



# AE1 Design Portfolio

MICRO-GAME DESIGN DOCUMENT

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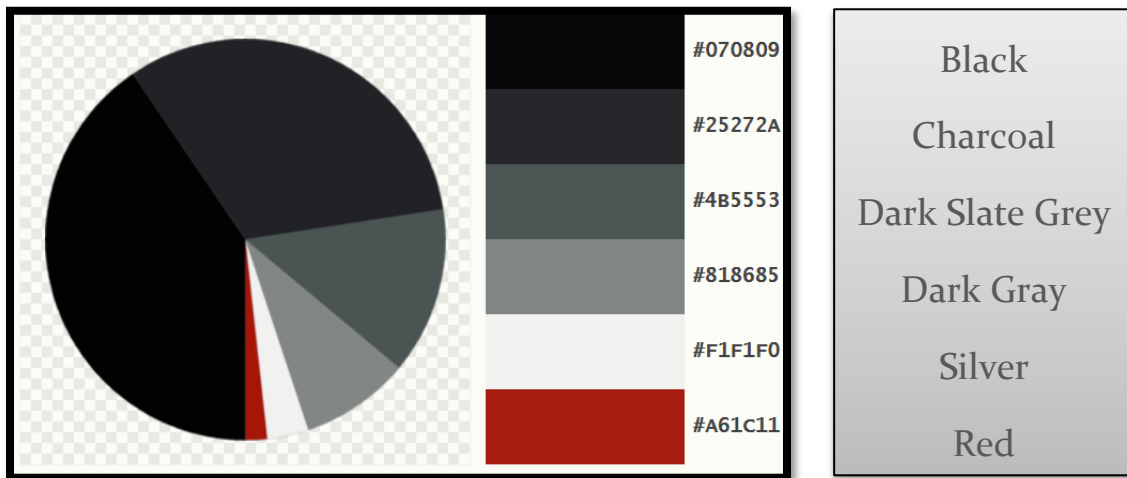
### INTRODUCTION:

this document continues the backlogged concept document for an upcoming 2d game which follows the chosen visual style of Monochrome and a title called “Silhouette”. This Micro-Game phase outlines various sections that identify key feature as to what makes this design a profitable “Good Game”. These sections in discussion are as follows:

LEVEL/ENVIRONMENT MOODBOARD:

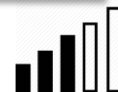


COLOUR PALETTE:

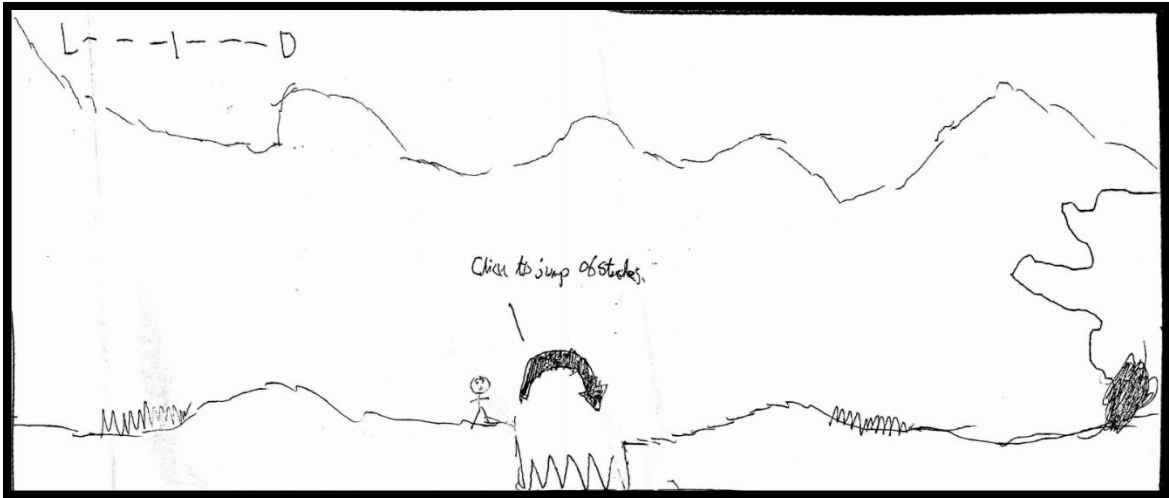


LEVEL/ENVIRONMENT DESIGN:

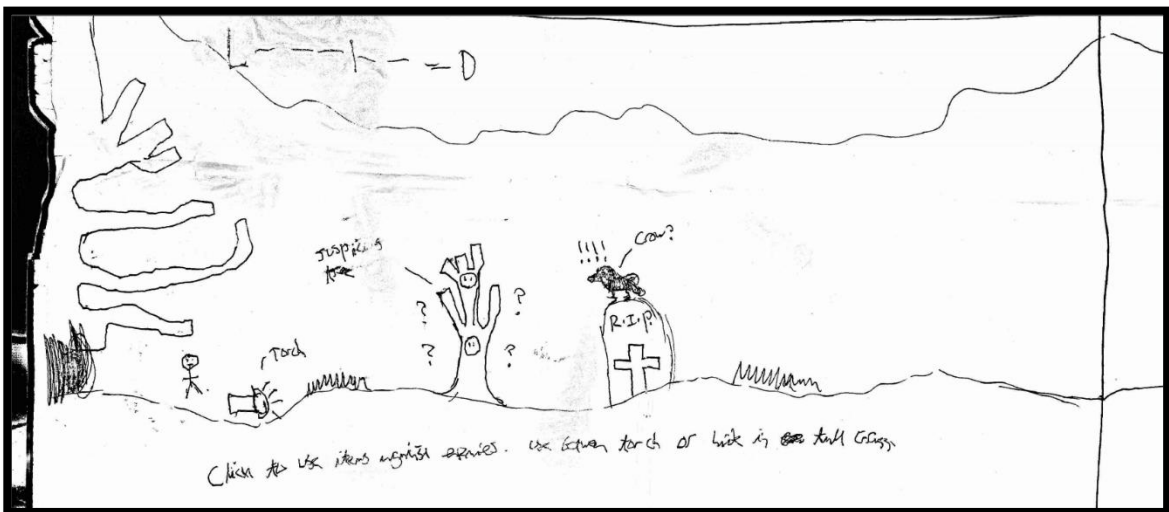
Here is are some prototypes of the game's levels:



Mock design 1:

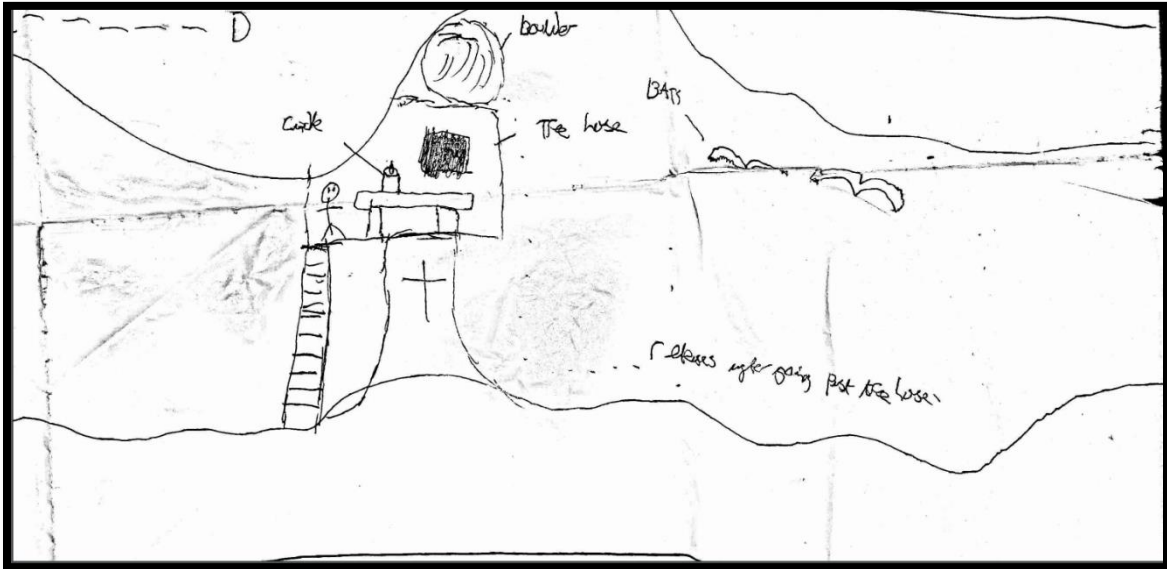


Mock design 2:

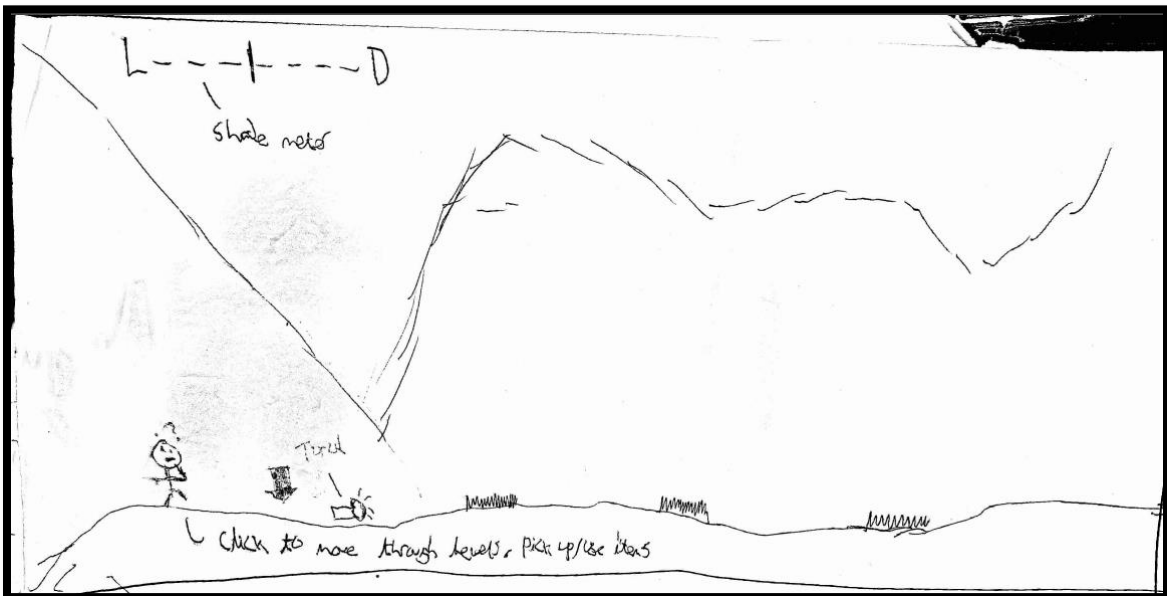


The designs 1-2 show how obstacles can be solved and what mysteries lie in wake as a special effect to express the dark palette nightmare feel.

## Mock design 3:

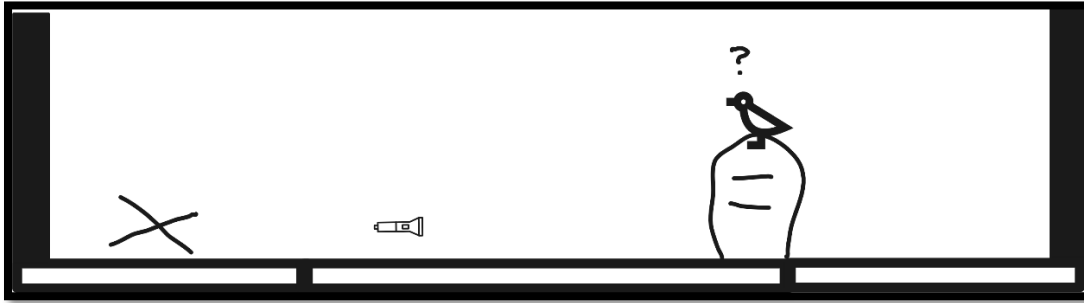


## Mock design 4:



The idea of these designs 3-4 shows the expansion and objects you can interact with for a start-up to the game. Raven first sees light objects and dark blending spots, so she'll know what to use in against further encounters.

