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TECH290
Game Overview

Updated Project Gaia

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GAME DESCRIPTION

Game Type: First Person Exploration/Light Platforming/Light puzzles

About: The player wakes up as a child in a lab room after a loud, mysterious crash. The goal is to escape the giant, empty maze of a lab. Along the way the player learns that the lab was built by a mad scientist years ago who was convinced, though no one else was, that the world was going to undergo catastrophic disaster and be wiped out. Shunned by society, the scientist created this gigantic lab full of puzzles and traps, and set about to create humans that would be alive even if everyone else was wiped out by said disaster, in order for the human race to prevail. After player navigates through lab and gets out, they discover that the lab is actually on a lush floating island that finally crashed to a black and burnt decimated earth. In the end, the child sets off to discover what has happened to mankind/if there is anyone left.

Characters: Main Character is a young teenage person with no accumulated memory or experiences. The only other character is the late mad scientist that created them, who guides the player via automated computerized knowledge.

Individual Levels: The player goes through doors to complete levels, and begins levels at a new map next to a door they cannot go back through.

> **Chapter 1 (Chris):** Tutorial/player mechanics introduction. The level will introduce the player to their purpose and the reason they are trying to get out, as well as introduce the player to the basic mechanics. The platforms are moving platform the the player need to traverse to get to the end and door the the player goes through to get to the garden where the key the player need to get to the next level.
> **Chapter 2 (Michael):** Elevation of gameplay, introducing challenges. My level will incorporate more complex puzzles dealing with colored boxes used to unlock doors. The level will be themed around the lab's supply rooms.
> **Chapter 3 (Sean):** My level will contain more intimidating challenges than the earlier level, yet it will not be too difficult. In my level, the player will first have to go through a large

maze of garbage before entering the second part of the level. The second part of my level will be an incinerator room that has the player jumping across platforms in order to get to another maze. This maze, however, will be made of fire. The fire will be semi-visible, making it harder for players to see exactly where they are in that maze. My level will also contain more plot to further progress the story aspect of our game. This plot progression will be located in the garbage maze. It will show a recently-abandoned campsite.

Chapter 4 (Erin): Sentimental challenge with heavy storytelling. Player will arrive through doorway from stairwell. There will be two main sections to this level: the ~~giant~~ maze (main puzzle of this level) and the living quarters of the scientist (where the player discovers a lot of information/backstory and finds the clues to complete the puzzle). Main focus of this level will be storytelling, not puzzle difficulty. Exterior space will be a garden. The player will also have to make use of the door-opening mechanic from Level 2 to open the door to the living space.

Chapter 5 (Joey): Culmination of puzzles and broken paradise feel that leads to climax; exiting the laboratory. In further detail, my level includes a simulated vacation area where the residents of the lab (those that believed in the scientist) used to visit to clear their thoughts and to remind them of the world that they were fighting to preserve. The simulation is that of a paradise, with gorgeous palm trees everywhere and lush pools. Also my level will be divided into several different and unique sections, all with their own theme and environment. The player needs to collect seven batteries through some platforming in order to break down the simulation, because it's malfunctioning and preventing the exit to the lab from opening, and escape. Once the player collects the last battery, the scene changes back to that of the facility, where the simulation itself breaks down, revealing one of the last areas of the game. This will be my interior. There the player must solve one last puzzle by following the directions found by the dead body of the mad scientist. A scenic painting will open (super mario 64?) to reveal a secret passageway out of the facility, where the player will learn the awful truth of the state of the world.

Assets/Other Level information: We will be reusing assets mostly to create a consistent feel to the game. All levels will be inside the same laboratory, in the same time period. The Lab will have an old, run-down feel to it. Vines will clutter walls, broken machinery will litter the floor, and it will be void of all other life except the player's.

Mood/Atmosphere: At the beginning of the game the intended mood will be lonely and isolated, as well as a little eerie. As the player progresses through the levels and learns more of the backstory of the game through notes and guidance, there will develop little more sentimental and hopeful feel. Another game that has a similar atmosphere to what we are going for is Inside (http://www.playdead.com/games/inside/), though we don't want ours to be quite so dark.

