GAME CONCEPT #4
PROJECT PATHWAY #2

Summary

The player embarks on a mission to help all heroes achieve their full potential to save the world. Except these heroes need a lot of help to navigate the complex environment… they can only move forward and hope they reach their goal to do their business. It is up to the player to manipulate the environment and make sure all have the best chance to succeed, in this casual puzzle game.

Genre

Puzzle, Casual

Starter Asset Packs

❖ https://assetstore.unity.com/packages/2d/gui/icons/2d-casual-ui-hd-82080
❖ https://assetstore.unity.com/packages/3d/environments/meshtint-free-tile-map-mega-toon-series-153619
❖ https://assetstore.unity.com/packages/3d/characters/meshtint-free-boximon-cyclopes-mega-toon-series-154436
❖ https://assetstore.unity.com/packages/3d/characters/meshtint-free-boximon-fiery-mega-toon-series-153958
❖ https://assetstore.unity.com/packages/3d/environments/landscapes/free-low-poly-nature-forest-205742
❖ https://assetstore.unity.com/packages/3d/environments/roadways/low-poly-road-pack-67288
❖ https://assetstore.unity.com/packages/3d/environments/dungeons/dungeon-low-poly-toon-battle-arena-tower-defense-pack-109791
❖ https://assetstore.unity.com/packages/3d/characters/easy-primitive-people-161846

Features

➢ The player can click on various objects in the environment to move them or change their state, they do not control a character.
➢ The environment is a blocky 3D world, with 1 or several characters set up in their starting positions. Each character is connected to a rail system, and moves autonomously along the tracks when the player presses a button. Each character also has a different goal position in the level. When all characters reach their goal, the player wins.
➢ There are obstacles and traps in the environment which can stop the movement of characters or change it, or harm the characters which resets the entire level (player loses). The player also loses and the level resets if 2 characters collide.
➢ The player can interact with obstacles such as doors or blocks to stop or start the movement of characters.
➢ Objects such as switches, conveyor belts, tunnels and bridges can be used to alter movement or time it differently.
➢ The player can put together pieces of objects in the environment in correct places to form new objects, such as new bridges, heavy blocks to hold down push buttons or timers to trigger interactions.
➢ All elements are put together to realize interesting puzzles which the player must solve to progress through the game and eventually win.

Mood Board