

**GAME CONCEPT****REVISION HISTORY**

Date	Version	Description	Author
23/06/2010	1.0	Initiated template.	Ivan Beram
13/05/2015	1.1	Updated template.	Ivan Beram
02/03/2016	1.2	Updated template for Studio 3 usage.	Ivan Beram
10/07/2016	1.3	Updated template for Major projects. Moved technical requirements sections to development plan doc.	Ivan Beram
26/07/2016	1.4	Initiated Game Design Doc	Monea Games

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CONCEPT OVERVIEW

Concept Summary

High Concept

A 2D puzzle platformer where your power to control the day / night cycle affects the world around you. You represent night and day, balance within the natural world. Mysterious dark forces have drained most of your power. Use what you have left to find the source of the evil and put a stop to it before it corrupts the world you live in.

Concept Specifications

List the following:

- **Game Engine + Language:** Unity 5, C#
- **Platform(s):** PC (Keyboard and mouse/Controller)
- **Business / Distribution Model:** Digital; released on Itch.io and steam
- **Market demographics:** The target audience for this project will be both males and females that enjoy playing puzzle based, narrative driven 2D platformers. Our game will be designed for people who prefer challenging and interesting mechanics that generate unique puzzle experience. Even though the game is directed at more experienced gamers the simplistic controls will welcome a broader audience, both experienced and inexperienced. Our game will likely be for the more casual gamer who is looking for a challenging but relaxed atmosphere. The age bracket we are aiming for is around 15-45 years of age.
- **ESRB Rating:** E for Everyone
- **Game Modes / Number of players:** Single Player.
- **Game View / Genre:** 2D Puzzle Platformer.
- **Number of levels / Playing time:** 13 levels providing an estimated 2.5 hours of play time.

Concept Premise

You, the hero of the story, are trying to restore balance to the world by defeating the darkness that aims to consume and corrupt it. But in order to do so, you must restore the 4 shrines which hold your powers to control the day/night cycle.

Concept Theme

The game's theme is all about the upset balance of nature. The game surrounds the idea of balance of ecosystems, if one of those is disrupted it has overflowing effects onto the entire world. Within the game world the player has the objective of "restoring" 4 ecosystems so that it "save" the world from the darkness.

There is an underlying message within the game that relates back to the real world. The real world as you might know is in a state of turmoil both socially and environmentally. One of the more subtle objectives of the game is to make the player realise that it mirrors reality but in fantasy form. In some sense humans are represented by the darkness, an all devouring entity that cares very little for the environment around it.

Some games that already do this are;

- Fallout (series): http://fallout.wikia.com/wiki/Fallout_Wiki
- Borderlands (series); http://borderlands.wikia.com/wiki/Borderlands_Wiki

Concept Aesthetic

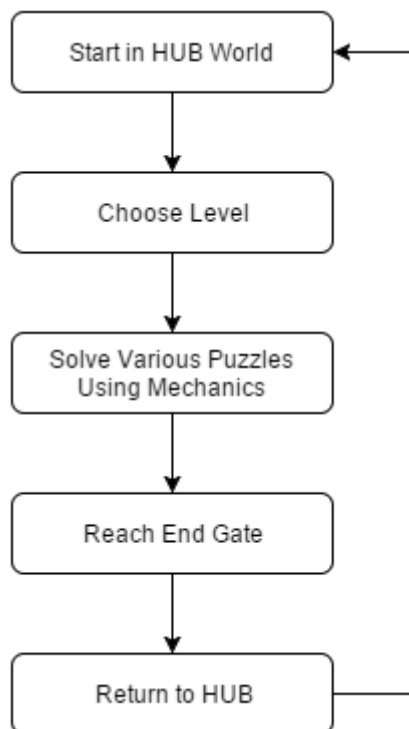
The visual style we have chosen for the game will be reflecting the natural style of ancient civilisations such as the Aztecs and Egyptians, with our levels being based in natural environments; such as Jungles, Mountains, Deserts, Oceans / caves, housing temples and other structures from the civilisations.

The colours schemes for each of the habitats will vary with the Jungle areas being focused on greens and mossy browns and the desert featuring yellows and oranges etc. While we are basing the look and style of our environments on real life environments, we will be using a 2D retro pixel art style for the graphics as it will give our game a unique way to represent these environments.

Our music for the game will focus on using acoustic instruments; such as flutes, bongos, guiros, claves and strings to give the sort of tribal, primitive sound of the era we are referencing.

Gameplay

Core Gameplay Loop



Typical Gameplay Example

The player starts off in the HUB world, they are then able to enter 1 of 4 doors to gain access to one of the 4 separate theme worlds, which contains 3 levels. The player enters the first level from the theme world HUB and is introduced to a mechanic which the puzzles in that level revolve around. The player moves through the level, picking up collectables and solving puzzles until they reach the end gate, which takes them to the theme world HUB. From here the player can move onto the next level or return to the previous level to collect anything they may have missed.

The player does this until they have completed all the levels within the theme world, this then unlocks a boss section in which the player must solve harder puzzles using similar mechanics to what

was taught in the previous levels in order to defeat the boss. Once the player has defeated the boss, they then unlock the next theme world. This process is repeated until the 4 bosses from each theme world are defeated. The player then returns to the main HUB world, which then becomes the final level and final boss battle. Completing this level finishes the game.

Platforming:

Short Description:

The mechanic of platforming, is one of the core elements of this game. This mechanic empowers the player to be able to move and interact with objects in the 2D game space. Players will be able to interact with platforms, floors, ledges, stairs or other objects to progress towards the exit of the level

What it does:

Allows the player to traverse through levels. Utilising the ability to; walk, jump, climb and interact with objects

Why should we have it:

Must have it otherwise game would not be puzzle platformer. Allows for more player interaction, as they have an avatar on the screen.

Enemies:

Short Description:

The enemies serve as obstacles in the level that the player must get somehow bypass or incapacitate to complete the level. There will be different types of enemies with different mechanics to obstruct the player in various ways.

What they do:

The enemies serve as obstacles in the level that the player must get somehow bypass or incapacitate to complete the level.

Why should we have it:

Enemies will serve as another way of challenging the player in a more real-time sense, aside

What will it add to the game:

Challenge

Interactions with other mechanics:

Some enemy types will be able to make use of the same mechanics as the player (changing time)

Game Objectives

Player's Key Objective

The player's key objective throughout the game is to restore balance back to the world. In order to do so they will progress by completing each level, solving the various puzzles found within them, unlocking and defeating each world boss, and by reaching and defeating the final boss. Introducing new mechanics in each stage, as well as new challenges and puzzles will keep the game interesting for the player as they strive to reach the end of the game and complete the narrative told throughout.

Victory (Win/Loss) Conditions

The player completes a level after solving all the puzzles within it and reaching the end gate. After completing 3 levels in a theme world, the player unlocks the world's shrine in which the player must defeat a boss by solving similar, yet harder puzzles found in the previous levels. After the player beats the 4 bosses and restores the 4 shrines, the player then unlocks the main HUBs shrine in which the final boss is held. Once the player beats the final boss, they win the game.

In each level, there will be collectibles which act as personal achievement to satisfy completionist gamers. Having the ability to revisit levels means that players can collect any collectables they may have missed previously. Some collectables won't be able to be collected during one playthrough of a level, but instead require an ability obtained later on in the game's progression.

Progression / Reward System

The player progresses through the game by completing levels sequentially in each world. From the main HUB, the player is able to see the 4 doors leading to each of the different themed worlds, as well as a larger door which gives access to the final boss, but the player will only be able to access a world if they have completed the previous world's levels; with the final door being accessible by completing all the worlds. This is the same within each world HUB; the player will only be able to access a level once the previous level has been completed. This gives a clear indication to the player of what they need to achieve before they can finish the game.

Throughout each of the levels will be collectables in the form of followers, which will be returned to the HUB once the player has "saved" them. However some followers will not be able to be saved during a single run through of some levels. At the start of each world, the player will gain access to a new ability which adds new mechanics to the way puzzles have to be solved, this includes saving followers. When completing a level or world, the player is able to return to the previous level / world through the appropriate HUB and retrieve any followers they have missed; this is purely to satisfy "completionist" players and doesn't effect the story if a player fails to save any of the followers.

Key Development Risks

Audio Designer: As the team has limited experience in composing music for games, we will need to source the help of an actual composer. To make sure the final product is as polished as can be, we will need to create music tracks for: the menu, individual level tracks, boss battle themes, endgame track.

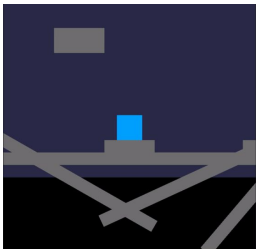
External Playtesters: Finding external playtesters will be beneficial as they can provide unbiased feedback on the overall gameplay and mechanics, while also aiding our team in finding bugs that we may have overlooked. Starting this testing early, and continuing these tests regularly, means we will

be able to make the game more enjoyable and ensure the final product will contain the least amount of bugs.

GAME MECHANICS

Core (Genre) Mechanics

2D Platforming (Player Controller):

Summary	The player controller simulates physics on a 2D plane. This allows the player to be able to move, jump and climb platforms, in addition to interactions between the player and entities within the level.
Actors	The player is the main actor interacting with the platforming mechanic in the game. Obstacles, enemies and other objects in the game that collide with the player will also react to the player controller in some way.
Advantages	<ul style="list-style-type: none"> • Gives the player the freedom of movement, a very interactive way of experiencing the game world.
Disadvantages	<ul style="list-style-type: none"> • The player has much more room for error with the amount of choice they are given through movement.
Actions / Triggers	The player is given control over their movement whenever they are in a level. As soon as a level is loaded and begins playing or the pause menu is closed the player is given control over their movement. Movement controls will be momentarily taken away when the game is paused or the level ends and a new level is not loaded directly after it. The player must not be already doing a conflicting action. Such as; Jumping while in the air. The player must not be 'dead'
Event Sequence	<ol style="list-style-type: none"> 1. Player sends input 2. Game checks if controller can move to the position based on player input 3. Game moves controller to that position if true, binding to collisions
Alternative Sequence	The game also checks for extra possibilities other than just collisions, like if the controller should be clinging onto a ledge or moving through a platform etc.
Result State	The player character moves to a new position depending on input by the player and what the collisions allow
Technical Requirements	<p>Art assets required:</p> <ul style="list-style-type: none"> • Player character sprites and animations <p>Audio assets required:</p> <ul style="list-style-type: none"> • Movement sounds (interacting with the game world) • Object interactions <p>Code assets required:</p> <ul style="list-style-type: none"> • Player physics engine • Player input manager • Player Controller •
Duration	All actions respond to input, which should mostly be instantaneous.
Diagram	

Enemies:

Summary	The enemies serve as obstacles in the level that the player must get somehow bypass or incapacitate to complete the level. There will be different types of enemies with different mechanics to obstruct the player in various ways.
Actors	The player is the main actor interacting with the enemies in the game. Obstacles and other objects in the game that collide with the enemies will also in some way. The player will also indirectly affect enemies with the use of other game mechanics such as Control of day and night, Time leaps, Time zones and Time rifts.
Advantages	<ul style="list-style-type: none"> • Contribute to the story and aesthetic • Enemies can sometimes be used to solve a puzzle with their unique mechanics
Disadvantages	<ul style="list-style-type: none"> • Enemies serve as an obstacle to the player and can cause the player to have to restart the level (or simply block the player from progressing)
Actions / Triggers	<ul style="list-style-type: none"> • Enemy is touching player character • Enemy is in light (only certain types) • Enemy is in water • Enemy is in enemy-interactable trigger
Event Sequence	<ol style="list-style-type: none"> 1. Enemy moves to a position specified by their algorithm 2. The enemy either triggers an event in that new position or keeps moving
Alternative Sequence	<ol style="list-style-type: none"> 1. Enemy is killed or stopped by the player 2. The enemy no longer has any meaning in their life and is destined to an eternity of nothingness
Result State	The enemy dies or the level is completed.
Technical Requirements	<p>Art assets required:</p> <ul style="list-style-type: none"> • Walking Sprite Animations • Idle Sprite Animations • Attacking Sprite Animation <p>Audio assets required:</p> <ul style="list-style-type: none"> • Monster SFX • Dying SFX • Attacking SFX <p>Code assets required:</p> <ul style="list-style-type: none"> • Base Enemy class • Collision Detection class • AI state machine • Child class for each enemy type
Duration	Until the enemy dies or the level is completed.

Key (Theme) Mechanics

Control of Day and Night:

Short Description:

This mechanic allows for the player to have control over the day and night cycle of the game world. This mechanic will be the core gameplay mechanic for solving most of the games puzzles.

What it does:

The player is able to change time at will, to manipulate the environment. By using this mechanic, the player is able to solve the game's puzzles.

Examples of the ways this mechanic will be implemented are as follows:

- Change the level of the tide to raise water
- Make some flowers bloom - can use as platforms
- Wake up monsters
- Line up sun with lenses / mirrors to burn things
- Cast Shadows to reveal certain things / deactivate things that require sun

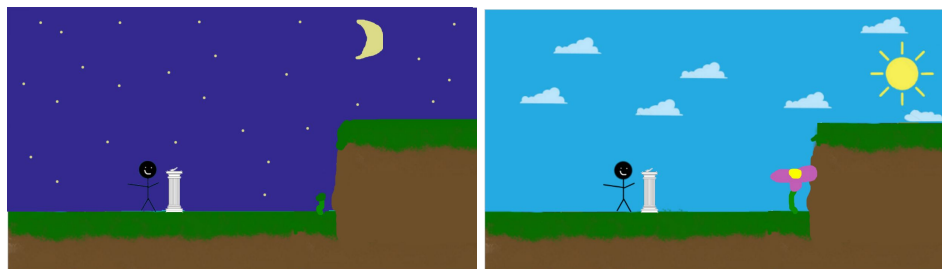
Why should we have it:

The main focus of this game is around this mechanic, as it is a unique take on the puzzle platformer genre.

This mechanic relates to the overall theme of the game.

What will it add to the game:

A unique gameplay mechanic



E.g: Changing the time from night to day to grow a flower for use as a platform

Time Leaps:

Short Description:

This mechanic is an extension of the previous mechanic. Time leaps allow for the player to 'fast forward' and 'rewind' time over a larger period of time.

What it does:

This mechanic is similar in practice to the day and night mechanic, in that the environment around the player is affected by this change, while the player stays the same.

Examples of this mechanic are:

- Vines over a door, which will grow if the player forwards through time too much, forcing the player to think more efficiently

Why should we have it:

This mechanic, will act as a major part of the theming and story progression of the game.

What will it add to the game:

This mechanic will allow for an extension of prior mechanics learnt throughout the game.

It also allows for unique game mechanics to have players have to think about their moves in a more efficient manner.

Time Zones:

Short Description:

Time zones are manifestations of the main character's power, and act as small circular areas, which will affect all of the environment encapsulated with the area as if it were that time.

What it does:

Time zones are orbs which can be found in certain levels which allow for the player to interact with. Once interacted with, the player is to choose which time the orb will emanate.

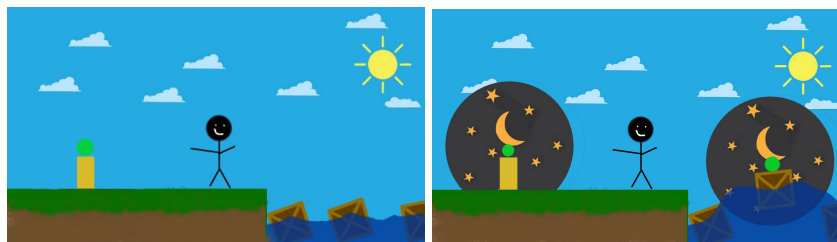
Once the orb is activated, it can be picked up and placed down wherever the player wants, and will affect all areas within the reach of the orb, to act as that specific time.

The orb is affected by physics and after activation can be reactivated with another time if desired.

