

Melvil's Mausoleum: 10 pager

Page 1: Main

1. Game Title
 - a. Melvil's Mausoleum
2. Intended Game Systems
 - a. Oculus Quest 2
3. Target age of players
 - a. T/Teen
4. Intended ESRB rating
 - a. T/Teen
5. Project Ship Date
 - a. N/A
6. Game Logo (placeholder can go here as well)
 - a. N/A
7. Game Story Summary/Punch Line
 - a. A tomb raider advances through a mausoleum by solving puzzles, learning about the Dewey decimal system along the way, and ultimately wins the hoard of treasure in the Treasure Room
8. Game Flow
 - a. Player enters mausoleum> Encounters puzzles> Player discovers the pieces of puzzle needed to solve it> Player solves puzzles in each room> Player advances through mausoleum> Finds treasure room

Page 2: Game Outline

1. Game Story Summary
 - a. As an experienced tomb raider you have come across the motherload of all treasures, Melvil's Mausoleum, where it is rumored is hidden one of the greatest treasures in the world. This opulent resting place is really an incredible and somewhat ominous library. You must pass

the library themed clues and avoid the pitfalls and traps laid for less worthy -and less knowledgeable-treasure hunters, in order to win the greatest treasure of all.

2. Game Flow

- a. Third or First Perspective
 - i. First person
- b. Where are you?
 - i. Melvil's Mausoleum - the final resting place of a famed librarian. The mausoleum is itself a library-dark, covered in cobwebs, but unmistakably a library, outfitted with shelves and shelves of books.
- c. What is your goal?
 - i. To use your knowledge of the Dewey decimal system to solve puzzles throughout the library, and unlock the hoard of treasure rumored to be hidden there.
- d. List of example environments and special game play?
 - i. Rooms of a library and a treasure chamber
 - ii. Picking up items, manipulating objects, and mixing potions
 - iii. Pathway leading to mausoleum entrance
- e. How does the progression/reward system work?
 - i. When you solve a puzzle, there will be a bar that reminds you how many percent of the puzzles you have done.
- f. How does the player grow as the challenges increase?
 - i. Players gain insights and knowledge into the Dewey decimal system, and are also provided clues.
- g. How does the game play tie into the story?
 - i. The first person view of the gameplay complements the story of a tomb raider exploring a mausoleum. The puzzles the player will solve as this character will complement the context of the story and the training objectives of the game.
- h. Does the player encounter puzzles that grant access to new areas when solved?
 - i. Yes, the player must solve a puzzle in each room to advance to the end.
- i. Do players have to fight bosses that bar their progression?

- i. No there are no bosses to fight, and no fighting at all in the game.
- j. What is the victory condition for the player?
 - i. Must solve each puzzle to reach the end, and the treasure

Page 3: Character

1. Concept Art Page
 - a. <https://docs.google.com/presentation/d/13WavFrE9saWcEP9CsCsNGWUz9cWAxFglQQ2MgAydsXI/edit#slide=id.p>
2. What is your character's backstory (brief!)?
 - a. The character has explored the world over and has heard this mausoleum is the ultimate test of intelligence.
3. How did they end up in this predicament?
 - a. They have collected notes about library practices, and has been searching for this mausoleum
4. What is their personality type?
 - a. Adventurous, bold, smart
5. How do they respond to the challenges in the game? (adjectives that translate into the players every action are helpful here.)
 - a. Like many explorers, the character is thrill-seeking and loves the rush of adrenaline that comes from every new challenge.
6. How does all of this information about the character relate back to gameplay?
 - a. Sense of duty compels the traveler to pursue adventure
7. Does this character have any signature moves?
 - a. We anticipate seeing just the hands of the character.
8. Any other kind of gameplay? Driving, flying, swimming, etc (allude to every major style of play in your game).
 - a. **No others, at the moment**
9. Basic Map of Character Controls
 - a. WASD
 - b. Basic Oculus controller movements to pick up objects
 - c. Locomotion by using Oculus joystick

Page 4: Gameplay

1. Start with gameplay and detail out how the sequence of play is presented.

- a. Intro text/narration (**Possible cut scene in the mausoleum**)> Level1:> room 01>enter>encounters room in a library, and doors to move on to next room are locked>looking around the room, player discovers books in an unshelved pile on a table>player discovers a connection between the unshelved books and the locked door, and realizes they need to be shelved in the correct order (some clues provided to player)>player shelves the books in the correct order and the doors to the next room are unlocked.
 - b. Level2:enter>see locked door with least to greatest symbol>finds cauldron and potion jars with numbers>picks up potion with smallest number and pours it in cauldron>repeat with the next largest number each time>when last potion is put in correctly the door will open (there is a large book with hints on a pedestal by the door). IF TIME When potions are put in the wrong order, there is a small earthquake and 3 books will fall off the shelf and must be put back in the correct order before the potions can be done again.
 - c. Level3: enter>see two shelves at left and right>finds the clue that you need to shelf the books at left shelf>shelf the books>the shelf moves away and a hidden door appears>finds that you need to find a certain book in the right shelf in order to open the door>find the book>put it in the slot>door to the next room is unlocked
 - d. Level4: Treasure room
2. Are there multiple story chapters? Or is your game divided up into levels or rounds?
 - a. Levels
3. Are there any cool scenarios like jumping or around or driving while shooting, etc?
 - a. No extreme action in this game. It is all first person puzzle-solving
4. Outline minigames?
 - a. Puzzle
5. Platform specific features. N/A
6. Memory card? Hard Drive? Downloadable? \
 - a. Downloadable from shared hard drive
7. Does it use a camera or a motion caller? N/A
8. Is multiplayer split screen? N/A

