AKINED

Game Project 1 Presented by

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OX FUTURE
XO GAMES

Unity®

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1. **Game Description**

<u>AKINED</u> is a 3D Puzzle Platformer for PC where the player controls an old man called Adam and a guiding Spirit towards the afterlife. The game takes place in a dungeon where Adam can let the Spirit out of his body and in-turn the Spirit can possess objects in the environments to move or interact with. The goal is to progress through the puzzling dungeon-rooms up towards the exit.

1.1   Details

1.1.1.   Platform

PC

1.1.2.   Genre

3D Puzzle Platformer

1.1.3.   Engine

Unity

1.2   Design Goals

Have a fun and engaging puzzle experience that anyone will be able to pick up and play. We aim for it to be user friendly and easy to get into.

1.3   Influences & Sources

The initial idea for the game came from brainstorming sessions and one of the themes/settings was a game set inside a haunted mansion/castle. A bit more thought was put in to find a good premise for a game set inside a haunted location, and the idea that the group voted on was a game where you are a ghost and can possess things.

Some of the influences:

- Luigi's Mansion
- Prop Hunt/Propnight
- Monument Valley 2

2. Functional Specifications

2.1 Core Gameplay

The PC (Playable Character) moves around in a 3D (three dimensional) room where they can interact with the environment either using Adam or the Spirit. To escape and progress the player will have to solve puzzles to reach and unlock the exit door in each room using both Adam and Adam's Spirit, which has the ability to possess objects to either move them around or perform specific actions based on what object that was possessed.

The game is viewed from an isometric view where the entire play area is always visible, and the walls closest to the camera are not shown.

Both story and gameplay related info/text are delivered by a monologuing Grim Reaper, which are displayed through short interactive cutscenes or speech bubbles after the player has either solved certain puzzles in a room or after a period.

2.1.1. Mechanics

- The player will be able to control the main character Adam, Spirit, and Spirit possessed objects.

- The player can toggle between Adam and the Spirit.

- The player is only able to move when the Spirit is inside Adam.

- Adam can Move, Jump and will Die if he falls into any traps.

- The Spirit can walk through certain Walls and Objects.

- The Spirit can Move and Possess objects that will enable it to either move them or perform specific actions.

2.1.2. Mechanic Cases

- Objects get destroyed when they fall into traps and pits. They respawn at their start location. The Spirit returns to Adam.
- Spirit returns to Adam if they fall into lava.

2.2   Game Flow

2.2.1.   Actions

Actions the PCs can perform:

- *WASD*-keys

    - Move Up, Down, Left, and Right

- *Spacebar*

    - Jump (when as Adam)

- *E*-key

    - Toggle to *Adam* (from *Spirit)*
    - Toggle to *Spirit* (from *Adam)*
    - Leave *Possessed object* (into *Spirit)*

- *Q*-key

    - Possess object (as *Spirit)*

- *F*-key

    - Interact (as *Possessed object)*
    - Interact (as *Adam)*

2.3   Characters

Adam

Adam's our main character and the man of this castle. He awakens in a strange place wanting to get out as he does not know where he is.

Adam's spirit

The spirit is a part of Adam that will be able to help him proceed and solve puzzles and traps that's laid out before him.

Grim Reaper

The secret tutorial guide and the one (and only) NPC we will meet. They will give Adam clues and help along his journey.

2.4 Gameplay Elements

The gameplay will mainly focus on solving puzzles but there will be elements of light platforming such as jumping between shelves or over pits.

The main mechanic that will be heavily used is the Possession mechanic which allows the player to take control of regular objects in the environment.

2.4.1. Interactive elements

Elements present in the game levels that the PCs can interact with.

Possessable objects

- Bookshelves
- Boxes
- Planks
- Metal valves

2.5 Game Physics

2.5.1. Physics Behavior

How objects with physics behave in a game level:

- Both PCs collide with floors and walls made of stone or metal.
- Adam behaves like a regular physical person, so he collides with all objects.
- Spirit can pass through all wooden objects.
- All loose objects can be physically affected.

3.   User Interface

3.1   Functional Requirements

3.1.1.   Gameplay

The gameplay primarily focuses on solving puzzles and progressing to the next level. The camera and the gameplay will be focused on an Isometric view.