## LEVEL WIREFRAME:



## CHARACTERS/OBJECTS:



Raven



Black Rose

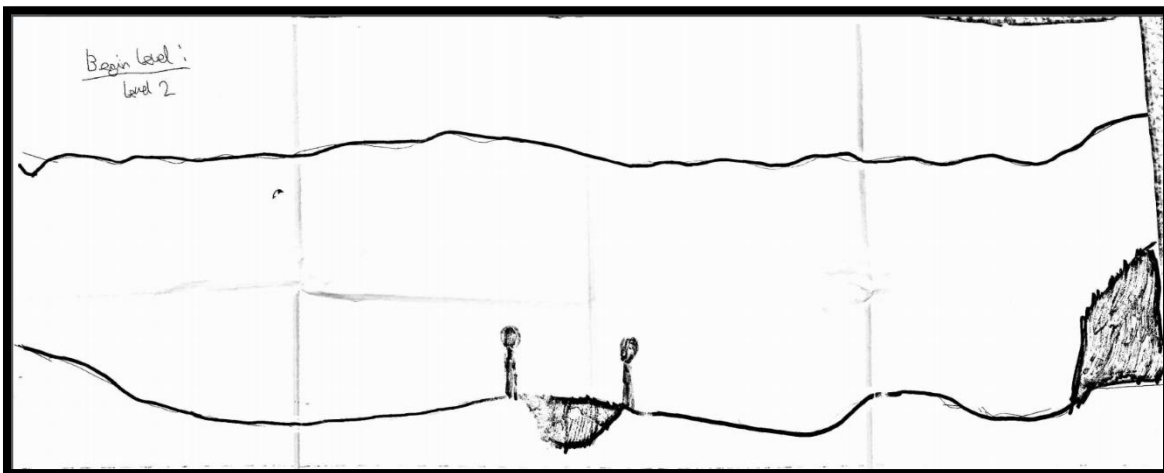


Lantern

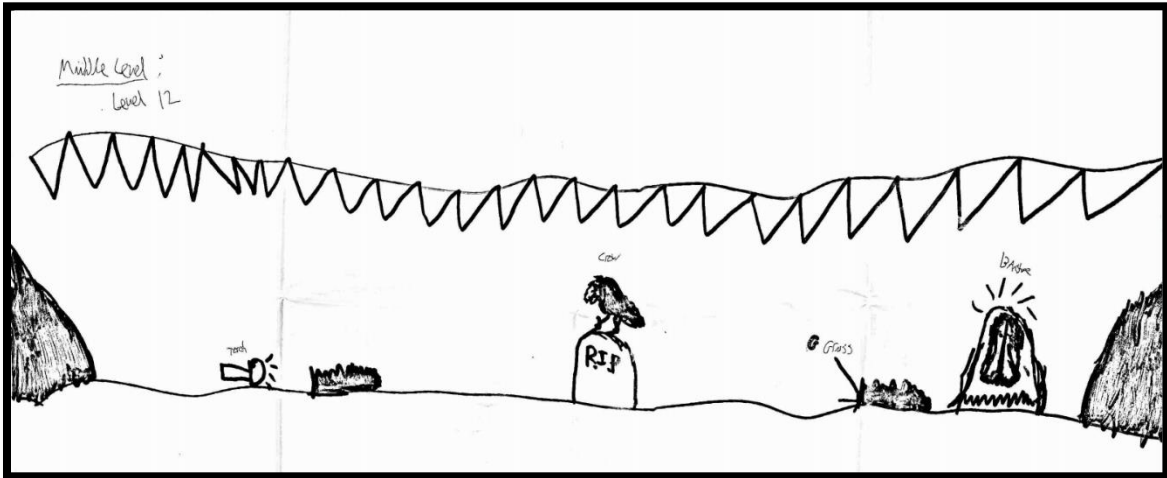


Flammable Can

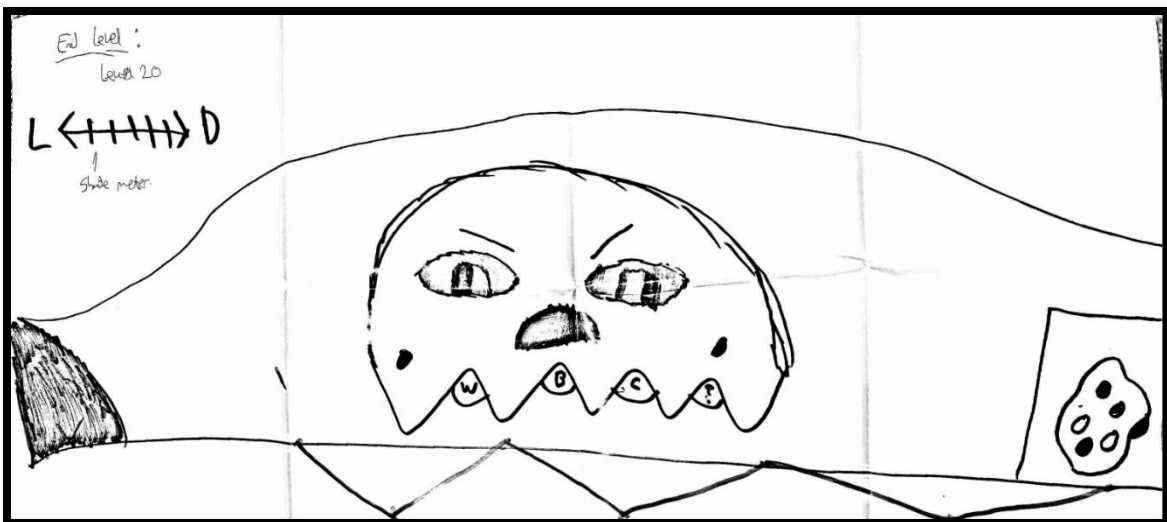
## BEGIN LEVEL:



The beginning of the Palette nightmare involves getting use to Ravens surroundings and how the environment can assist her against shades. Introducing a level with one obstacle, a gap between the pathway with oil deep below that can kill raven. Hints to aid raven will pop up via items on the level. These items of both light and dark elements. For example, a lantern or black roses. Each item has its own abilities to bypass obstacles as well as enemies. Going back to the oil pit, the lantern can ignite the oil and turn it into a white flame that will allow raven to hover using heat elevation. The alternative with black roses allows them to grow across the pit making a bouquet bridge separating the danger. This builds experience in problem solving puzzles against the unknown odds that await.