If the orb becomes lost or is destroyed, another one will replace it.

Why should we have it:

Time zones will allow for more complex puzzles, which require the player to look at the level as a smaller part, rather than having them control the entire stage at once.



E.g: Using a time zone to raise the tide to create a path along the water.

Time Rifts:

Short Description:

Time rifts, are cracks within reality, altering the balance of nature. This mechanic influences sections of the map to have different times to other rifts and the overall level.

What it does:

Time Rifts create 'seams' in the map, which will affect all objects within the area to an offset time of day.

Each rift, is its own separate entity and depending on when the puzzle needs it, the rift will take on two different forms.:

- The first type of rift will, when the player changes the time, not be affected by the players actions and will stay static as that time.

- The second type of rift will be affected by the change of time.

Why should we have it:

These rifts are all independent of each other, and will force the player to think about specific areas to go steps at a time. It also allows for forced interaction between the different periods of the day night cycle, to create interesting puzzle possibilities. It also allows for the designs of the puzzles to limit the player's options in puzzle solving, making puzzles more challenging for the player as they will be required to make use of the objects in the level.

Key (System) Mechanics

The main key system Mechanics would be the boss and simple enemy AI. These mechanics would revolve around the use of state machines to determine the logic and decisions of how the enemy will react when provided with certain stimuli. This will be done using a simple weighted decision tree, using internal numbers to choose which action is the most useful.

The stimuli which the Boss will react to are:

- Player Distance
- Time of day
- Objects which damage it
- Boss phase

The stimuli which the default enemies will react to are:

- Player Distance
- Time of day
- Objects which can damage it

Game Stats

- Number of collectables the player has picked up.
 - This adds to the player achievement as they progress through each puzzle. Linked to the player controller
- Enemies:
 - Enemies have stats pertaining to:
 - Movement speed
 - Aggro range
 - Death states
 - Pathfinding

Game Modes

Story-mode: Get to the end of each level and complete all necessary goals to finish the game. The player can also optionally get all collectibles to achieve 100% game completion. To pass a level, the player must simply get to the end door, with optional collectibles on the way. However, if the player dies they restart the level or go back to the last checkpoint, if any. Level progression is linear, so the player must unlock the next level only by completing the current one.

Time Trial: The player completes the level as fast as they can to achieve a better score and rank against other players on the leaderboards. The condition to winning is simply to complete the level, but the player is driven to complete the level as many times as they like to get a better score until they are satisfied with their time/rank. This unlocks after the player has completed the game once.

Level Creator: Create levels and share them with other players to play through for a gameplay experience unique to the original story. There is no win/loss condition for the Level Creator itself (other than the player's own reasoning for making it), but the levels that the players create are completed similarly to the levels in story-mode in which the player must get to the end of the level to win and collect any optional collectibles on the way. There is no order to user-created levels though, so they can be played in any arrangement. Will be available from the start of the game.

Win / Loss Conditions

Because this is a puzzle game one major "Loss condition" is the player getting stuck or giving up. This is a major huddle within the puzzle genre as a whole. One important that will definitely mitigate this condition is the appropriate difficulty curve. The correct curve will hopefully ensure that the player will experience each puzzle in accordance to their playtime with the different mechanics. Playtesting will also ensure that we have the correct player experience, this will be conducted both internally and externally.

Alternately Win Conditions would include players completing individual puzzles and entire levels or worlds. Finding balance between rewarding and challenging gameplay will be one of the main priorities for development.

Multiplayer / Online

The game will be primarily single-player, but will incorporate networking elements. These networking components will have the capability to fetch online leaderboards for time trial times as well as collectable amounts. This networking feature will also be incorporated into the level editor, allowing for users to download other user-created levels easily.

Difficulty Systems

The difficulty will not be set by the player, rather the difficulty will be determined by how far they have progressed through the game. With the game being easy and inviting on the first number of levels, progressively getting more difficult as the player gets further into the game. (See Win/Loss Conditions)

AI Behaviours

Base enemy class will use simple pathfinding AI, with each unique enemy type making use of specific mechanics and interactions to determine their movements under specific circumstances. This will be undertaken using a weighted system combined with a state machine. This system will rank all of the decisions the enemy is able to do and will act according to which will be the most useful determined by the stimuli provided to it.

Deterministic factors for these decisions will be:

- Time of day
- Player distance
- Boss state
- How close a light source is to it
- Whether it has been hit or not

Bosses will have a similar system but will implement different and more aggressive behaviour compared to the base enemies.

User Interface

Controls (on All Platforms)

Controls can be remapped to the player's liking, but the default keys are:

Controls for keyboard:

- Left and right arrow keys - move left and right
- up arrow keys - climb ledge
- down arrow key - Crouch and let go of ledge
- Spacebar - jump
- Z- pickup objects
- Shift - Press: switch between day and night. Hold: Fast forward
- Ctr- Hold: reverse

Controls for game pad are:

- Left analog - movement
- A (Xbox) / X (Playstation) button - Jump
- Right trigger - Switch time and fastforward
- Left Trigger - Switch time and rewind
- X (Xbox) / Square (Playstation) - pickup objects

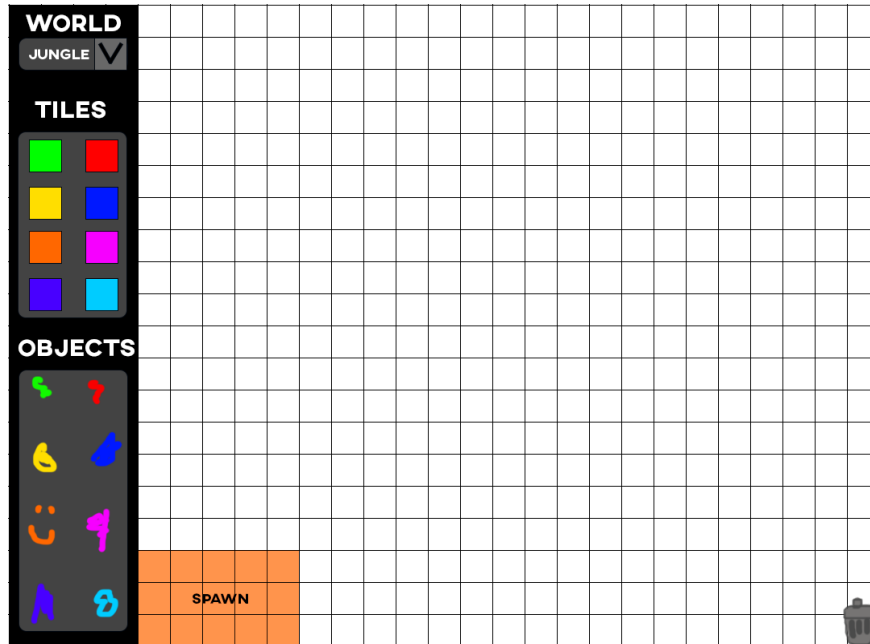
Camera Descriptions

Since the game is played from a 2D perspective, the main camera will be focusing on a side view with the player sprite in the center of the screen. Similar games that do this are Terraria and Fez. In some portions of the game, like boss battles, the camera will shift from the player and focus something else, ie the boss in the middle of the screen and will transition back to the player once it's time to start the battle.



Screen-Space UI

During the time trial game mode, the only thing on the UI will be a timer counting up to show the player how long they have spent on a level. But on the normal gamemode there Screen-space will be clean of UI. In the level editor, the UI will consist of the objects that the player has access to to create a level, as well as a trash can where they can click and drag tiles to delete them.



