

Game Pitch Document

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Title: Šperkovnice

Genre: story-based casual puzzle

Style: 2D, cutout animation, handdrawn

Platform: Windows, potentially in-browser

Market: Casual gamers, children 8+, parents

Elevator Pitch: Hand-drawn 2D game in style of puppet theater with 3x3 windows closing and changing appearance based on which character is selected. Story told without words.

The Pitch

Introduction

The game *Šperkovnice* attempts to create unique artistic world with story which would entertain children 8+ and their parents. The game is contained in 3x3 grid puppet theatre which changes its form according to character switching. All cells are covered apart from the one in which player is at given moment.

Background

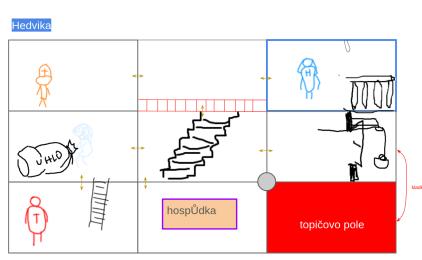
The idea of the game is based on minigame which can be seen in *The Creaks* by *Amanita Design*. At certain point, player can choose to go through a story about lost cat where they move on X axis and press only one other button apart from going left and right. The game core mechanic was brought to light by combining this form of storytelling and puzzle aspect which makes orientation in space more difficult — since player can not see the cells when they are covered, there might be something mysterious going on! Additionally, each of characters in game sees the world in a different way (as each human being does) — therefore characters share only one room, one small piece of their world which matches both worldviews. Other rooms look differently.

Therefore, even though the main screen (the box "Šperkovnice") is 3x3 grid with center cell merged with the one above it, leaving us with 8 cells to work with, there is much more rooms and space to tell the story through character interaction and worlds they live in and are able to see/inhabit. Player must find a way to move the story forward by selecting right character and walking into right room each time next interaction, or 'event', should happen. The skeleton of the story is linear and there are no alternative endings, but the order of actions is optional at several stages of the plot.

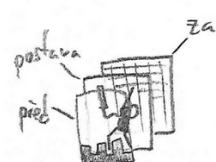
The game aims to entertain children with their parents, as *Machinarium* and other titles released by *Amanita Design* did. It should bring family together to watch intricate world of magical box unfold before eyes of relatives, together.



(a) Minigame in Creaks (inspiration)



(b) Concept reworked



(c) Puppet theater perspective

Setting

The game is set in Victorian-era noble family where young lady, daughter of the master of the house, is getting ready for the much-anticipated gala dinner she is getting dressed and suddenly she finds out her necklace is missing. She has to hurry and tries to find it in time in this weird, apparently magical box with jewelry. The player takes the control of main character, *Hedvika* in the jewelry box and speaks with other characters, which fit into her worldview. It is possible to switch to characters when active character meets them. Other characters see the world in different way (uncovered cells look different) and are able to encounter different characters.

There is plenty of space to experiment with multiple actions which can advance the story in stages. Character communicate in comics speaking bubbles, but there is no text — this is another thing drawn from the *Amanita Design Studio*: in *Machinarium*, robots speak, and even think, visually.

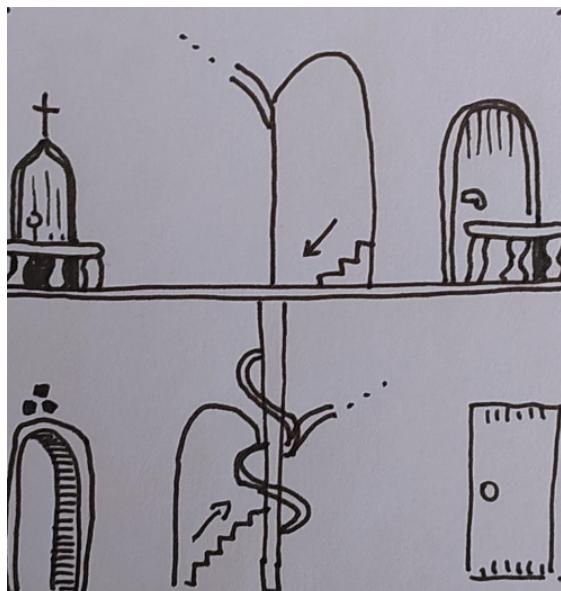
The story features one character from my previous game, *Teta*, hinting it is in the same universe as other storyline. *Šperkovnice* focuses rather on fantasy aspect of this dimension as it is possible to progress deeper into the tree of connections between characters and figures are getting more astonishing. *Šaman* could serve as good example.

