

# High Concept Document

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## High Concept

An ink-based character awakens into a world full of possibilities. Explore your new world by growing to massive proportions, or shrinking to a minute scale. Familiar environments suddenly become extraordinary when you simply change your perspective.

## Features

- Puzzles are based on scale. Some passages may be too small for you to fit through, some gaps too large to cross.
- Defeating enemies allows you to grow in size. Your size is like a health meter, taking damage will cause you to shrink.
- Enemies grow larger and become more powerful when they defeat you. Learn to destroy them efficiently before they become too strong!
- Split yourself into smaller pieces to access small places and solve puzzles. But be careful, combat is more dangerous when you're small!
- Control multiple pieces of yourself in parallel to solve complex puzzles.
- The world is hierarchical. The area you awaken in may have several accessible levels, but each of those levels may contain many others. Use smaller pieces of yourself to explore everywhere.
- Reunite with other pieces of yourself to regain your size. Return from a level larger than you left to grow in size and access more areas.
- Explore carefully, secrets could be anywhere. A tiny hole might contain a whole world. Anything is possible when you can change size.

## Player Motivation

The player's primary motivation is to explore. Completing levels allows the player to grow (literally) and access new territory. Story will also play an integral role in the game.

## Genre

Adventure game with elements of Action and Platforming.

## Target Audience

Lighthearted Action/Adventure players and anyone interested in unique gameplay concepts. Similar audience to Braid or the Legend of Zelda series.

## Competition

This game introduces a new gameplay concept. As such, there is not any direct competition. Competition in the genre might include independent platformers such as Braid.

## Unique Selling Points

- The game's sense of scale changes drastically as the player progresses
- The player can control this scale by splitting himself into pieces or defeating bosses.
- The game worlds *playable* size is much larger than its *physical* size
- Enemies grow and become stronger as they damage you

## Target Hardware

The primary platform would be the PC. But the simple control scheme makes it easily adaptable to current generation consoles.

## Design Goals

**Mind-Expanding** The core concept of the game, drastically changing your size to the point where tiny areas are explorable, shows ordinary environments in an extraordinary way; a fantastical art style could help to highlight this.

**Unique** The core concept offers the chance for completely unique puzzles. The hierarchical level structure also offers the chance for puzzles to branch into other scales.

**Mystical** The story conveys a mysterious feeling. Secrets abound, and reward the player both with game bonuses, and with bits of the player's mysterious background.