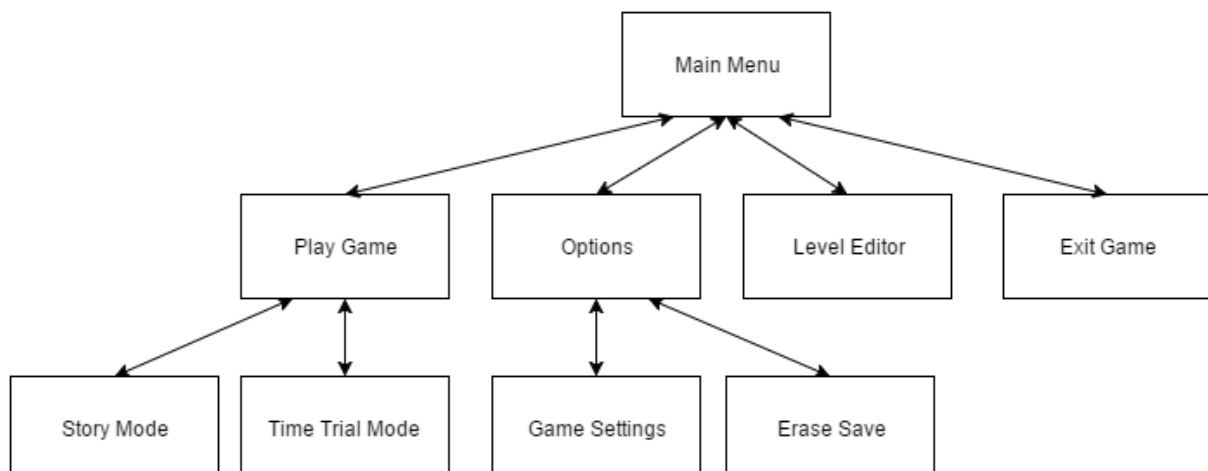
Word-Space UI

For most of the game, there will be little to no workspace UI. The main elements of this UI will only show in the level editor.

The level editor will use workspace tool tips to tell the player what each object or setting will do or act. Other than that the main UI will be a grid overlay to help the player position entities in addition of a transparent overlay of an object which follows the mouse after a player has selected what they would like to place.

Similar to this, clicking on any entity will select it and create a menu allowing for players to add modifiers to that object so it will react differently (normal flower can be modified so it will bounce the player when jumped on).

Main Menu



The menu screen will feature the title of the game, as well as all the options; play game, options, etc as images over a background utilising some of the games assets to keep the pixel art style consistent, similar to the title screen of Aqua Kitty. The menu will also feature it's own music track.



Saving / Loading System

The game automatically saves which levels the player has completed when they complete a level. It also saves which collectibles the player has collected. When the player starts the game again, all progress will be loaded and this will let the game decide where the player should be allowed to go, so they can pick up from where they left off. If the player enters a level they've already completed and have already collected certain collectibles in that level, the collectibles will not show.

For the level creator, all objects in the level are saved depending on what and where the object is, when the player decides to save the level. This data is all saved in one file if possible, or multiple files in one folder. This way the data can be easily shared and edited. When the level is played by a user, all objects are loaded into the positions that they should be before the player begins the level. Progress is not saved while playing a user-created level.

GAME SCENARIO

Game Universe

The game is based on the Aztec creation story of the 5 Suns; each sun representing a cycle the world goes through during it's creation, and is set in an ancient Aztec time period. The player controls the character **Ome**, based on the Aztec deity of duality, who has been separated from their counterpart **Teotl** due to an imbalance in nature causing the latter half to become corrupted by an evil force.

Game Synopsis

The world was in harmony after the creation of the 5th sun with the world, that was until a sudden imbalance in the cosmic force caused the great god Ometeotl to split into separate deities; Ome and Teotl. Teotl started to gain an uncontrollable desire for power after the separation, causing it to seek more power. Teotl then descends to earth in the search for this source of power. In doing so, Teotl is draining power from Ome as they still share some cosmic link, which in turn, causes the world to become imbalanced and corrupted.

After being separated from their counterpart, Ome begins their quest to restore their power so that they can bring balance back to the universe. But In order to do so, Ome must venture to the 4

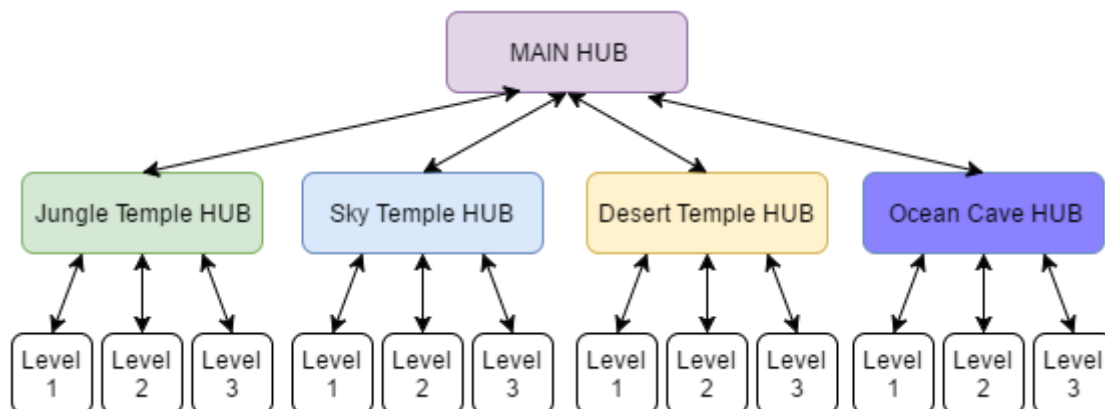
reaches of the world; The Jungle, The Mountains, The Desert and The Ocean, in order to restore the 4 descendants, and the temples which house them, of their corruption and darkness.

Once Ome restores all their power, they are then strong enough to defeat the great evil force of Teotl and bring them back to their original ways. Upon defeating Teotl, Ome uses what strength it has left to combine with Teotl and return back to the heavens where they can monitor the universe once again.

Game Settings

- **HUB temple**

- The HUB temple will act as a level selection screen, where the player can go between portals to gain access to the different worlds and levels.
- There will be 4 portals in the main hub, with each portal leading the player to 1 of 4 unique theme world HUBs. In each of these HUBs will be 3 levels that the player must complete before entering the boss sequence.
- The player is able to return back to levels they have already completed, but cannot access levels they have not unlocked; can only access the level after the one they have just completed.
- Once the player has completed all the levels, the main HUB will become the final level, in which the player must defeat the final boss.



- **Overgrown Jungle Temple**

- Things that will be appearing in the overgrown jungle temple are:
 - Vines: which will impede the player's progress by slowly growing over doors.
 - Small areas of water: which will the player must maneuver around by switching between day and night, to raise and lower the tide. When the player comes in contact with the water, they will drown.
 - Blooming flowers: flowers that bloom can be used as platforms during the day, as they bud at night.
 - Corrupted Xipe Totec - The jungle temple boss



Sky Temple

- Things that will be appearing in the sky temple are:
 - Falling platforms - platforms that slowly break apart while the player is standing on them
 - Wind / updrafts - strong wind that move the player depending on the direction the wind is blowing
 - Corrupted Quetzalcoatl - The wind temple boss



Desert Temple

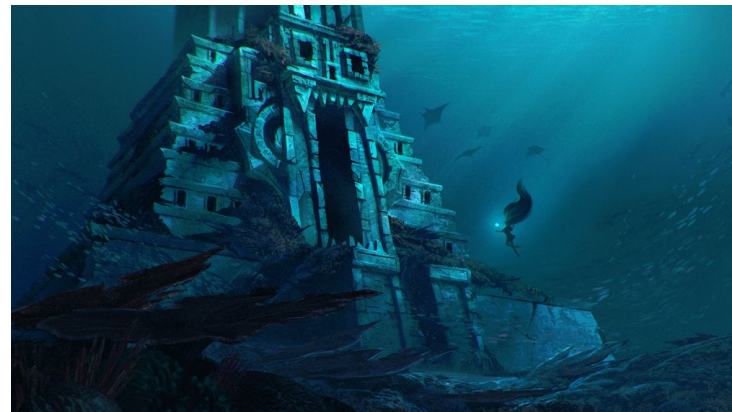
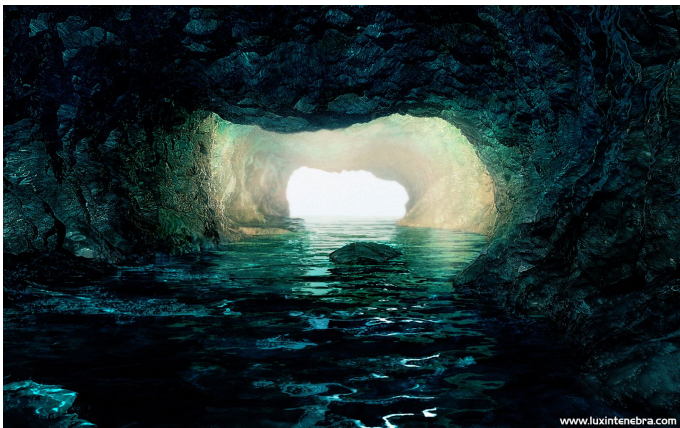
- Things that will be appearing in the desert temple are:
 - Sands of Time: slowly fills in the room the player is in, the player must solve the puzzle before they become trapped in their own sandy grave.
 - Oases: work in the same way as the water sections from the jungle levels, but with less water.
 - Cacti: kill the player if they get too close. Used to block the immediate path of the player, forcing them to find another route.

- Corrupted Huitzilopochtli - The desert temple god



- **Ocean Cavern Temple**

- Things that will be appearing in the ocean cavern temple are:
 - Bigger water sections: the player faces larger water sections than seen previously in the jungle levels
 - Falling stalactites: fall from the roof of the level when too large, grow with time.
 - Flooding areas: similar to the sands of time, the room will slowly fill with water, eventually drowning the player if they do not make it out in time.
 - Corrupted Tezcatlipoca - Ocean temple god



Key Characters

- **Main Characters:**

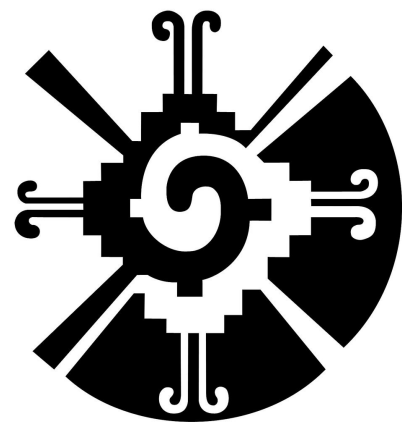
- **Ome**

- Ome is the protagonist of the story and is the half of Omoteotl representing order and all things good. Ome, despite losing most of their power is still able to control one thing; the day / night cycle.

- **Teotl**

- Teotl is the main antagonist of the story is the half of Omoteotl representing all things evil and chaotic. After the split of Omoteotl, Teotl started seeking a greater source of power, and thus being corrupted.

- Both characters are based on the Ancient Aztec Deity of duality, Omoteotl; which translates roughly to Dual Cosmic Energy. A single entity made up of 2 entities, with each side representing a complete opposite; light and dark, order and chaos, good and evil, etc.
- Both characters designs will be based on an interpretation of what Omoteotl is believed to look like (as seen in the reference image) but with having a single difference to to draw a clear distinction between the two; Ome's character will be made up of lighter colours, whereas Teotl will be made up of darker colours of a similar colour palette.



- **4 Temple Guardians - The Descendants of Omoteotl:**

- The temple guardians are gods which descended from the Omoteotl and created each iteration of the world during the 5 sun cycles.
- They were then tasked to protect the 4 reaches of the world to ensure the world maintained harmony.
- The Temple guardians were then corrupted and engulfed by a darkness created by Teotl, as it began its path to gain more power by absorbing the pure energy from earth's natural environments.
- This caused the guardians to become destructive and relentless to anything or anyone who tried to interact with them.



○ **Xipe Totec**

- Based on the Aztec god with the same name
- The guardian of the Jungle temple.
- Xipe tottec is depicted wearing human skin in which he will emerge from to represent the rebirth and renewal of the seasons; which closely ties him to vegetation and agriculture.
- Xipe Totec is the first boss the player will encounter after completing all levels within the Jungle world.
- His attacks are based around manipulating the vegetation around him to prevent the player from attacking him.



○ **Quetzalcoatl**

- Based on the Aztec god with the same name, and is the guardian of the Sky temple.
- Quetzalcoatl is depicted as a feathered serpent and is one of the beings who created the sky.
- He is the second boss the player will encounter after completing all the levels within the Sky / Mountain world.
- Quetzalcoatl's attacks are based around creating strong currents to push objects and the player around the boss area.



○ **Huitzilopochtli**

- Based on the Aztec god with the same name, and is the guardian of the Desert temple.
- Huitzilopochtli is depicted as a warrior with hummingbird / eagle-like features and is the creator of fire.
- He is the third boss the player will encounter after completing all the levels within the Desert world.
- Huitzilopochtli's attacks revolve around shifting sands to block the player from reaching certain areas.









○ **Tezcatlipoca**

- Based on the Aztec god with the same name, and is the guardian of the water temple.
- Tezcatlipoca is often depicted as a Jaguar or a warrior with a mirror replacing his one of his feet, and is the creator of water.
- He is the fourth boss the player will encounter after completing all the levels within the Ocean / Cave level
- Tezcatlipoca's attacks revolve around flooding the arena with water causing the player to act quickly so that they don't drown.



Key Vehicles / Objects

Object Name: Mushroom (platform) <ul style="list-style-type: none"> Used to access new areas and platforms Only activated in Night mode 	
Object Name: Flower (platform). <ul style="list-style-type: none"> Used to access new areas and platforms Only activated in Night mode 	
Object Name: Mushroom (bounce). <ul style="list-style-type: none"> Used to access new areas and platforms Only activated in Night mode Will launch the player in a certain direction (bounce) 	
Object Name: Flower (bounce). <ul style="list-style-type: none"> Used to access new areas and platforms Only activated in Night mode Will launch the player in a certain direction (bounce) 	
Object Name: Moving Platform <ul style="list-style-type: none"> A platform that moves 	
Object Name: Water (day/night tide)	
Object Name: End-Point (door) <ul style="list-style-type: none"> The main objective of each puzzle It will allow the player to access new areas 	

Object Name: Player Character

- The controllable character which the player will use.