Features

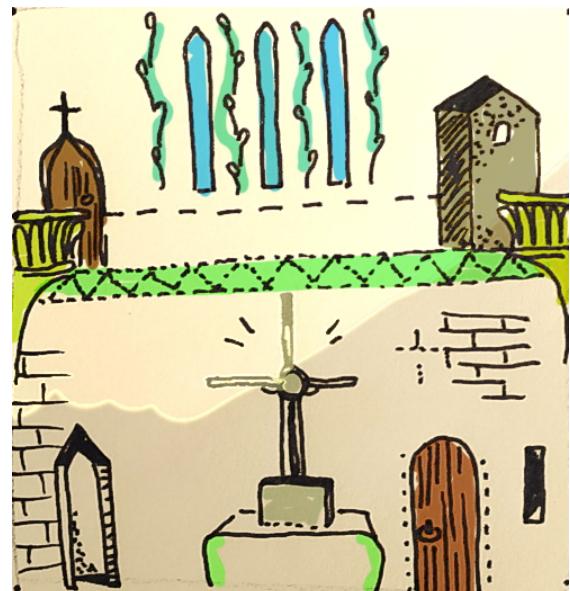
The main feature and selling point of this game is the **maze in static grid**, as the grid cells change form while not visible by the player. Most of the time are cells covered by curtain.

Genre

Šperkovnice is **2D puzzle story-based artistic game** with focus on core game mechanic — finding path in the ever-changing grid. It is 2D regarding graphics (puppet theatre, cutout animation design), but semi-3D in its puzzle form; the character switching which changes the maze on the background could be viewed as third dimension.



(a) Central room as *Hedvika* sees it



(b) Central room through the *Kněz* eyes

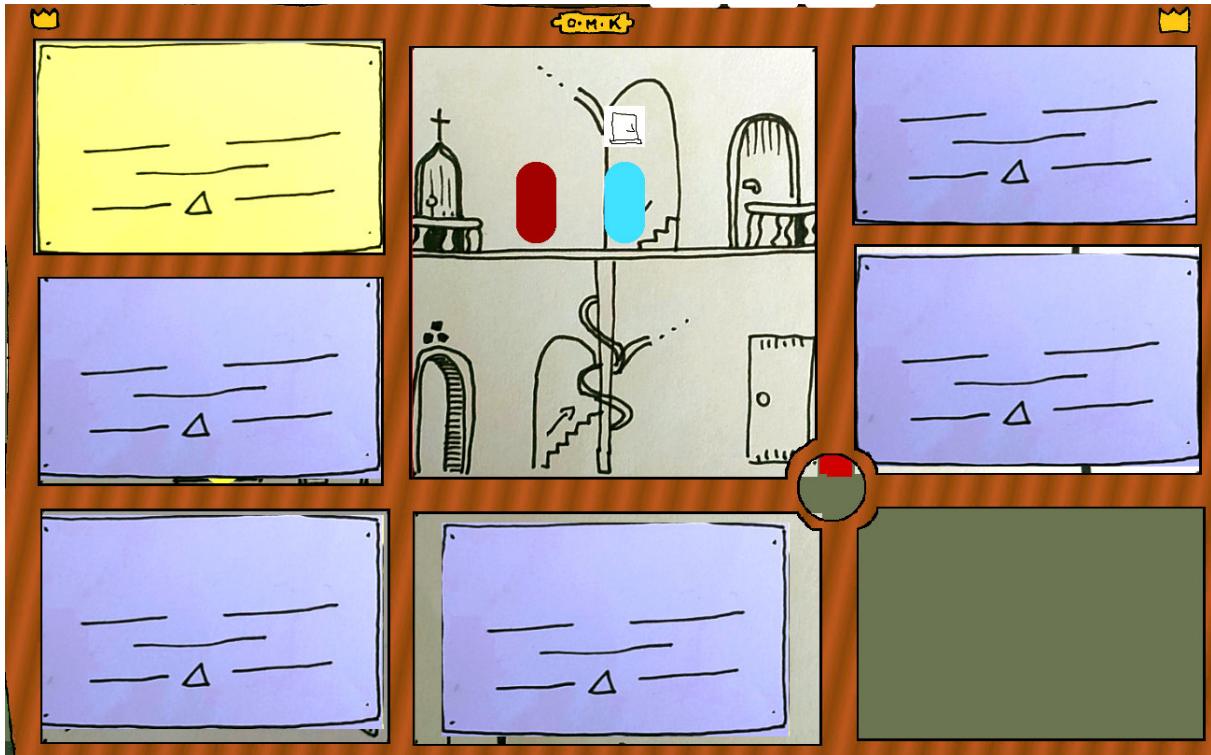
Figure 2: Comparison of Central Upper room for different characters

