



Blink Concept Document

Introduction and Synopsis

Blink is a fast-paced, 3rd person platformer set in a dystopian city in Japan where the player assumes the role of a genetically modified samurai. The player gains the unique game mechanic of “blinking” which acts as a short-range teleportation ability to assist the player in navigating the city and disposing of enemies.

In a traditional Japanese city, ruled by corrupt androids that control the lives of innocent civilians, the protagonist must navigate through the city taking down the evil androids using their blink ability to solve puzzles and liberate the people.

Game Design

Blink Mechanic: The central feature of the game, allowing precise movement, combat and problem-solving.

Combat: Fast-paced, smooth swordplay that utilizes combos.

Progression: The player can gain upgrades to damage, health and blinking ability.

Structure:

- **Chapters:** The game is divided into individual chapters to gradually introduce new mechanics.
- **Boss Battles:** 3 major bosses will need to be beaten to free the city, with the last being the most difficult.
- **Exploration:** Hidden areas and collectibles are scattered to encourage completionists

Length: Estimated gameplay length is approx. 30 minutes - 1 hour or with additional collectibles and achievements 1-2 hours.

Tone

Blink embodies a dark, lonely tone due to the corrupt bureaucracy—employing a sense of rebellion and hope. The blending of the futuristic androids versus the traditional samurai creates an interesting dynamic for the player.

Inspiration

Blink takes inspiration from the film *Blade Runner 2049* along with the novel *Neuromancer* by William Gibson, while being similar to games such as *Stray* (2022) and *Ghost of Tsushima* (2020).

Setting

The game is set in a small yet traditional city in rural Japan however once the androids took over, the city grew in population and the people were forced into slavery to fuel the android's mission to destroy the world. It takes real-world inspiration from places such as Kyoto and Shibuya Crossing.



Gameplay

Core Mechanics:

- **Blinking:** Short-range teleportation that allows quick movement and dodging, later the player learns how to chain blinks through combos.
- **Sword Combat:** Fluid swordplay is created which emphasizes timing and strategy. Parries, combos, and finishers can help the player defeat enemies.
- **Environmental Interaction:** Blinking into certain areas or objects can trigger traps, create pathways, or assist the player in defeating enemies. This fortifies logical thinking and allows for a more interactive experience.

Other Features:

- **Energy Management:** Stamina and mana bars are displayed which forces the player to conserve blinks and heavy attacks.
- **Blink Chains:** Through progression, players can learn to chain blinks which also allows for a slow-motion time effect to help pick out targets for attacks.
- **Upgrades:** By finishing chapters players can gain more mana, health, and stamina as well as learn stronger attacks to make it more manageable in the later combat areas.

Challenges

Art: Creating a visually appealing world that blends the traditional and non-traditional aspects of modern-day Japan.

Levels: Making fun but challenging levels that don't feel like a chore to complete.

Balancing: Ensuring upgrades, and enemies are all balanced to make the game fair for the player.

Target Market

Demographic:

- **Age:** 16-32 Years Old (Gore)
- **Gender:** Predominantly male, but not limited to
- **Interests:** Fans of fast-paced action games, and cyberpunk/Japanese aesthetics. Completionists will collect all collectibles and obtain all achievements.

Behaviour: People who seek a challenging and interactive experience that requires skillful mechanics and a ready mind.