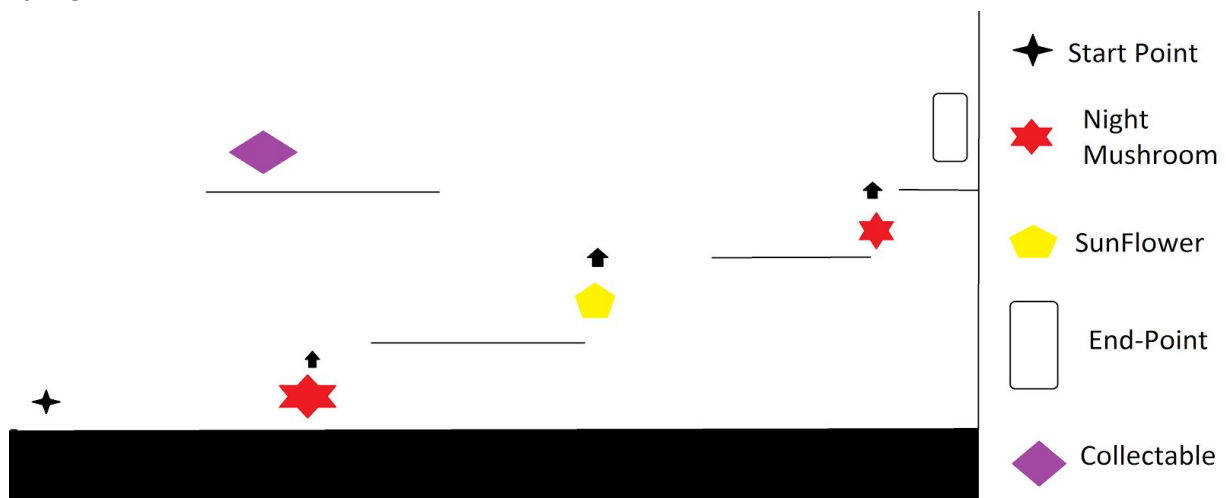


Game Levels

Mission / Puzzle Mechanics

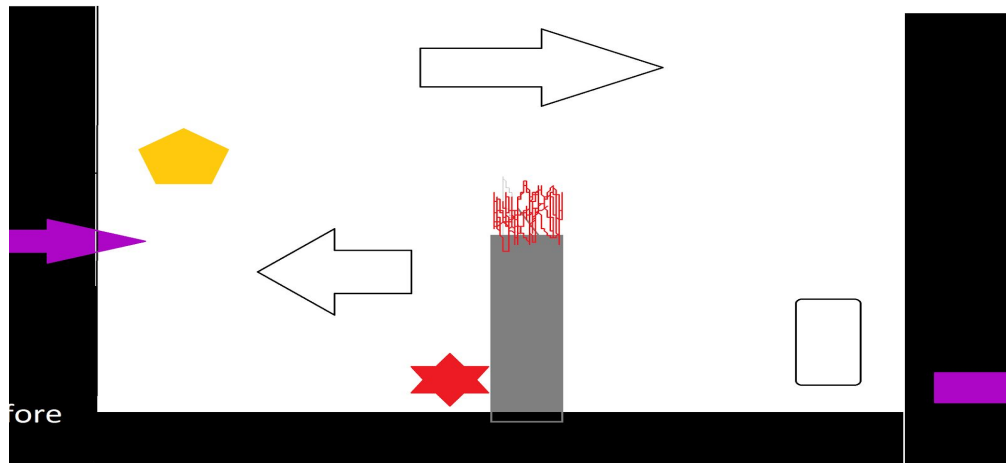
Event –Level 1

Puzzle 1



Type	This puzzle is primary to the game and is required for the game to be completed
Description	This is one of the initial puzzles for the game. The main purpose is to introduce the base mechanics to the player. The puzzles requires the player to reach the far right of the screen by switching the day and night.
Triggers	Conditions that must be meet to trigger the event: Condition 1: Player must been in the night state to reach the middle platform AND Condition 2: player has to activate day state to reach the end platform OR Condition 3: player has to activate day state to reach collectable item.
Result State	Once the conditions have been met the player will be able to complete the puzzle and proceed to the next area.
Feedback	When the player uses the day/night mechanic they will be presented with a visual and audio que. Also when the environmental components change, the sprites will shift/change into a different sprite, this will also be accompanied by a audio que.
Unique Assets	All assets will be reused throughout the game, the only real uniqueness is the sprite theme; Forest, desert and sky.

Puzzle 2

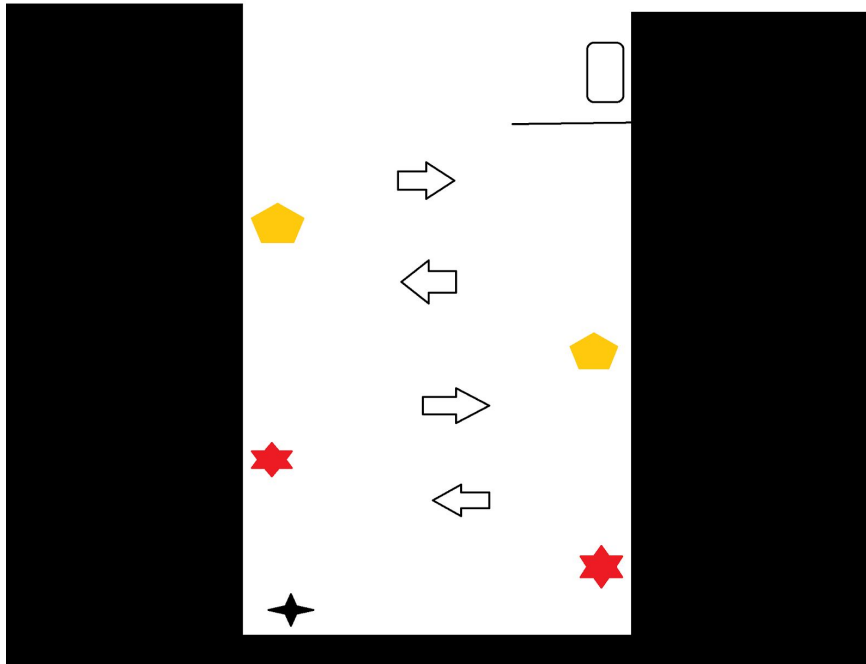


This puzzle introduces the bounce mushroom/flower mechanic.

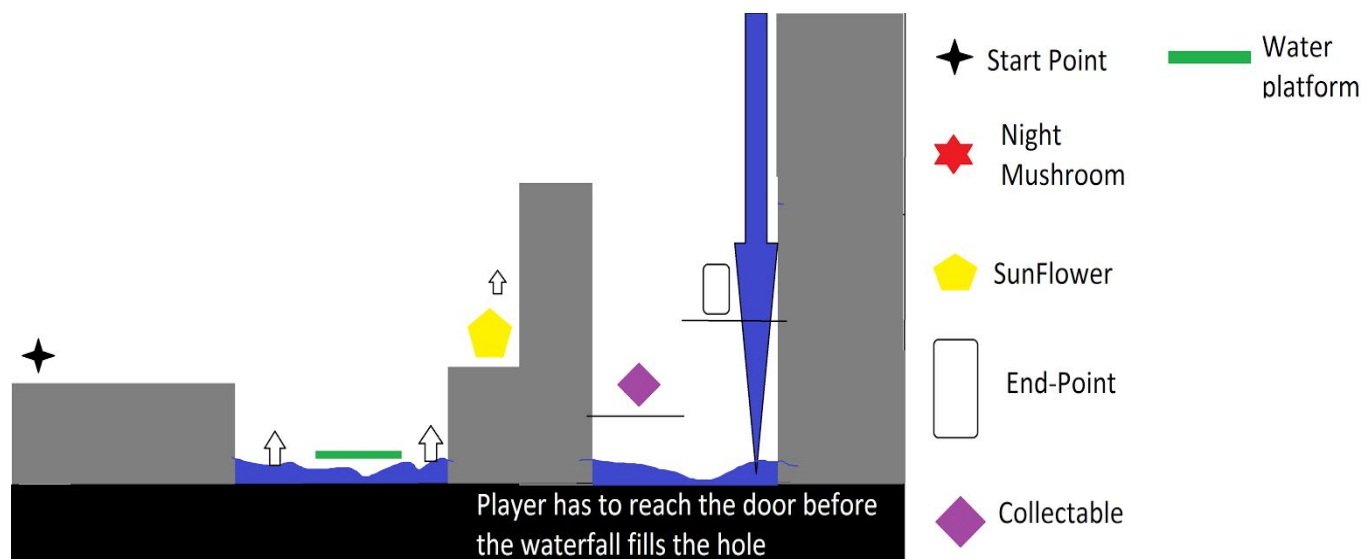
They have to change day/night in mid air to clear the wall without hitting the spikes in the middle

Type	This puzzle is primary to the game and is required for the game to be completed
Description	This is one of the initial puzzles for the game. The main purpose is to introduce the base mechanics to the player. The puzzle requires the player to reach the far right of the screen by switching the day and night. An added feature is the new mechanic of the bounce component
Triggers	Conditions that must be met to trigger the event: Condition 1: Player must be in the night state to use the bounce mushroom AND Condition 2: While the player is mid air the player is required to change the time of day to activate the bounce flower. Hitting this will launch the player over the wall. AND Condition 3: The player is required to clear the middle wall to complete the level. Hitting the spikes in the middle will require the player to restart the puzzle.
Result State	Once the conditions have been met the player will be able to complete the puzzle and proceed to the next area.
Feedback	When the player uses the day/night mechanic they will be presented with a visual and audio cue. Also when the environmental components change, the sprites will shift/change into a different sprite, this will also be accompanied by a audio cue.
Unique Assets	All assets will be reused throughout the game, the only real uniqueness is the sprite theme; Forest, desert and sky.