Page 5: Game World

1. Present images and descriptions of game world.



2. List out environments mention in the story.

- a. Int. Library

- I. Spooky feeling

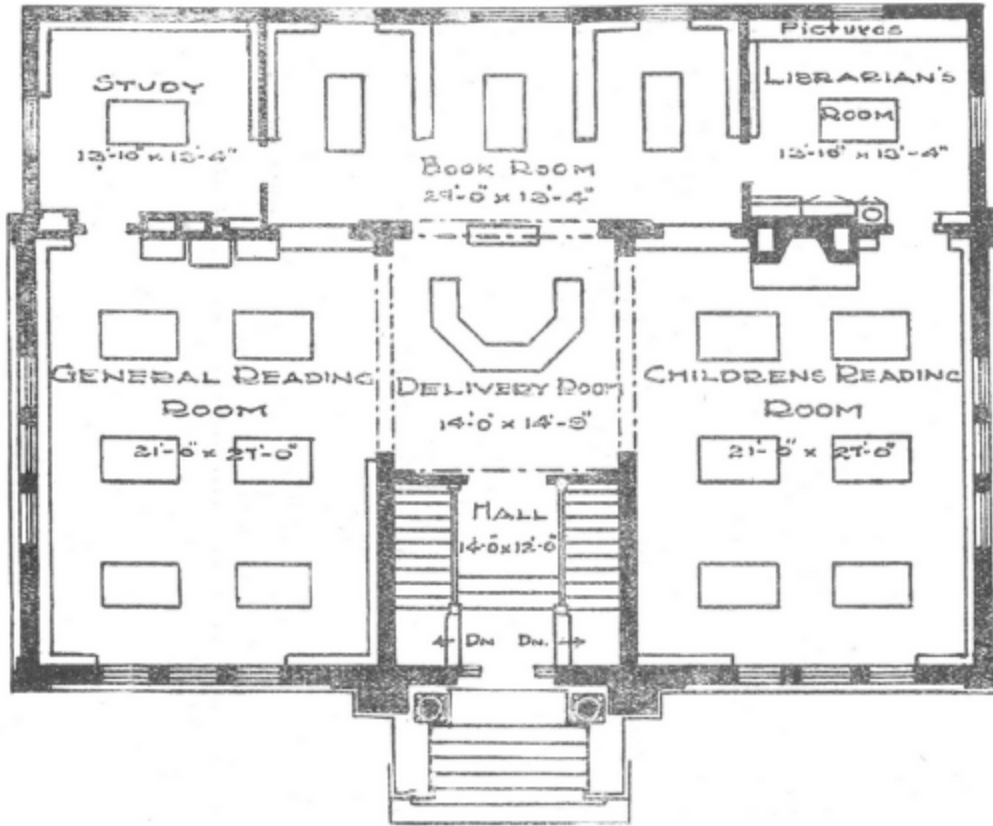
1. Shelves lined with dusty books
2. Reading tables and chairs
3. Dimly lit with torches and windows
4. Art objects on walls and shelves

- b. Treasure Room

- i. Lit up and possessing a bright, happy mood

3. Provide short description that outline what player will find there.

- a. Library Mausoleum
 - i. Puzzles
 - ii. gargoyle
 - iii. Locked doors
 - C. Treasure Room
 - I. Piles of treasure!
- 4. How do these locations tie into your story?
 - a. Essential to gameplay
- 5. What mood is being invoked in each world?
 - a. Pathway (Possible introduction cut scene)
 - i. Intrigue and mystery; the path beckons the player to accept the challenges within
 - b. Library/Mausoleum
 - i. Mystery
 - c. Treasure Room
 - I. Celebration
- 6. What music will be used?
 - a. Ambient background noise
- 7. How are all of the locations in the game connected to the game world as well as for a player?
 - a. All locations are connected and lead into one another: the pathway leads inside, and the rooms proceed from one room to the next, culminating in the treasure room.
- 8. Include a map or a flowchart



Page 6: Game Experience

1. What is the gestalt ("the whole") of the game? Pick and adjective.
 - a. **Mysterious Puzzles**
2. Any special modes or interfaces in the game? What does the player first see when they start the game? What emotions/moods are meant to be invoked by your game? How is music and sound used to convey your games feel?
 - a. Start in the first library room.

Page 7: Game Mechanics

1. Solve puzzles

Page 8: Enemies

1. If a hazard uses artificial intelligence they qualify as an enemy character.
 - a. N/A
 - b. What enemies do we find in the game world?

N/A

2. What makes them unique, how does the player overcome them?
 - a. N/A

Page 9: Cutscenes --- N/A

1. Does your game have cutscenes or movies?
yes
2. How will they be presented to the player?
There will be a cinematic to introduce the background to this game and get the player to enter the library.
3. Describe the method by which they will be created including but not limited to (cg, flash animation, puppet show)?
Cinematic and dialog
4. Describe when the player will be seeing these during the game, at the header or footer of levels, etc.
At the beginning and end of the game.

Page 10: Bonus Materials --- N/A

1. Include unlockables that encourage player to play game over? Multiplayer, downloadable content, episodic content, etc?

Props:

Models not used: