

## Game Concept



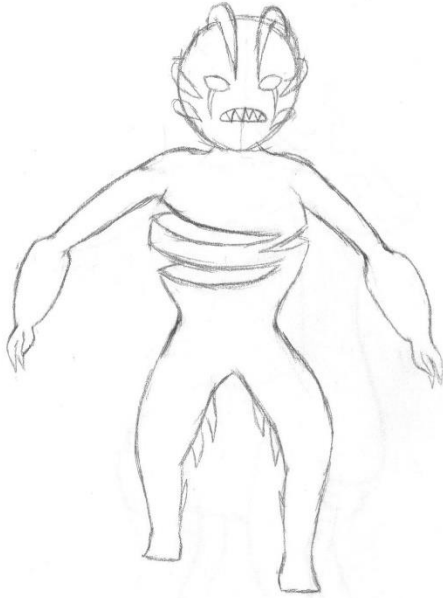
### Plot:

You start off in a city in a 3D world. You first start by walking around the city when you hear a distressing noise nearby. Worried if your family's safe, you run home to find them captured by a stranger. After he notices you, the stranger transports you and himself to an alternate room full of pixels, forcing you to watch him turn your siblings to monsters. You are then thrown back somewhere in your world to discover that all colors and sounds have disappeared. The only thing you see are outlines of objects. You are the only person/thing that contains color, and the ability to produce sounds. Your goal now is to find and rescue your siblings.

**Mechanics:** As you start the game, a musical note has been placed in front of you. You can use it to attack. People still exist around you. However, with some people, if you get too close to them they become overwhelmed by emotion and start transforming into a monster. You must try to calm them down. If not, they will not be able to return as human, and they will become hostile, forcing you to kill them. If they return back, color will be restored to them and they will not transform.

You attack by using a combination of 4 notes for a total of 10 sounds.

## Monsters:



Base Monster for level 1



Base Monster for level 2

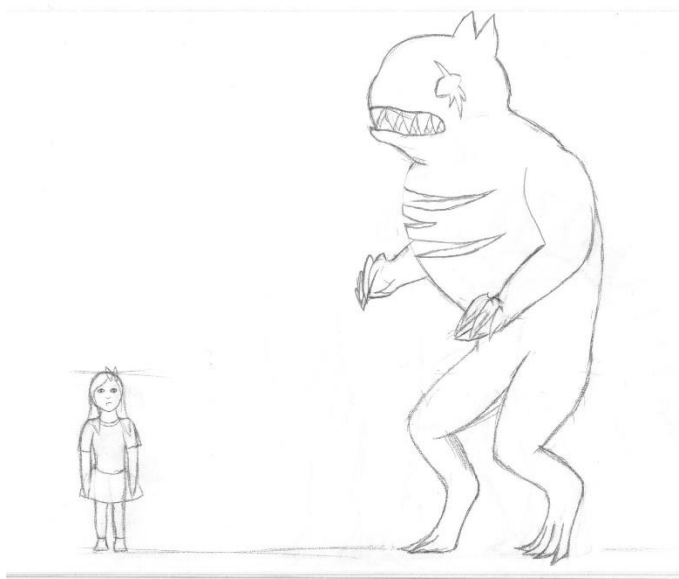


Base Monster for level 3

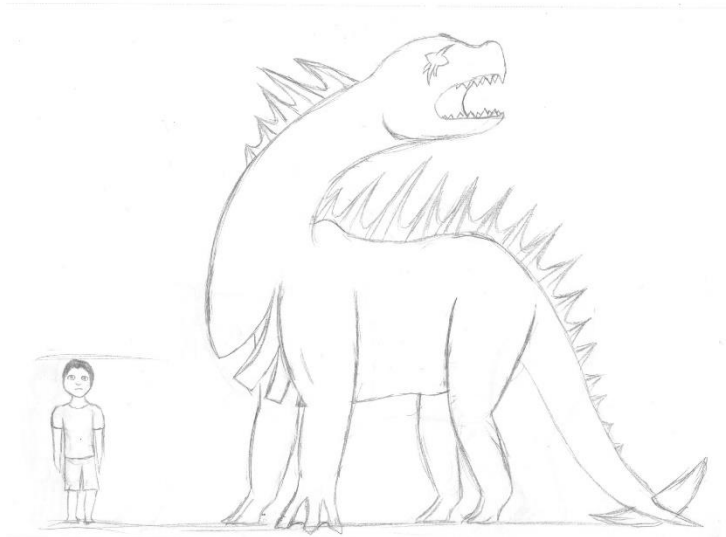
Your world still holds life, regardless of it holding no color or sound. People will still exist, but will be unaware of why things happened. Some people will react to the change more than others, causing the ones who become overwhelmed to become overrun by emotions and turn into monsters. They will begin their change if you get too close to them. You can calm them down to change them back into a human. If not, they will change into the monsters shown above and will not be able to revert back.

Monsters live off of the energy human emotion provides. They have no heart, which is why the monsters shown above appear to have their chest open. They are created only to survive off of any energy provided through people, and are hostile and will attack as a result. You must destroy them to prevent them from hurting others, and yourself. But their main goal will be you since you have color.

Bosses:



Boss for level 1



Boss for level 2



Boss for level 3

### Final Boss

Bosses are created in the same way that Monsters are created, except they come from children overwhelmed by emotion. These are stronger than Monsters throughout the level, and cannot return to being human. Your goal will be to destroy them.

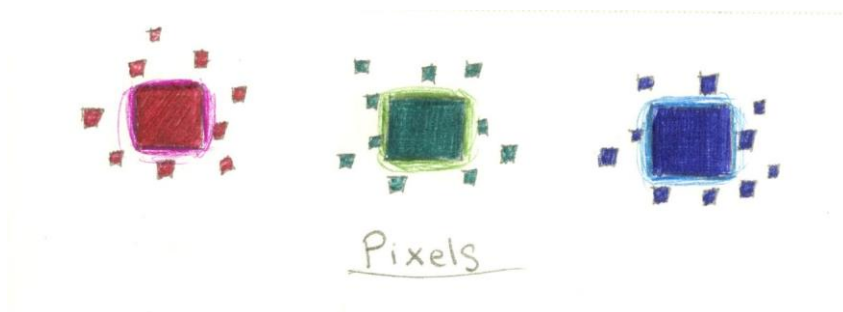
Once destroyed, each boss will give you a special boost:

- Boss 1 will give you increased speed
- Boss 2 will give you increased health and slightly faster regeneration
- Boss 3 will give your notes more strength

The Final Boss is the stranger that took your siblings. If you defeat him, you have completed the game.

Pixels:

There are items to collect called pixels.



The more pixels collected, the more sound and color are restored and the lower the chance there is for people to turn into monsters.

- Level 1 contains red pixels
- Level 2 contains green pixels
- Level 3 contains blue pixels

Pixels can be found on people when they are either fully calm or have been defeated. At least 70% of the pixels in the area must be collected in order to fight the boss of that level.

If you have collected 100% of pixels in a certain level, all sound for that area is restored, and the color of the pixels collected so far will restore colors to the area. There will also be no chance of people turning to monsters.

Health:

The more damaged you are, the more color you lose. If you lose all of your color, you have no power, and are returned back to the beginning of the level, or the last checkpoint. You will regenerate slowly over time.