

Overview

High Level Summary

- 3D Platform game where you warp/shoot yourself at high velocities to solve puzzles and defeat enemies

Theme / Setting

- Dark, Gloomy setting
- Robots
- Robot has awoken to some mysterious world. Physical and spiritual exploration
- Isolated world, empty feeling

Target audience

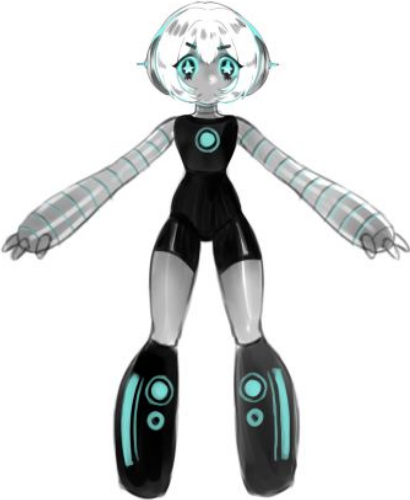
- Teens and young adults around our age
- We may have a similar mindset as to what others like us would enjoy, obviously

Project team

- David (Programmer): character implementation, and level implementation
- Felipe (Programmer): level design and level implementation
- Jason (Programmer): some physics, and enemies, and level implementation
- Tina (Artist): character design, promotional art, 2D art aspects
- Jonathan (Artist): audio, textures and terrains
- Richard (Artist): 3D modelling
- Eliot+ (Musician): music

Gameplay & Characters

Main Character



- A genderless robot
- It has just woken up in a mysterious world
- Perhaps it was just recently born
- It has no programming, so it just wanders on, trying to find its purpose

Enemies



- Souls of humans that have merged with Evil robots that have long lost their purpose in life
- Enemies are mainly there to impede player progress and try to kill them by various means such as touching the player, or shooting some projectiles

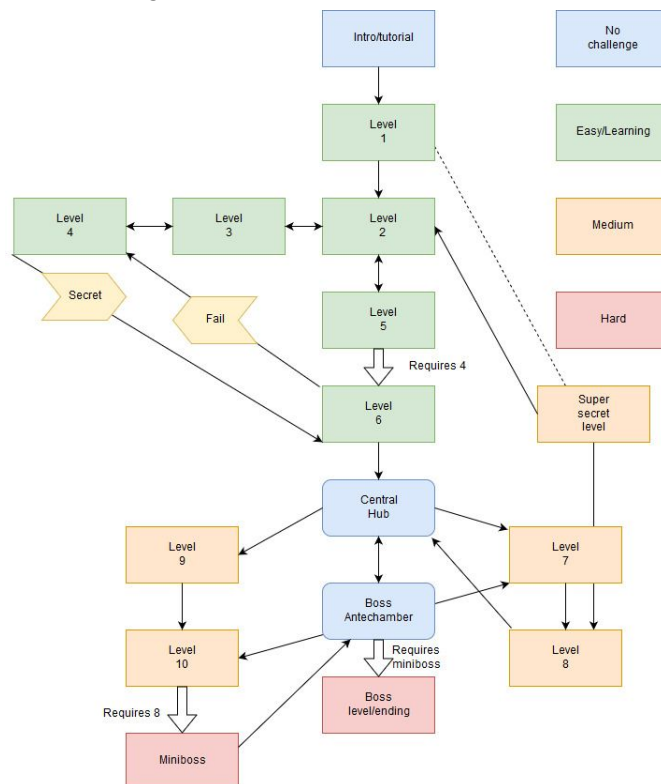
Gameplay Outline

- The game plays like a single legend of zelda dungeon, though could be extended to multiple dungeons.
- Each level plays something like a level from Portal, introducing gameplay mechanics gradually at first, then combining them into bigger and harder puzzles.
- Levels are vast and empty feeling, though relatively short to play thanks to the Robot's warping capability.
- If the Robot takes it time, it might learn something about the world, and itself, if it stops to examine its surroundings.

Design Aspect

Level Design:

- The game takes the form of a tower to be ascended, reminiscent of a Legend of Zelda dungeon.



Levels

Easy Levels

- Tutorial: Learn to walk and warp
- 1. Walls and windows
- 2. Enemy-1: learn how to defeat it

- 3. Boxes: learn how they move
- 4. Enemy-2: you need boxes to defeat it
- 5. Learn to warp through false walls
- 6. Learn to time your warps correctly

Medium Levels:

- Central hub non-level
- Boss antechamber non-level
- 7. Generic medium level
- 8. Many enemies, requires rapid reaction (harder)
- 9. Generic medium level
- 10. No enemies, requires careful planning and timed execution

Hard levels:

- Miniboss
- Boss/Ending

Art Design:



[1]

- Environmental designs will be based on Soviet brutalist architecture
- Color choices will mostly be duller tones, a lot of grey
- Aside from the greys in the world, red/blue will be used to stand out for player character, enemies and interactable elements

Music:

- Dungeon exploration sounds much like from Legend of Zelda: Ocarina of Time
- Gives a sense of vastness and emptiness

[1]

<http://georgiatoday.ge/news/4009/Tbilisi-Soviet-era-Building-Listed-Among-the-Best-Brutalist-Architecture-Examples>