Platform

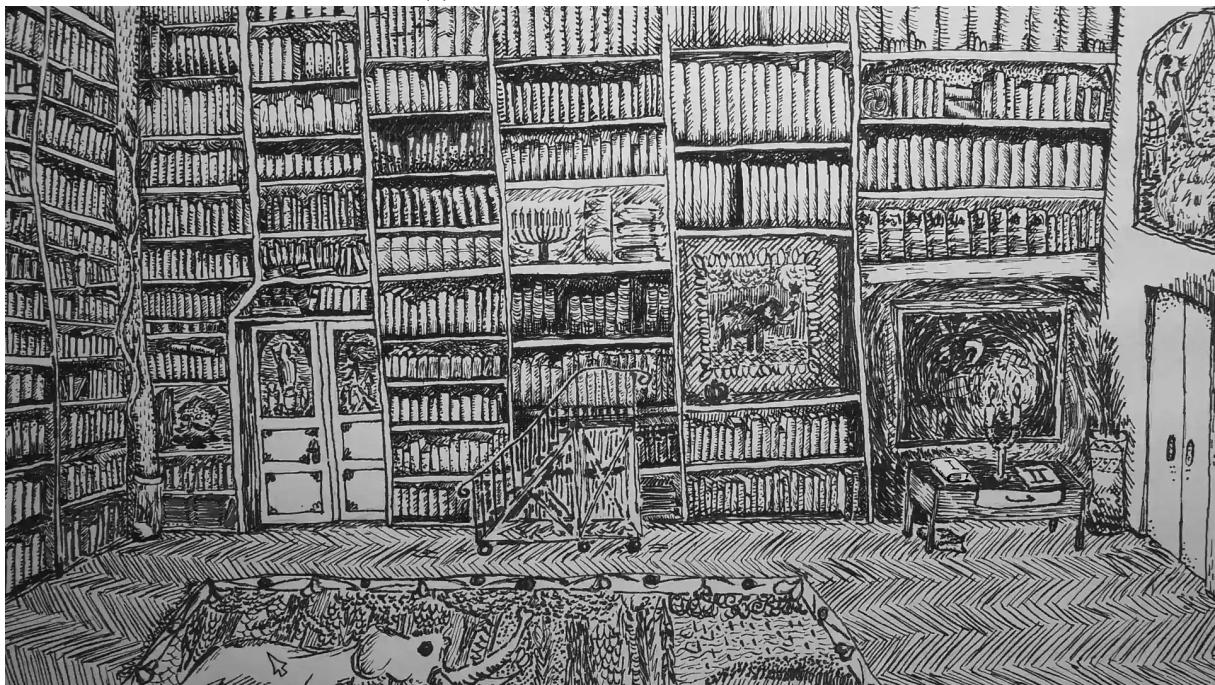
The game will be developed on Unity platform. Target platform is MS Windows for its prevalence, but in-browser playthrough should be available as well.

Style

The game is hand-drawn, colored, playful. Style of drawing will be similar to *Teta* point and click adventure. Concept art, which is currently used, only slightly represents final form.



(a) Current mockup of Šperkovnice



(b) Art style of game Teta

Figure 3: Vision for the game Šperkovnice