Game Title – After The End

Team Name – Some Games
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Target Audience	Male 16-45 y.o. & female 18-25y.o.
Gamer Type	Hardcore
Target Platforms	PC, Consoles
Genre	Side-scrolling puzzle platformer
Number of Players	Solo, Local or Online Co-op supporting up to 2 players
Projected Release Date	30.09.2017

High Concept Statement

This should be one to three paragraphs that describe your game in a concise fashion. Remember, your goal is to sell your vision to others. Make it compelling! It should answer:
• What does the player do? (interactivity)
• Why do they do it? (player motivation)
• Where does the player do it? (setting, story, narration)
• What are the constraints on the player? (core mechanics)
• What sort of emotion is this game trying to evoke in the player? (affect)
• How is this game unique? What differentiates it from other games? (defining elements and competitive analysis)

After The End is a side-scrolling co-operative puzzle platformer for hardcore audience, in which the player, who is the last human being in the Universe (but won't know about that till the end of the game), survived in a space accident. Now he has to find any other creature in the ship wrecks, scattered all over the space, by dodging, jumping, double jumping and using special abilities throughout a bunch of game levels. The game will have two playable characters – the spaceman and the female alien. The player can play both characters. While spaceman primary goal is to find any living creature in the ship wrecks, female alien does everything to avoid him. In the middle of the game their paths might cross (in case two players were playing different characters and connected to each other via game server) and both players continue world exploration together in co-op mode.

Basically the game will contain 3 campaigns, connected to each other – the astronaut campaign, the alien campaign and the united campaign, where players need to solve level puzzles together. There won't be any menu or loadings between them, all campaigns will be seamlessly united in one big game world.

The game heavily relies on the plot, so player's main goal throughout the game is to complete all game levels in order to reveal the game ending and story explanation. Main questions in the beginning of the game are – What happened with the ship? What was their destination goal? Is he the only living human left? How long have he been wandering in open space? What should he do next? Player's main motivation is to find answers to this question by solving puzzles and proceed from level to level. While reaching the game end is the primary goal, there'll be more goals, called tasks, during the walkthrough. Player can reach the ending playing alone as a spaceman or alien, but he won't see about 2\3 of the game content and story. Playing two different characters will tell the story from different perspectives.

The game is set in a distant future in space. All locations are mostly ship wrecks or open space. Player takes a role of a spaceman, who survived after the spaceship destruction. The last thing he remembers is how the ship with a hundred people on board left the Earth because the planet is dying. Now he's wandering around the shipwreck in a spacesuit. He has a limited amount of oxygen and has to look for recharge stations all around the wrecks. He hears different voices and cries for help all the time and thinks there's someone still alive. This sets the main goal – find anyone, who survived on the ship and find the way out. Being a professional austronaut and mechanic he's quite familiar with the ship and uses his knowledge to complete game levels and move forward through the game. Besides his knowledge, he has a special ability – the spacesuit grants a great strength. Player can use it to break obstacles, move heavy items, etc.

Player can take a role of another character – female alien. The female alien is from a race of time controllers. She has the ability to rewind or fast forward the timeline of any object in the galaxy. During one of the experiments on her home planet she accidently got on the ship. She had already tried to use her abilities to restore the ship, but her powers are not enough for that. While wandering around the ship, she's looking for a way to come back to her homeplanet. Alien was absolutely sure, that everyone died during the explosion, but she understands she was wrong when meets a human in a space suit. Most of the time, she thinks the player is dangerous for her and does everything to avoid him. This character has a special ability of rewinding or fast forwarding timeline of any object in the universe.

Once both players find each other, they can co-operate to complete levels, that were impossible to beat alone. Only uniting with other players will help them to reach the true ending.

The story will be told by in-game notes, audio diaries, and MC's monologues.The game won't have Voice-Overs. One interesting thing is that alien talks another language, that spaceman does not understand and vice versa. But players will see their character's monologues on their screens in English. In such way players will communicate with each other, as if they're in-game characters.

Besides jumping, double jumping and dodging both characters will have unique abilities. Spaceman is able to use force. For instance, he can break a wall using his exo-suit. But every action wastes oxygen. So the main restraint for the spaceman is oxygen level. When the oxygen level drops to zero, he dies. The oxygen level goes down by itself over time, but using power makes it end much faster.

