

# Catching Stardust

## Game Design Proposal

Rebeka Mikulasova

### **Description of the game:**

Overall, the project will be low-poly 2D detective story driven game. Our main protagonist is called detective Lovelace. She is currently on a relentless pursuit of a mysterious serial killer known as Stardust. By investigating each and every murder, the player will have to catch the killer. If they catch the right person, maybe no more innocent people can die. The whole game is set in space. There are a few small planets, some bigger than others, and the player can travel between planets by spaceship owned by our protagonist. Each planet has its own environment and a few NPC's, with whom the player can communicate, or rather, interrogate. There will also be clues to each murder on each planet. Slowly, the player will explore all planets and by then, the player must make a hard decision: who amongst these characters is the elusive serial killer Stardust?

**Target Platform:** Windows, Android

### **Unique selling points:**

- ★ Each planet presents a unique environment and set of characters. Players can traverse these planets in their own spaceship, making choices about where to investigate next
- ★ Depending on players choice, they can either catch the killer, or face the consequences

**Target group:** Anyone who likes space and detective work

## Main features:

### Must have:

- × Movement
- × Collecting evidence
- × Flying the ship and traveling in space
- × Audio design
- × Ability to “interrogate” the NPC’s

### Important:

- × Animations
- × Finding clues and viewing them afterwards
- × Changing view from walking to flying the spaceship between planets

### Nice to have:

- × Side quests
- × Coin based system, currency, paying for gas
- × Unique environment for each planet
- × Android implementation

## Player experience goals:

- **Exploring** = Player can explore the planets and different environments
- **High pressure** = Can you find Stardust? Can you save more people?
- **Gathering clues** = Find all clues to each murder so you can have better chance at catching Stardust

