AE1 Design Portfolio

GAME CONCEPT DOCUMENT

Kyle Cornwell Q13667491| CGP502 Gameplay and Game Design | 21st November 2018

# Contents

INTRODUCTION:

In this document, there are various sections that covers the fundamental syntax, as well as the conceptual elements that commences the design of a video game. Following the requirements of management involving a casual 2D game type with the implementation of basic shapes, the development of the game will take place the following year providing a deadline and client approval is met. The sections in discussion are as follows:

ELEVATOR PITCH:

Initial:
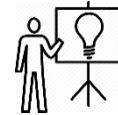
"A Game that involves light and dark who you choose to side with and the other will become your enemy."

Improved:

"Game is called Silhouette involving a struggle between the shades of light and dark and whoever you choose, the other will kill you faster."

STORY:

Initial :

In a world full of life but no colour, there are dark and light entities that live within. Your role is to fight through and survive using the shades as a guide to defeat the ultimate evil and escape back to your creators.

Improved:

Immerse yourself as Raven, A lone silhouette embarking on a journey through the greyscale world discovering what colour she can rely on to survive against other shades that want to erase her from existence. Using the light and dark tools and surroundings to your advantage, defeat the shades to survive this palette nightmare. Face the threat head on or equipped the stealth skills within yourself to tackle the shady obstacles. The light can be kind and a symbol of hope to cast over your enemies, whereas the dark can work to its own favour and betray its own kind. Whichever side you make a bond with, the other will be sure to make its own mark.

VISUAL STYLE:

MONOCHROME

This style is influenced by listed games below as well as a parallax shadow form.

BACKSTORY/INFLUENCES:

Inmost:

The <mark>two-world interconnection</mark> story that inmost contains allowed the idea of light and dark to fit this games origin, that plays a significant part to uncover.

Limbo:

The <mark>visuals and colour</mark> that Limbo gives fits the greyscale appeal for this game enhancing neutral emotion.
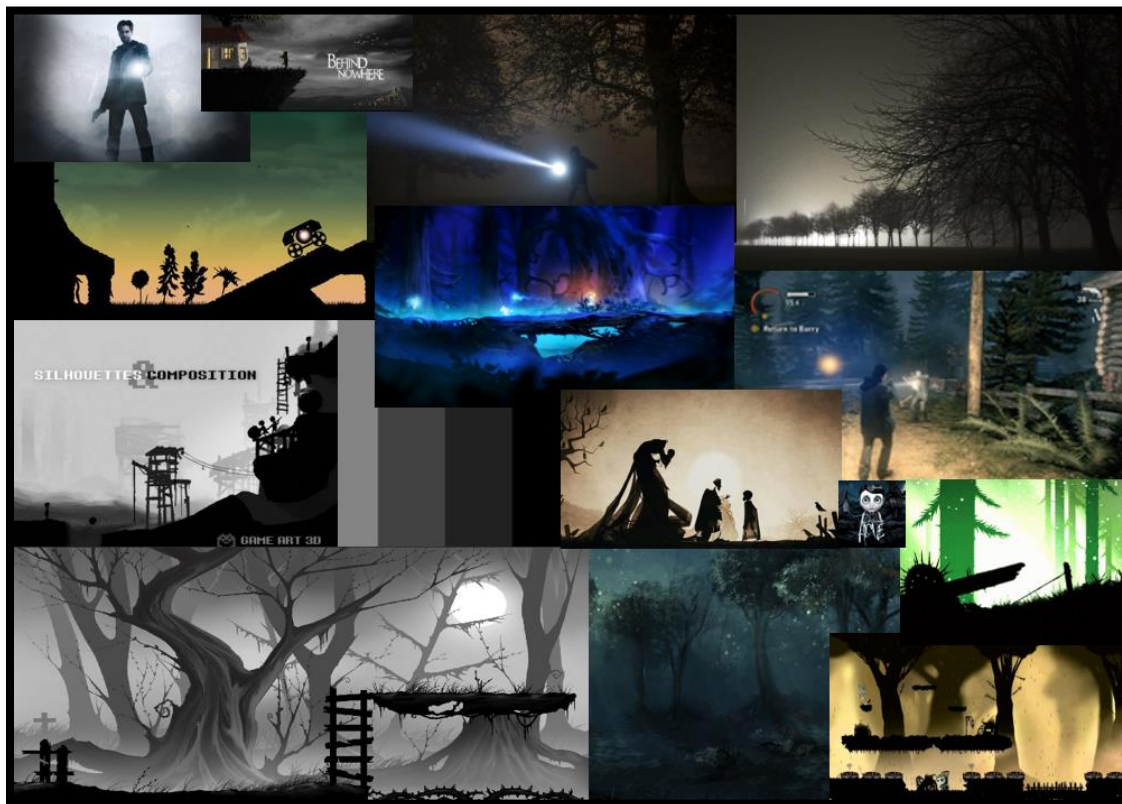
Light Fall:

Light Falls forgotten world of Numbra makes strong <mark>environment engagment</mark> that appeals as one of this games core elements.

ART MOODBOARD:

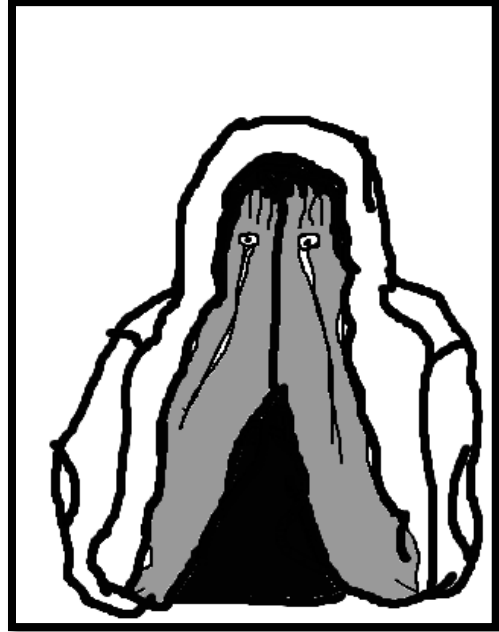This moodboard represents the theme and art style in a collection of forms:
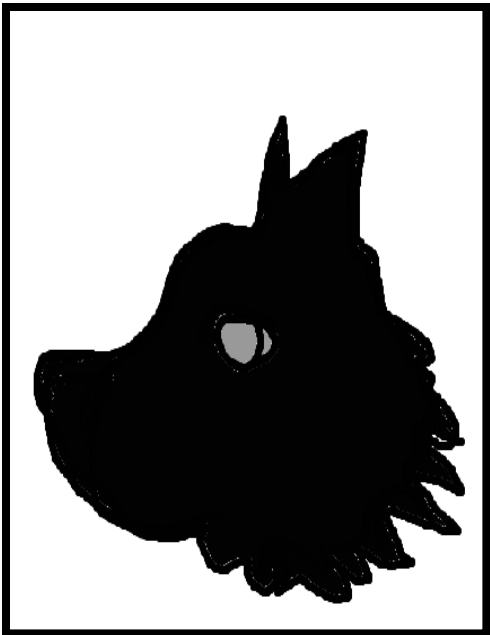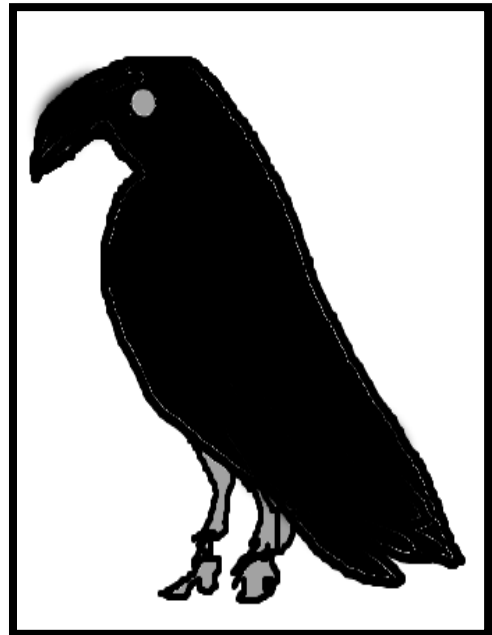
CHARACTER ART:

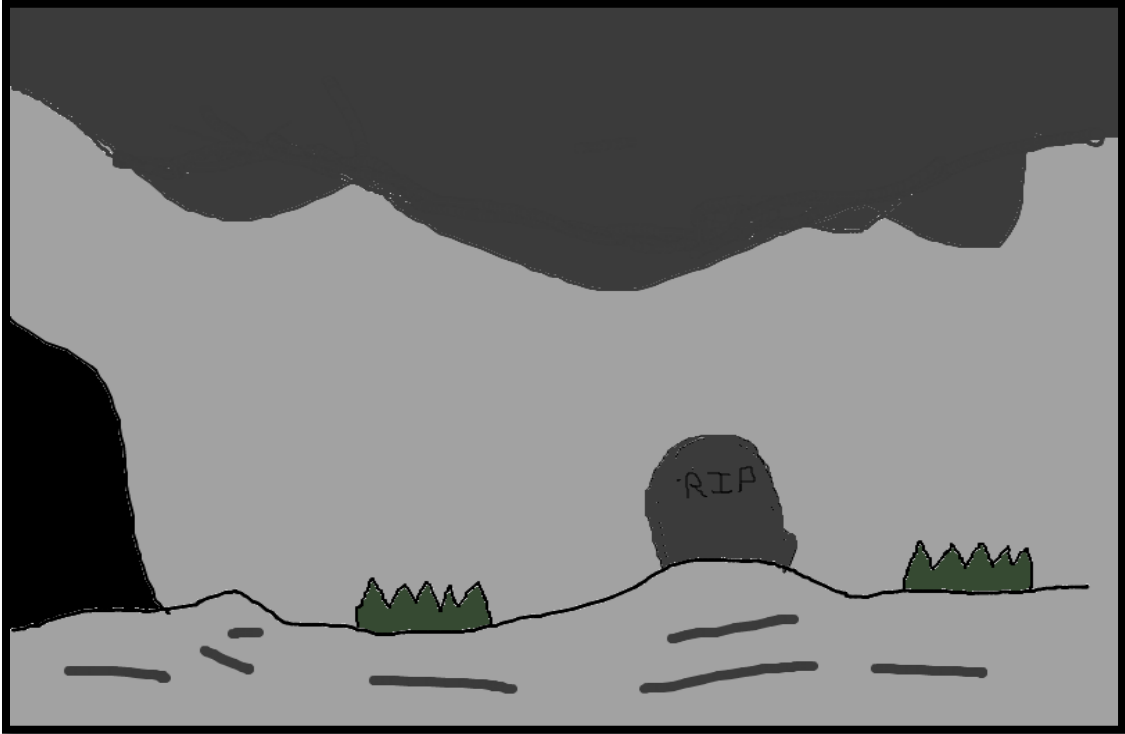**Raven (Protagonist):**

Banshee:

Wolf:

Crow:

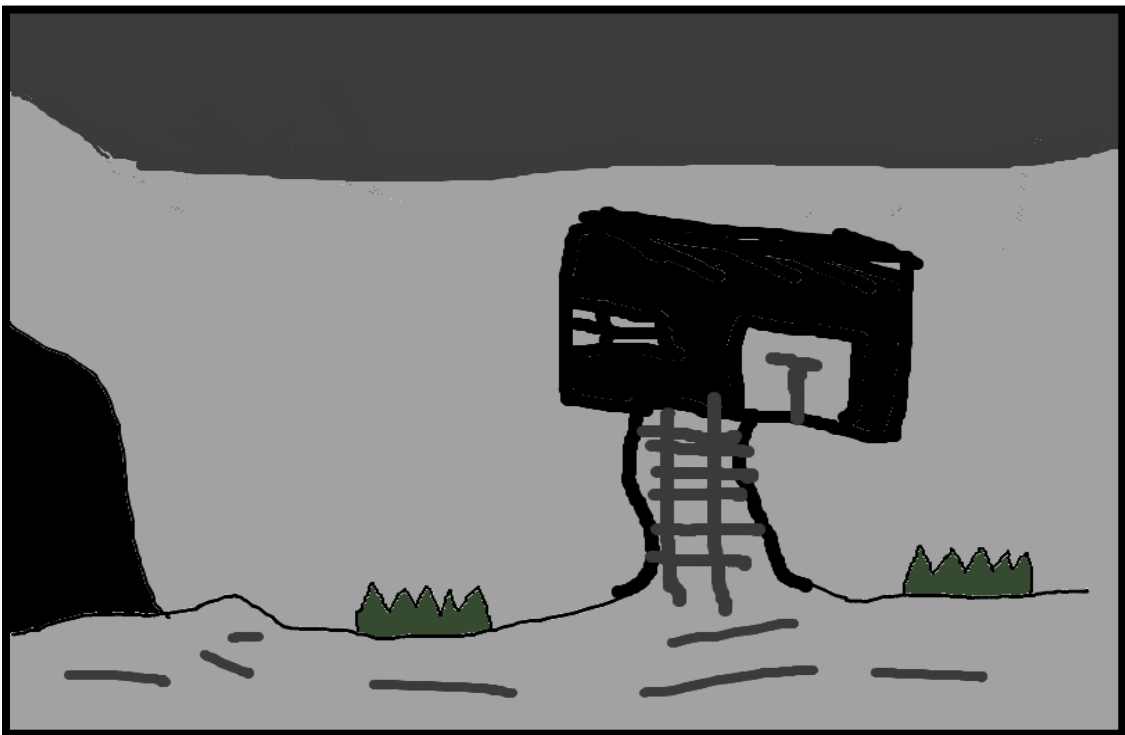## LEVEL ART:

These concepts outline the scheme of level layout and how interaction will work.

CHARACTER INFO:

Ravens role is to uncover what she can't remember, as well as find the correct colour to side with. Throughput the journey she's going to encounter various enemies that will challenge the skills to survive or retaliate and your help to choose what colour Raven sides with.

Crows (enemy class1) are overseer instead of an attacker. Their abilities are to call out with a sound wave to make others aware of your surroundings and when close enough, they will swoop down from branches or ledges to try to stun you where you stand. Their weakness is use of light like torches that turn them to ash.

Wolves(enemy class 2) are shade hunters who work on their own to track down and feed on their pray. Their abilities are slashing with claws and howl to gather their pack and take you down. Their weakness is fire from candles/broken lanterns.

Banshees(enemy class 3) are the demonic shades that will stop at nothing to erase you from existence. Their abilities are whirl winds to knock you off balance and torments through shadow offspring that have swords. Their weakness is destroying their offspring.

GAMEPLAY:

The concept of silhouette is that the surroundings around you are interactable as well as dangerous towards the player. There will be multiple 2D platformer levels as the game progresses starting from square one, journeying through to fight against evil odds and becoming worthy of either the welcoming light, or shrouded darkness. As the game commences, it will introduce Raven to the hidden secrets of the greyscale world and how its environment can keep her alive. The first couple of levels will reveal the physics of the game with movement, object interaction and UI. The main thing to keep a record on is your "Shade meter".

This meter keeps track of what choices are made when bypassing threats whether it be through a light or dark method. An arrow will display whether you are heading to the lighter or darker path of survival. Level interaction involves an enemy (Shades) in the form of bats, crows, wolves and powerful banshees. Each enemy is on a separate difficulty class for the player to build up their fighting or survival skills. Movement is the idle left to right and jump, but it is the objects around you that make the mechanics.

For instance, say that an enemy is in front of a passage to the next level, there are various ways to tackle the threat. Items like a torch or lantern to pick up and use to cast over the enemy and turn them to dust. The alternative is the dark environment like tall grass to blend in with the surroundings and make signal sounds to lure the enemy away and stealthily take them out. The multiple choices test what style of approach suits your player. Eventually. Each level will lead up to a final confrontation dealing with the opposite colour you've been fighting since the start but on a deadlier scale.

CONCLUSION:

Overall, this report has covered a wide range of Silhouettes fundamental structures and content to support a game design. This will continue further into the next report, Micro-Game design.

APPENDIX:

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