**MIDDLE LEVEL:**

Once knowing the environment, there will be various encounters of shades as raven progresses through the levels. These enemies will be introduced by structured challenges. For instance, each class of shades from a crow, to a wolf, to powerful banshees. At this point in the game, the shade meter will be moving left or right down to the light/dark actions you make pursuing through the levels. These encounters build an enjoyable and grasping experience by controlling Raven as well as the grey scale world with its threats and mysteries uncovering where she came from. The contact with enemies gives the player built up experience, to erase them from existence with knowledge and items gathered from previous levels, or to use the environment to bypass in a stealthy form without alerting the shades.

**END LEVEL:**

When reaching the final levels left of the game, you are more a custom to how the mechanics work, including your own strengths against shades. the buildup for experience and fun this time takes you to a full-on battle with an enemy that has been present since the beginning, the opposing colour. The whole concept of the shade meter monitors the light or dark methods you use throughout the levels. Whichever shade you use most will be your ally in the final fight against the opposite, a dark realm of horror, or an entrapping light of deception.

### SOUND AND MUSIC:



The outgoing plan for music use won't be a vital impact all the way through as it removes the concentration elements between stealth and chaotic actions for the player. The music's core effects will embrace on various actions that take place during each level encounter. It allows the player to enter a new room unaware of what lies ahead through silence. This allows their senses to be on edge and prepared for the lurking danger of shades. When the player approaches closer to conflict, a background track will drop and pace faster if conflict is taken, or the alternate fade out if stealth and diverse actions have been made.

Towards certain points of the game, there will be overall progression displayed which will have its own significant track to give an achieving feel to the players efforts. The use of sound will have a variety of audio inputs like rustling through the glass, picking up items, shades spotting and attacking the player, shade meter movement. Each audio input will have a unique use of tone and sync so it's to the player the current situation that is taking place, as well as the after effects. The design of stealth sound effects emphasis Silhouettes core theme/art style.

### USER INTERFACE:



Silhouettes UI will be displayed through a non-diegetic method only to give the player a downlow, but not to the point where gameplay has been postponed. The concept behind this design gives the player a clear understanding in how to work with the mechanics at their own pace. Furthermore, the use of a shade meter will be displayed in the top right as seen in the level designs as it is a key backlog for the players actions. A vital part of UI will be shown through punctiated symbols such as a "?" to show an interactable object or "!" warning danger that shades are near the player.

Another use of UI via pause button will act as the menu interface down the bottom right hand area of the screen that doesn't affect level visibility during gameplay. A final example of UI is pop ups for onscreen information. For instance, the first encounter of a new shade will change the contrast and display a pop up giving the player information on the new enemy and give tips on how to bypass or attack them. This use of UI allows straightforward reading to offer to the player and set delay to fade out after a certain amount of time to again; reduce delays on gameplay.



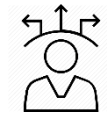
## GAME CONTROLS:



As the game's controls are fixed with keyboard and mouse, it uses fundamentals of keypad left to right, and a point and click. The keyboard outputs movement on the screen for the player, whereas the mouse assists in pickups and navigation to pop ups and monitoring your shade meter. Say the player is moving left towards an enemy. If near the tall grass to hide, you use mouse click on the grass to interact and Raven will blend within the environment. To pick up an object like a torch or lantern, you must walk towards the object until it highlights through UI mechanics and mouse click will add to Raven as a weapon.

When engaged with shades through a level, the player has multiple options with the given controls. The light option to hold down the mouse casting a ray of light onto the enemy that turns them to ash. or the tapping of the keyboard between slow and fast for movement that can affect how stealth you are to avoid shade detection. To navigate around the game outside its gameplay, you will ray cast over to mouse position and the UI pause button to open the panel for menu, options and tips. The game can add support towards other devices such as a game controller depending on how user-friendly Silhouettes controls meet an idle appeal.

## CONCLUSION:



Now that we've come to the end of the Micro-Game document, there should be a wide overview of the game Silhouette and its potential to meet the clients required demands and be able to embark on to the next stage of development. The players experience and feel will give a Fiero expectation through its success.

## APPENDIX:

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