



EZSEN® | BRAZIL 2024

MADE FOR PIRATE SOFTWARE'S 15th GAME JAM

UMBRA

INTRODUCTION

Game Summary

Umbra is a dark 3D puzzle game about drawing specific shadows by carefully manipulating blocks in three dimensions.

Inspiration

The Room Series



(image taken from The Room's steam page)

The game will be heavily inspired in The Room series of puzzle games, taking inspiration on its camera controller and main game loop. The **ambiance and art direction** of the game also correlate with the Shadow and Alchemy general vibe.

[The Room on Steam](#) ☒

Bloxorz



(screenshot from the game)

The classic web-based game Bloxorz will serve as an inspiration given its game and puzzle design. It represents the type of challenge Umbra should offer to the players, making them think strategically about their positioning and moves.

[Bloxorz.io](#) ☒

Genre

[Single Player / Puzzle / Casual / 3D]

Target Audience

The game is targeted for **puzzle enjoyers** and also **casual gamers**, given its simple and intuitive mechanics. Possible players include those interested in occasionally playing one level, but also those interested in more hard and elaborated challenges. The type of persona includes people that play similar games (like *The Room*, *The Witness*, *The Talos Principle*) and that love the delayed satisfaction of solving a complicated puzzle.

CONCEPT

GAMEPLAY OVERVIEW

The user moves a series of differently shaped objects, positioning them in a pre-defined grid to **strategically light or hide** specific parts of the map.

THEME INTERPRETATION (Shadows & Alchemy)

The “*shadow*” part inspired directly the main mechanic of the game, involving the indirect manipulation of the shadows projected by the blocks. The goal is that, through that manipulation, the user can more deeply understand how shadows project and improve their ability to think of objects in 3D space.

The “*alchemy*” aspect of the theme inspired more of the game feel and ambiance, taking a secondary position and serving as a directorial concept for the art direction.

PRIMARY MECHANICS

The Blocks

Each level will have a predefined set of blocks available to solve the puzzle. Those blocks can be moved by dragging with the mouse and rotated in two axis relative to the camera.

The Grid

In order to solve the puzzle, blocks must be placed in a 3x3 grid, which will adjust its position based on available space.

The Gems

To solve a level the user must attend the gems requisites. Some of them need to be hidden by shadows and others directly exposed to the main light. The gems will give the user feedback of their requisite through their colors (green / red).

SECONDARY MECHANICS

Turning the table

To increase puzzle complexity, some levels can require the user to turn the table and solve a specific shadow in multiple directions.

ART

The art direction should be related with the theme and follow the general vibe of similar games, creating a specific ambiance with stylized assets and a charming lighting (especially considering shadows are the main concept of the game).

The first asset created should be the logo and visual identity, in order to guide following creative decisions.

MAIN TYPOGRAPHIC FAMILY:

AMARANTE

SECONDARY TYPOGRAPHIC FAMILY:

AVERIA SERIF LIBRE

The color palette will consist in warm tones around yellow and orange, that create an interesting contrast with the dark shadows. The typography selected brings an artisanal and art nouveau aesthetic that approximates the game with the visual imagery of alchemy.

AUDIO

Adequate sound effects are essential to help interactions feel snappy and satisfactory. They should simulate the sound of blocks interacting with wood and are an important piece of feedback for when blocks are placed.

The music and sound for when the puzzle is complete will use piano as its primary instrument, using slightly dissonant harmony to create a more mysterious and dark soundtrack.

GAME EXPERIENCE

UI

The UI should use some thin lines inspired by art nouveau aesthetic, and will consist mainly of the main menu, controls guide and pause. The UI should help users understand the basic concepts of the game and feel comfortable making initial experiments with controls and gameplay.

CONTROLS

There will be two main focuses of control;

- The camera itself, controlled through WASD and SHIFT/CTRL
- The blocks, controlled by dragging with the mouse and rotating with Q/E

Those controls were defined to use simple and familiar keys and behavior, making the learning process easier to the player.



In the future, the game can be adapted to mobile platforms and will need to think carefully about solving these interactions in touch screens.


DEVELOPMENT TIMELINE (MVP)

 Due Date |  Completed Date |  Not done

PLANNING



GDD / FIRST DRAFT ( 2024-07-25) ( 2024-07-25)



BREAK DOWN TASKS ( 2024-07-25) ( 2024-07-25)

GDD / POLISHING ( 2024-07-30) ( 2024-07-31)



GAMEPLAY

ROTATING TABLE ( 2024-07-26) ( 2024-07-25)

GRID SYSTEM ( 2024-07-26) ( 2024-07-25)

BLOCKS POSITIONING ( 2024-07-26) ( 2024-07-26)

PLACEMENT SUGGESTIONS ( 2024-07-27) ( 2024-07-28)

BASIC LEVEL DESIGN ( 2024-07-28) ( 2024-07-28)

ADVANCED LEVEL DESIGN ( Not done) ( 2024-07-29)

WIN CONDITION & FEEDBACK ( 2024-07-29) ( 2024-07-28)

ART

LOGO & VISUAL LANGUAGE ( 2024-07-26) ( 2024-07-26)


LIGHTING ( 2024-07-26) ( 2024-07-26)





TABLE MODEL ( 2024-07-27) ( 2024-07-28)

TABLE TEXTURE / NORMAL MAP ( 2024-07-27) ( 2024-07-28)

BASIC BLOCK MODEL ( 2024-07-28) ( 2024-07-28)

BLOCK TEXTURE (✓ 2024-07-28) (📅 2024-07-28)

PARTICLES SYSTEM (✓ 2024-07-29) (📅 2024-07-30)

AUDIO

PLACING BOCK SOUND EFFECT (✓ 2024-07-28) (📅 2024-07-28)

HOVERING SOUND EFFECT (✗ Not done) (📅 2024-07-30)

LEVEL COMPLETED SOUND EFFECT (✓ 2024-07-28) (📅 2024-07-28)

COMPOSE BACKGROUND MUSIC (✗ Not done) (📅 2024-07-30)

USER INTERFACE

MAIN MENU (✓ 2024-07-30) (📅 2024-07-30)

END GAME SCREEN (✓ 2024-07-30) (📅 2024-07-30)

PAUSE MENU (✗ Not done) (📅 2024-07-30)

CONTROLS SHEET (✓ 2024-07-30) (📅 2024-07-30)

EXTRA (add if possible)

REVERSE GEMS (need to be lighted, reduce possible solutions) (✓ 2024-07-29)

UNDO MOVING BLOCKS (✗ Not done)

MULTIPLE LIGHTS PUZZLE (✗ Not done)