

Game Pitch

Pitch:

A game where the player runs around an isolated island in an attempt to figure out what happened to them, with interactions with the world changing how you view and learn the world around you.

Narrative Beats:

1. The player is plagued with a sense of no individuality.
2. As they move around the terrain of the empty boring world they start to learn that they once held a place in this world.
3. When interacted with certain parts of the world, the player learns more and the world gets more colorful
4. Many puzzles and challenges await the player and halt him from being able to achieve his goal
5. The player learns that they were actually the ruler of the world and made a crucial mistake leading to a destruction of the world
6. Player must search out for the ultimate price that can bring back the world
7. Player finds the answer he was looking for, it is his existence
8. Player gives up his life, saving the world but ending his story

Design

- Different areas will represent different parts of your experience ruling this world in the past
 - A childhood like area that has “easier” and more “innocent” puzzles
- Levels similar to shrines from other games in which one big puzzle is on display and the time needed to complete said puzzle isn't much