend is not home (she should have been). In a brief introduction scene the player attempts to find her and hears word that she headed up to the old hospital at the top of the town hill.

This hospital is in fact “The Asylum for the Reality-Impaired.” This facility houses mythical characters who have lost touch with their respective realities. As an example a vampire residing within may think that he is in fact a werewolf.

To eventually find his girlfriend the player must traverse levels filled with obstacles, items to collect, enemies as well as a patient. Each patient will make the player go back out into the level to find a specific item in exchange for information on how to proceed to the next level. When the player reaches the top level of the hospital he succeeds in finding his girlfriend. This is the ultimate goal of the game.

## Game Structure

The game progresses through three levels (or floors) in the hospital. Each floor is a linear horizontal side-scrolling level that is filled with blocks that force the player to jump and duck to avoid. Each of these levels has an enemy that is introduced. These enemies then appear in higher levels. At the physical end of each level is a patient of the hospital. Each patient will have items or information that is required to proceed to the next level. To gain these advantages the player must travel back into the level to find a “quest” item. Once this item is retrieved the player can move on.

## Game play

The player’s challenges per level include pitfalls, blocks, dead ends and enemies. The enemies (three in total) will each have a specific mode of movement. This requires different strategies for each.

# Key Game Features

The key selling point of this game is its comedic approach to an old genre. The goal is to provide quick entertainment for a wide audience.

# Summary

Asylum is a game designed to bring a different aspect to the side scrolling plat former made popular by games like Mario and Luigi, yoshi’s island, and castlevania. The game is quick and funny.