Puzzle 3

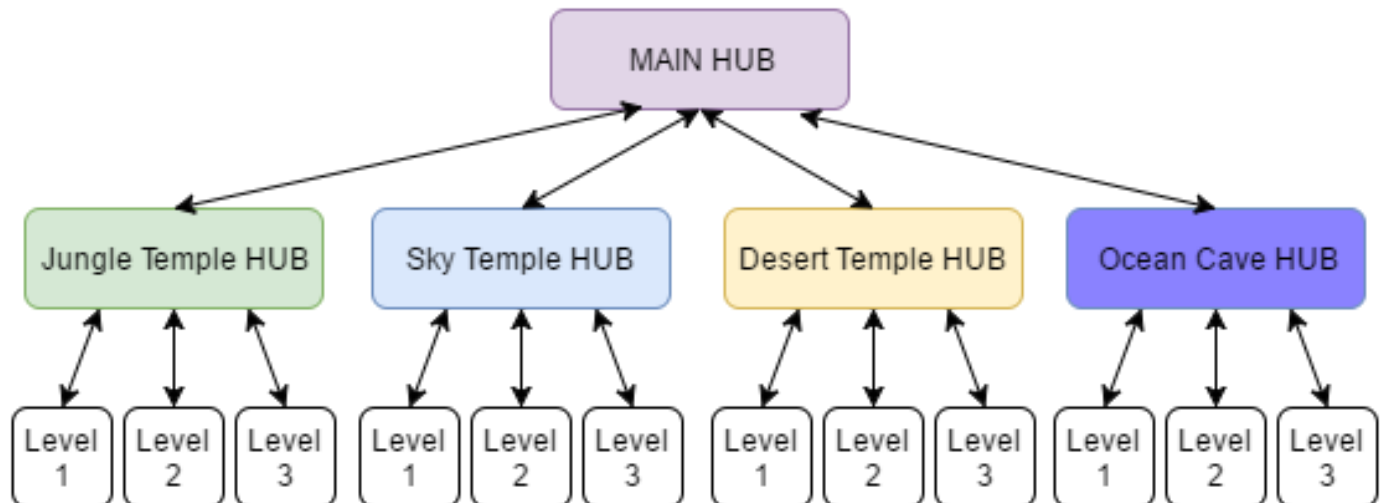


Type	This puzzle is primary to the game and is required for the game to be completed
Description	This is one of the initial puzzles for the game. The main purpose is to introduce the base mechanics to the player. The puzzle requires the player to reach the far right of the screen by switching the day and night. An added feature is the new mechanic of the bounce component
Triggers	Conditions that must be met to trigger the event: Condition 1: Player must be in the night state to use the bounce mushroom, then move towards the next mushroom AND Condition 2: While the player is mid air the player is required to change the time of day to activate the bounce flower. Hitting this will launch the player towards the next flower. AND Condition 3: The player is required to bounce off all items and reach the top of the level, thus completing the puzzle.
Result State	Once the conditions have been met the player will be able to complete the puzzle and proceed to the next area.
Feedback	When the player uses the day/night mechanic they will be presented with a visual and audio cue. Also when the environmental components change, the sprites will shift/change into a different sprite, this will also be accompanied by an audio cue.
Unique Assets	All assets will be reused throughout the game, the only real uniqueness is the sprite theme; Forest, desert and sky.



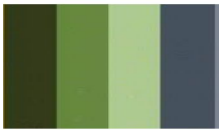
Type	This puzzle is primary to the game and is required for the game to be completed
Description	This is one of the initial puzzles for the game. The main purpose is to introduce the base mechanics to the player. The puzzles requires the player to reach the far right of the screen by switching the day and night. An added feature is the new mechanic of the bounce component. New feature includes the water mechanic, changing night and day will also affect water levels. Night raises water, day lower water levels. A important note is that this is a timed level. The main object is to reach the “end-point” before the waterfall fills the area with water.
Triggers	Conditions that must be meet to trigger the event: Condition 1: Player must been in the night state to clear the first hole. Activating night state will raise the water and therefore the platform. AND Condition 2:The player will then have to activate day mode to use the bounce flower, which is used to clear the wall. AND Condition 3: The player is required to reach the end-point before the waterfall overtakes the player. If the water does overtake the player, they are required to restart the puzzle.
Result State	Once the conditions have been met the player will be able to complete the puzzle and proceed to the next area.
Feedback	When the player uses the day/night mechanic they will be presented with a visual and audio que. Also when the environmental components change, the sprites will shift/change into a different sprite, this will also be accompanied by a audio que.
Unique Assets	All assets will be reused throughout the game, the only real uniqueness is the sprite theme; Forest, desert and sky.

Mission Quest List



The Beat Chart:

Level 1 : Jungle Level 1

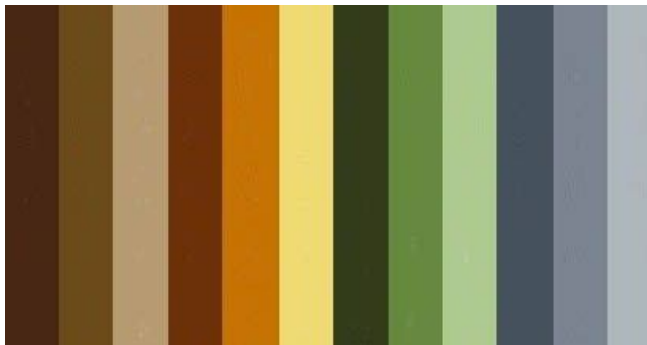
- **Level/environment name :**
 - 1:01
- **File name (level/environment designation)**
 - Jungle_1
- **Time of day (in context of the game)**
 - The level uses the base day/night mechanic
- **Story elements for level**
 - This level introduces the player to the game and basic narrative
- **Progression: gameplay focus of the level**
 - The focus of this level is to complete each puzzle in sequential order using the environmental item e.g: the mushroom, bounce items and moving platforms
- **Estimated play time of level**
 - 4-7 minutes
- **Colour scheme of level/environment**
 -  The level will be sticking to the original natural colour pallet
 - The jungle theme will have large emphasis on greens and some browns
- **Enemies/bosses introduced and used**
 - Because this is a introduction level the threats within will be limited
 - A boss does not exist on this level
- **Mechanics introduced and used**
 - The level will make use of the base day/night mechanic combined with platforms and bounce items.
- **Power-ups found in level/environment**
 - This level will contain a prelude that will present the player with the base day/night

power

- **New abilities, weapons, or gear introduced/unlocked**
 - none
- **Treasure amount and type the player can find**
 - A collectable is introduced to the player early on but also later in the level (First and last puzzles)
- **Bonus material found in level/environment**
 - None
- **Music track(s) to be used in this level/environment.**
 - Traditional tribal music will be used for this level

Game Aesthetic

Theme – Visual Style



The team has decided to go ahead with a pixel art graphic style with a natural colour pallet. The pixel art style is heavily popular within the current market of video games and is also visually achievable for the skill that the designers possess. The team is also deeply inspired by the visual style FEZ, which is a main point of reference and inspiration for most of the art and asset work.

The natural colour pallet that the team decided on is based on the Aztec Mythos that the game narrative is based around. We have chosen Earthy natural colours to be depicted in the game. This will hopefully give the game a more authentic and natural feel which will contribute to the overall game immersion. We are aiming for the colours combined with the assets and narrative to convey the games underlining message of balance and unity in nature.

Theme – Auditory Style

The tribal music style that the team decided on is based on the Aztec Mythos that the game narrative is based around. We have chosen traditional early music to be depicted in the game. This will hopefully give the game a more authentic and natural feel which will contribute to the overall game immersion. We are aiming for the music combined with the assets and narrative to convey the games underlining message of balance and unity in nature.

