

## **Miro board simplified:**

### **Proposal:**

Vertical slice of game – minimum of one or two high quality levels being the goal.

### **Genre:**

3D fantasy puzzle adventure

### **First-person or third person?**

- First-person
- Third-person

### **Theme(s):**

- Greed - to be explored if it fits with the idea further down
- Sustainability
- Accessibility
- Automation

### **Influences:**

- Assassin's Creed series (narrative and mechanics)
- AC Valhalla (mechanics)
- QUBE
- Metroidvania (mechanics)
- Little Nightmares (mechanics)
- Little Big Planet (mechanics)
- Doctor Strange (manipulation of time and space)
- Mirror's Edge (mechanics)
- Ori and the Blind Forest
- TwiloQuest
- Child of Light
- Hollow Knight

## Halo Forge

### Idea 1 - Part 1:

- The player can change properties of items.
- Unlock new skills from different puzzles or challenges. I.e., acquire the ability to make materials bouncy through skill tree.
- Hub level with puzzles to unlock secondary levels. - Each level requires the ability from the previous ones to enter (not necessarily a full puzzle, but maybe a single platform)
- You can take certain objects to other levels to help you solve the puzzle.

### Idea 1 - Part 2:

- Jumping puzzle adventure
- The ability to extrude, intrude, move, and rotate certain pieces of the environment to help reach your goal/ solve puzzles. - core mechanic
- The player unlocks new skills (relating to environment alteration and physics) and snippets of visual story as they play through the campaign. See the world go worse in the hub world / flavourtext (if added)

### Idea 1 - Part 3:

- Hub has no puzzles and almost acts as a main menu/ central command centre, etc. (big room within a castle, etc. Good condition)
- "Portal" leads to 1<sup>st</sup> level – Introduction to the mechanics and puzzles.
- In the end a piece of story is revealed about all the bad things that are happening because of the player's actions/ when the player returns to the hub following this reveal, it has been altered in line with the story.
- In the end a choice is presented where the player can choose to save the world or let it die.
- Menus could potentially change as the player progresses through the game.

### Idea 2:

- a mysterious land that the player character discovers. It is a land that transcends time and space
- Start with happy earthy colours, transcends into dark dingy desaturated colours
  - UI changes with this process
- You play as a traveller who stumbles upon a magical temple. Explore the different sections and solve the mysteries utilising the abilities granted to you by the Tree of Life - altering the building blocks of reality. (this sounds cheesy, we need to work on this pitch)

- **Core mechanic** (hook) - **The player can change the material of certain items (boxes/platforms) around the world. (and move)**
- Example variants of the core mechanic
  - Turn a platform into “clouds” to make it float
  - Turn a box into “metal” to make it heavier to hold a pressure plate
  - Turn a platform “bouncy” so that you can jump higher or make boxes bounce higher
  - We can expand this infinitely
- Hub level consists of a tree (symbol of the tree of life), some grass, the rest is stone (the temple itself). Portal to the puzzle levels. Collectibles (if implemented) will show up with flavour text to be explored.
  - Some sections broken down
  - Some overgrown
  - Some with water
  - Etc
  - The hub level/the world degrades as the player progresses
  - Simple puzzles to reach the next level with the ability from the previous one
  - The player enters the hub at the start of the game though a short walking sequence
    - (starts looking at the sun, zooms out, walks in looks around, gate closes. Game starts)
  - Potential ending - temple collapses, you're trapped in there
  - If the change of environment can be dynamic - make the change happen when the player uses the newly acquired ability to access the next level (so that the effect is shown in real time)
- Puzzle levels - all linear, after the completion of each you unlock the next.
- Ending - give up powers and die or keep them and let the world die
- **(optional expansion, tie in with the sustainability story) The player collects the “life force” from the greenery around the level to fill a bar that will allow them to create a portal back to the main level. This justifies why things go worse as they progress and opens us a lot more flexibility with the level design.**

### Idea 3:

- The player can either start from the **happy earthy colours side or the dark and evil side?**
  - **You choose to play from the good side or the evil side**
- **Machines digging up the environment for resources unleash entities that destroy the environment**
  - **The more you play, the more machines that are created**
  - **The more you play the game, the more limited paths you have as more of the environment is destroyed**
  - **Player can hack into the machines to allow them to restore the environment**
  - **Need to hack to access more parts of the environment**
- **The player needs to sacrifice themselves to save the environment or sacrifice the environment to save themselves**
- **a mysterious land that the player character discovers. It is a land that transcends time and people from any time era can go and visit this land and co-exist within this**

land and meet one another. But when they leave the land, they return back to their own respective time era.

- Notes or bits of evidence of previous occupants of this land, give hints of what previously happened
- Potential allies / mentors / enemies from different eras, past, present or future?
- The land is under threat by entities that want to plunder it for its rich resources and their own gains. The further you move into this land, it goes from being happy and earth through to dark and evil, as the land becomes more degraded.

#### General notes:

- User generated content
  - Whatever the core game is, we create an editor and users can create new levels
  - The player used assets we have designed for them to create new experiences
  - The player can unlock assets/ game objects whilst traversing the level and/ or playing through the story
- Time/ realm manipulation
  - Main character being linked to a different era or timeline
  - Initial world acts as a gateway to other worlds
  - In order to access additional secondary worlds, you would need to solve puzzles in the first - however, the further you progress, items needed would be in previously completed levels
  - Take items from one world to another to solve puzzles
  - Items can be used until you have to dispose of them for story progression, etc.
  - Assets are taken from different eras/ timelines, etc. to be used in the hub/ home level
  - The ability to switch between 2 versions of a level that interact with each other
- Skill tree
- Asymmetric co-op
- Psychogeography – merging of level and narrative design (environmental storytelling)
  - Environment manipulation - moving platforms, etc.
  - Treasure/ relic hunting – the player enriches the hub world at the cost of killing the tree within the hub world and the environments of the other levels (a combination of both environmentalism/ sustainability and greed: greed results in environmental catastrophe)
  - On revisiting levels, they could potentially get worse after being completed previously.
  - Colour grading to be earth-tones initially before becoming more worn out/ dull, evil, etc.
  - Areas become either more or less accessible and you must use new abilities to solve new puzzles that have appeared in pre-existing/ “completed” areas.

- Puzzles that are solved unlock fragments of story like the Apple of Eden backstory in Assassin's Creed II – At the end of the game the complete scene is shown in its true order - the story is a puzzle in itself.
  - Flavour text – Subtle fragments of story, i.e., result of player's actions revealed overtime – puzzle-like
  - Items have stories/ information attached to them, etc.
- Terminals at different points of levels to easily move between different levels.
- Linear to start with (development)
- The order that the levels are played in affects the difficulty of subsequent levels.
- Having no text at all, conveyed through art (UI or level/ characters)
- Maps (UI)
- Voice over (dying words of those who came before)

### **Scheduling:**

1. Hub level
2. Level 1.
- Vertical Slice --
3. Final level with choice
4. Rest of the levels

### **Marking criteria**

Pitch (30%)

Development blog (70% of grade) - Reference learning, tutorials, decisions/ dynamic of the group, etc.