Alien is able to control timeline of any asset in the game. For instance, the location has a broken control panel, that can't be used because of the damage. The player can rewind the timeline of this object and so change it back to it's normal state. But changing the timeline of any object wastes plasma. When the plasma level drops to zero, she dies. The plasma level goes down by itself over time, but using the power makes it end faster.

Both characters can use their special abilities to overcome obstacles on levels. Later in the game when they unite, players have to use both abilities to solve puzzles. More additional abilities will be added during further development stages.

The main emotion that the game tries to avoke is loneliness and despair. When the player finds another creature – he gets a hope, and now united they can find the secret of the world end and start building the new one.

When character dies, he's able to rewind time in order to restore himself, same as in Braid.

The game is unique comparing to other platformer games thanks to co-op feature and rich amount of special abilities that players can use to beat levels.

Feature Set

Create a series of features for the game to support the high-concept statement. At this point the features should be written in a succinct manner, probably in a bulleted list. The details will be flushed out later. Highlight the features that are unique selling points for the game.

- Unique puzzle platformer set in an open space.
- Solve puzzles alone or with your friend, once you find him.
- Use your character's special abilities to overcome obstacles and open new areas.
- Find the leaving creature who survived on the destroyed ship.
- Explore the spaceship alone. Wait, no... You can't reach the end alone, can you?
- Will you be the last one?

Team Roles

Define the roles each team member will perform on the team

The development of this game will need a team of 5 people –
1) Game Designer (this team member will in charge of game design, level design, story writing)
2) 2D Artist (will be working on 2D backgrounds and UI elements. Also, most cut-scenes will be done in 2D.)
3) 3D Artist (will be working on 3D characters, animations and special effects)
4) Gameplay Programmer (will be working on gameplay logic)
5) Musician (will be working on music tracks and sounds)

When the game will be close to QA stage, additional QA outsource team will be needed for this game. One gameplay programmer will be enough because, the game will be powered by Unity Engine.

The Competition

There're lots of puzzle platformer games releasing almost every week nowadays. All these games are our competitors.
Games that influenced me are: Braid, The Fall, Inside, The Swapper, Journey.
Basically, After the End is the mix of all these games, that happened in my mind. The number one competitor here is the Swapper cause of it's setting and similar plot.

Innovation/Creativity

What is creative and/or innovative about your project across art, design, and programming.

The game will have rich hiqh quality 2D backgrounds with lots of details making a desparate atmosphere of open space.
The biggest challenge is making rich interesting game plot and challenging levels, that won't make player bored.

Scope Management

How are you limiting the scope of the game such that you will be able to accomplish your vision within the limitations of resources you have (time, talent, budget)? Provide a list of "green light", "yellow light", and "red light" features. You can also include a timeline here with tasks and milestones.

Project's main limitation is budget. Time is in the second place, because there's no deadline set by a publisher. Talent is in the third place. In the current game development market there's a plenty freelance artists, programmers and musicians, who are able to create high quality content for a set price. With all that said above, if you have enough money and a one million dollars idea, you'll be able to create a modern high quality project.

Milestones:
- **GDD** (Game Design Document)
  - GDD (includes storyline, cut-scene, dialogs, and all mechanics described. Besides that the document has to include levels, planned and tested on paper)
  - Tutorial documentation
  - 2 Characters color sketches
  - Locations color sketches
  - UI color sketches, including main menu sketches, HUD, settings, credits.
- **Prototype**
  - First build, including one test level with all game-mechanics working for test purposes
  - 2 Finalized Characters 3D models
  - 2 Finalized Characters animations
  - One final background for the build
- **FP** (first playable)
  - First playable build, including first 4 levels finalised (mechanics, assets)
  - Tutorial, included into the build
  - Finalized 4 backgrounds

- o Test sounds
- o Test main menu theme
- o Test music them for first 4 levels
- **Alpha**
  - o Alpha build, including all assets and all levels (some assets\animations\effects might be placeholders, all mechanics working as intended, finalized tutorial)
  - o All 30 levels backgrounds – finalized
  - o All animations (assets) – finalized
  - o All special effects in test condition in order to check them in the build
  - o Finalized music themes (5)
  - o Finalized sounds
- **Beta**
  - o Beta build (complete build, including all levels, all assets, all animations, all sounds and all special effects) ready for QA
- **Release Candidate**
  - o Bug-free RC build ready for release with integrated Steam API.
- **Release**
  - o Drink champagne and cry over the first $1.