- *Key item slot:*
  Initially hidden but shows up and indicates when the PC has picked up a key.

3.1.2.   Main Menu

First menu you will see and can interact with. Here a Logo-title is visible and 3 buttons:
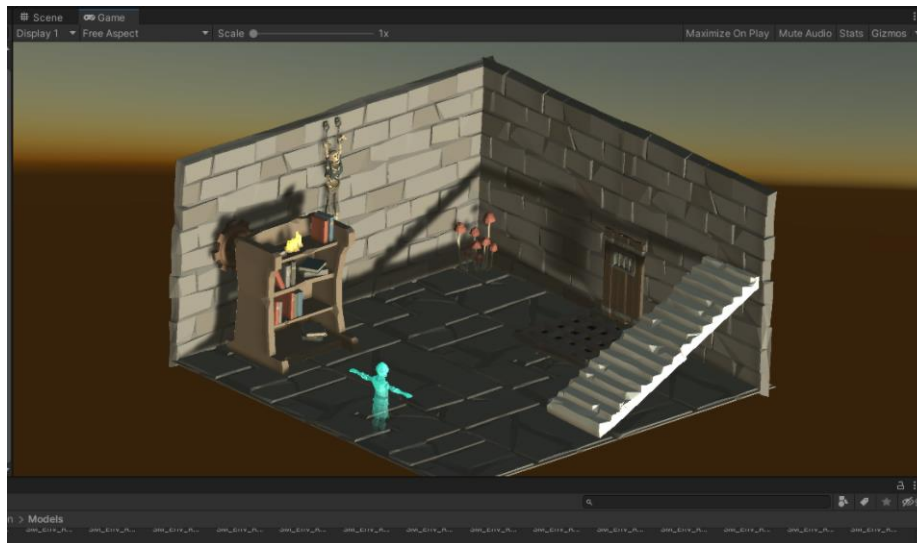- *Start game:* Transitions the player into the first gameplay scene of the game.
- *Quit game:* Quits game to desktop.

3.1.3.   Pause Menu

A pop-menu that has 3 buttons:
- *Return to game:* Returns the player to the gameplay view again.
- *Reset level:* Restarts current level (If you're stuck or need to re-do a puzzle).
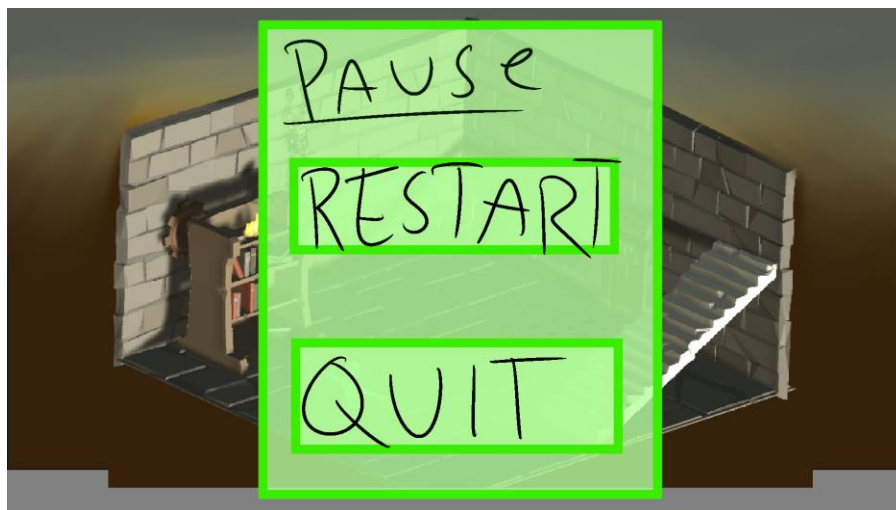- *Exit:* Exits current level and returns to Main Menu.

3.2   Mockups

(PreVis - Gameplay view)

(PreVis - Gameplay view with HUD elements)

(PreVis - Gameplay view with Pause-menu activated)

4. Stylesheet

4.1   Fonts

4.1.1.   *Logo*

Calfine

4.1.2.   *Default*

Endear

4.2   Colors

A	B	C	D	E
#7E8F8C	#ABD6D0	#CBD6B0	#8F8271	#D6CDC1