REFERENCE IMAGES

Chris's Level: starting area more like a laboratory with the puzzle area being more of a testing area with maybe tinted windows, and blocks.

https://www.google.com/search?biw=1366&bih=698&tbm=isch&sa=1&q=scientist+laboratory+video+game&oq=scientist+laboratory+video+game&gs_l=psy-ab.3...144.1547.0.1728.9.9.0.0.0.0.196.702.0j5.5.0....0...1.1.64.psy-ab..4.0.0....0.pcXu1fx7L_g#imgdii=0OQkgT2AU_CbFM:&imgrc=FM7dMJzOljPCAM:

Michael's Level: Drab grey corridors and larger rooms with supply shelves, boxes, crates, etc.

Source: http://media.moddb.com/images/mods/1/13/12084/ps010006.jpg
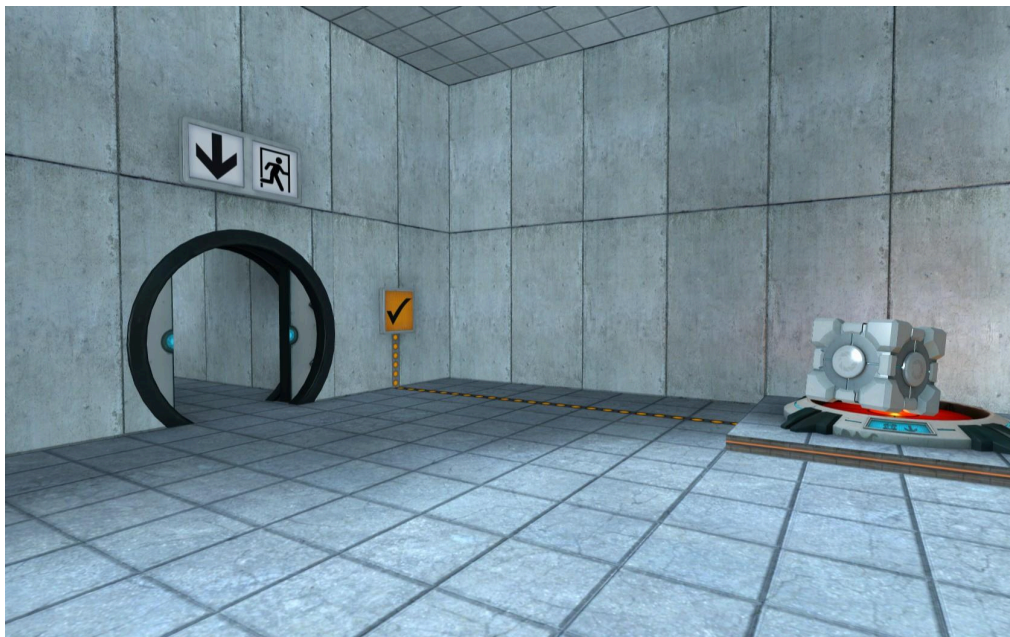
Sean's Level: Large, ominous garbage room with an incinerator room in the back of it. The garbage room itself will be a semi-difficult maze while the incinerator room itself will have platforming and a harder maze to solve.

Erin's Level:
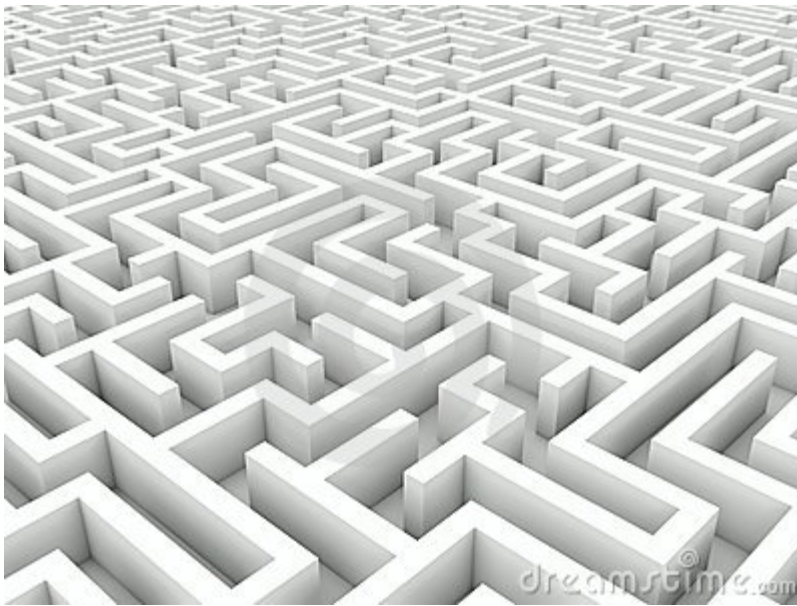
Maze section. ~~Will have more varied textures, like metal flooring.~~ Grey tile flooring. Bedroom/Living quarters: Not exactly what I'm going for, but similar feel. The living quarters won't be as run down/old-timey, but it will have an abandoned, personal feel to it. This will be one of the only areas in the lab to have windows that let in sunlight ~~(frosted windows so the player can't actually look outside)~~. The bedroom will have a skylight to give it a home-like feel while preventing the player from looking outside. It will be cluttered with belongings to capture the feel of the scientist's cluttered mind.

Source: https://i.pinimg.com/originals/e9/e6/74/e9e674b15503a9d33803560c965085ad.jpg

There is a lab room on the same floor as the living quarters. There is a small roof garden with two buried plots with small plaques on the opposite side of the maze.

Joey Level: Simulated Paradise Feel (without palm trees though) Might add a different picture once I think more about my level. But this picture represents how my level will feel in terms of atmosphere.

http://wallpoper.com/images/00/43/88/50/science-fiction-paradise_00438850.jpg

WORLD MAP
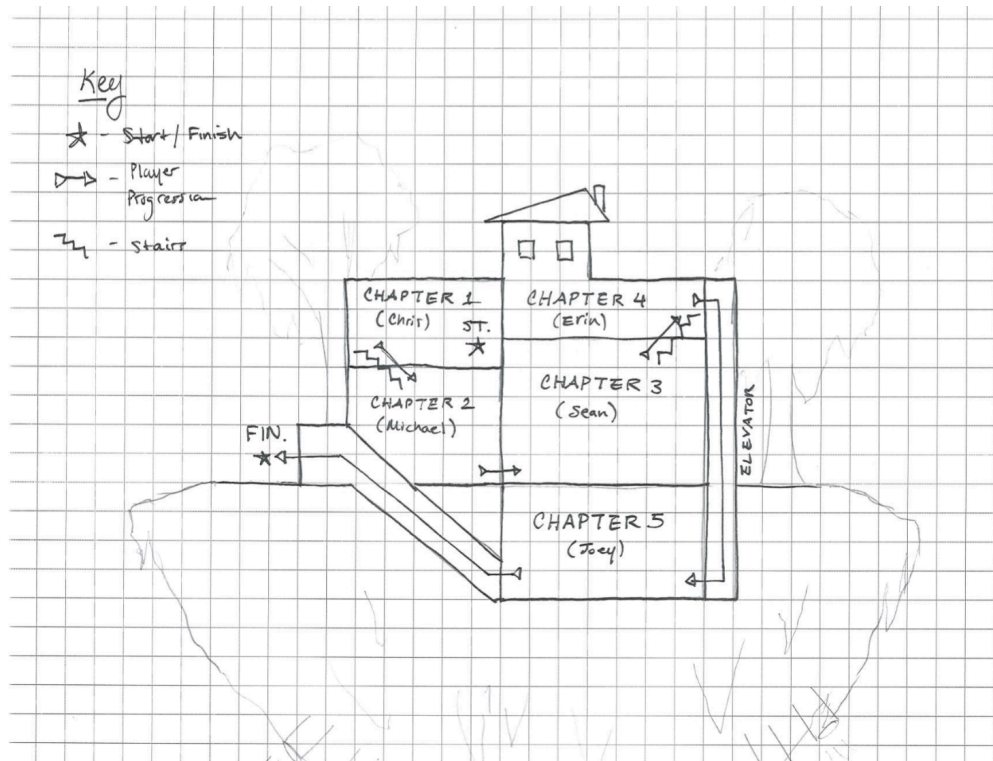
Reference image (except ours will be crashed back to Earth)

http://www.digitalmgi.net/wp-content/uploads/2000/01/abstract_ground_smallerisland.jpg