

Game design proposal

Target audience: players invested in exploration

Gamer type: explorer, problem-solver

Target platforms: pc

Genre: puzzle – strategy game, might turn into survival game?

Number of players: multiple-player

Premise/concept:

After entering an abandoned city, the players (4-more?) have to split up and investigate their own parts of the journey. They can communicate with each other to inform others of the information they revealed on their own. Every player must be successful to some extent, for the players to figure out the whole picture about what happened to the city. Players are under surveillance, which is revealed later in the story and from some point on, to figure out the rest/escape they must use their skills to hide/survive.

Setting:

The setting is a typical city after years of abandonment. Each character is placed in a different part, including the interior of buildings, exterior, undergrounds, establishments, factories

Core mechanics:

Explore → Solve → Story

Development:

First will be developed a paper based prototype depicting the area, the map, player's skills, choices and a linear storyboard. Then the visuals, puzzles and items. Then the digital game focused mostly on visuals (2D or 3D).

Examples of Visuals: Map in inventory and overall aesthetics