<https://www.youtube.com/watch?v=tExfBVWyRLk>

COMPETITIVE ANALYSIS

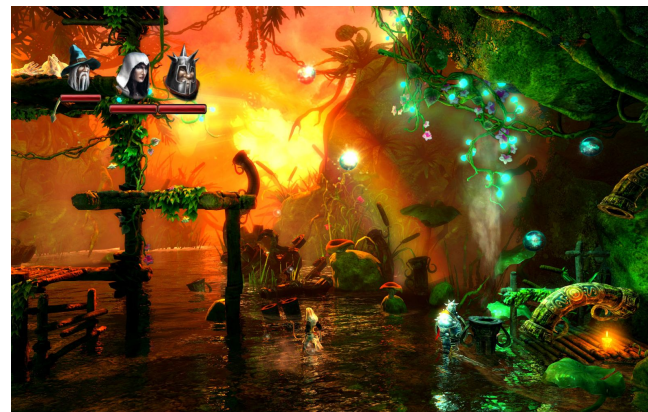
Title Position Statement

For	Casual and hardcore gamers
Who	Play similar games like FEZ, Braid, Limbo, Trine
Want	A 2D Puzzle Platformer title revolving around the idea of duality and the balance of nature set within an ancient Aztec time period
The impact of	Will be free to download and play the demo, however the full version of the game is planned to be paid release
Unlike	Other 2D platformers, our game revolves around the day / night mechanic and has an Aztecian theme / style narrative
A successful solution would	Give the player an enjoyable experience while being challenged by various puzzles which revolve around an interesting set of mechanics
Our product	Will be developed with Unity and the art assets will be created in Photoshop

Competing Titles

Competitive products

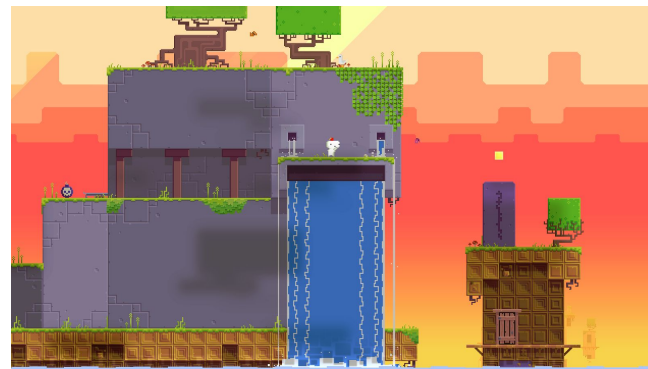
One of competitors are “Frozenbyte” who were the team around the Trine games. This studio has created a good following of people who buy and play their games. Due to the similarities of their games and this project they are seen as both inspiration and competitor. Another competitor polytron corporation who made Fez, we plan to have a similar artstyle to the Fez game (Pixel art graphic style) and due to this they could be considered a main competitor. But because Fez has been release to the public for a number of years it does give us a chance to give that audience something refreshing and new.



Because “Trine” and “Fez” were seen as major releases at the time they were picked up on various platforms such as Steam, Xbox Marketplace, Good old Games, Playstation Network. This was extremely beneficial for them as it broadened their audience potential by exposing it to as many gamers as possible. Also because the games were well received various game publication sites such as IGN and Kotaku wrote about their games which gave them great publicity.

<http://www.frozenbyte.com/>

<http://fezgame.com>



Potential (Future) Competitors



GIGA WRECKER is a 2D puzzle-platformer action game developed and published by Game Freak. The game is currently in early access and plans to be released January 2017.

<http://store.steampowered.com/app/454410/>

Unique Selling Points

- Switch between night and day to complete puzzles
- Reverse and accelerate time
- Defeat an dark anciet force before it corrupts the world
- Travel to 4 totally unique environments on your journey to restore the balance of nature
- A bunch of absolutely mind bending puzzles which require both smarts and dexterity to complete

Market Research

Target Audience

The target audience for this project will be both males and females that enjoy playing puzzle based narrative driven 2D platformers. Our game will be designed for people who prefer challenging and interesting mechanics that generate unique puzzle experience. Even though the game is directed at more experienced gamers the simplistic controls will welcome a broader audience, both experienced and inexperienced. Our game will likely be for the more casual gamer who is looking for a challenging but relaxed atmosphere. The age bracket we are aiming for is around 15-45 years of age.

Social Media is great way of exposing the product to large audiences for minimal financial input. Even simply sharing it with friends exposes the product which creates great early exposure to the project. As the project reaches the end-point social media such as Youtube, Reddit, Facebook can be used as simple marketing tool and used to distribute various trailers, posters and gameplay teasers to multiple audiences at the one time.

Gamers traditionally support developers by purchasing their projects (in this case it would be the game). By supporting the developers they then have the opportunity to develop more games, this in turn allows for studios to prosper and expand further. Also audiences have the chance to purchase more “peripheral” products from the central game product such as soundtracks, merchandise, game addon DLC or other transmedia products. For the developer/studios it allows for much needed financial aid but for the audience it can provide an additional transmedia experience which can expand their original experience by providing additional narrative.

Target Platforms

Once the project is mostly done and we have all the core gameplay mechanics implemented with first few levels in the game, we plan to release this early builds of the game on websites/social medias like IndieDB, Gamejolt and Itchio to allow people to play a “beta” version of the game.

- o Sydney IGDA events – Beer & Pixels
 - <http://www.meetup.com/igda-sydney/events/231586490/>
- o <http://dopresskit.com/>
- o <http://www.indiedb.com/>

If the game gains enough attention is well received through the channels stated channels, we will attempt to put the game concept up for Steam Greenlight. If the game does get greenlight we can then move on to releasing the game completed version of the game through Steam’s main platform.

- <https://itch.io/>
- <https://steamcommunity.com/greenlight/>

Expected Age Rating

Based on the ESRB we believe our game will receive a “E for Everyone; Content is generally suitable for all ages. May contain minimal cartoon, fantasy or mild violence and/or infrequent use of mild language (https://www.esrb.org/ratings/ratings_guide.aspx)” as our game will feature minimal violence in a fantasy setting, making okay for younger ages as it won't portray realistic violence against people or real life entities.

If we decided to include things such as; violence, suggestive themes, crude humor, minimal blood, simulated gambling and/or infrequent use of strong language, we might see our game receiving a T for Teen or even a Mature rating depending on the severity of said things.

Financial Analysis

Business Case

2D platformer games have always been largely popular with titles such as Super Mario Bros (NES) and Wario Land (Gameboy) paving the way for this successful genre. The platformer genre, but particularly the puzzle platform have had a comeback in recent times with games such as “Fez” and “Trine” becoming extremely popular and generating incredible amounts of money. If this project was successful it has fairly good chance of being profitable.

3D Puzzle Platformer **Trine** (Frozenbyte, PC 2009) has sold as of July 2016: 1,487,865 units at US\$14.99 generating US\$22,303,096 - roughly US\$15,612,167 after Valve’s 30% profit take (not including sale prices / or bundled prices). Score rank: 96% Userscore: 96% Metascore: 80% <http://steamspy.com/app/35700>



2D Puzzle Platformer **FEZ** (Polytron Corporation, PC 2013) has sold as of July 2016: 1,373,844 units at US\$9.99 generating US\$13,724,701 - roughly US\$9,607,291 after Valve's 30% profit take (not including sale prices / or bundled prices). Score rank: 81% Userscore: 91% Metascore: 91%

<http://steampy.com/app/224760>



Business Model

Key Partners	Key Activities	Value Propositions	Customer Relationships	Customer Segments
- Audio Production Partner	- Create a playable vertical-slice demo for itch.io -	- Free vertical-slice demo for itch.io - Premium purchase for full game on steam	- Social Media updates; Twitter, YouTube - DoPressKit	- Indies. - Retro gamers. - Puzzle gamers - Art gamers
	Key Resources		Channels	
	- Steam Greenlight - Unity 3D (Pro).		- Steam. - Itch.io - Beer and Pixels	
Cost Structure		Revenue Streams		
- Unity 3D (Pro) monthly subscriptions. - Steam Greenlight fee - Sweat Equity		- Itch.io Donations - Steam purchases		

CONCLUSION

Based on research and sales statistics we have found that 2D platformers, especially puzzle platformers are popular with a wide range of demographics and have been quite successful upon release, leading us to believe that our project will be viable in the current market. Despite the fact we currently lacking the audio skills required for our project, we have acknowledged this and as from we are currently seeking someone with the audio expertise, while having a contingency plan in place if we fail to do so, which is unlikely at this stage. With the project timetable organised and prepared, development will now go into overdrive as we aim for the major release at the end of the year.