OVERVIEW (Production)

Game Name:

At Death we Part

Genre:

Situational Horror, Platformer

Game Elements:

A narrative driven adventure where due to immense grief and desperation the protagonist's psyche is split in two, he must journey through his own mind with his other, resembling the loved one whom he had been grieving, they must work together to traverse the exaggerated landscapes and surpass every puzzle and obstacle to come to terms with his grievances.

Player:

Single Player game

TECHNICAL SPECS

Technical Form:

3D built graphics and Models

View:

Third person camera

Platform:

PC

Language:

Unreal Blueprinting & C++

GAME PLAY

Starting after a cutscene in the protagonist's room, the player is thrust into a 2.5D environment and their objective is to progress through the level environments using the abilities of the two characters. The core mechanic revolves around the characters being able to transition between each other to solve mechanical and platforming puzzles in order to progress.

The two characters appear on screen next to each other, you can only control one character at a time. Both characters are visually distinct from each other depending on the world you are in; the secondary character is more translucent and desaturated and floats idly behind where the controlled character is facing much like a "ghost". Both characters can travel between moderately lit areas however, the Light character is **unable to travel through distinct shadows of darkness** and the Dark character is **unable to travel through distinct emissions of light**, the instances of these thresholds are usually harmless to both characters and **act as environmental collision**, however when an instance of darkness or light is created over the corresponding character, they will respawn at the beginning of the puzzle. Each character can only be controlled in the corresponding "Light" and "Dark" world, the player can switch between these worlds and characters by pressing **Shift**, when this happens the characters swap places in an instantaneous flash, this is referred to as a "World Shift". Both characters share the same movement control scheme; "**A**" and "**D**" for horizontal movement, **Spacebar** to jump, **Ctrl** or "**S**" to crouch in conjunction with horizontal movement. They differ however in their ability mechanics, tied to **mouse 2**.

The light character has the ability to sharply zip to moderate distances in a dash of light. The dark character can conjure platforms mid-air to create a step to respite, of which the light character can also step on, the platform disappears as soon as it's stepped or jumped off.

Game Play Outline

- *Opening the game application*
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- *Game options*
  It has a start menu, settings to adjust for hardware capabilities, and the player can quit the game whenever throughout gameplay

- *Story synopsis*
  A narrative driven adventure where the protagonist's psyche is split in two, the other half resembling whom he was grieving, both halves must work together to progress and come to terms with the grief of the protagonist.

- *Modes*
  Only story mode, potential level builder idea for optional bonus goals

- *Game elements*
  Each character can only travel through certain thresholds of light and shadow. Both must use their circumstances and unique abilities to guide one another throughout the journey.

- *Game levels*
  The level is all connected in one direction, segments and puzzles are separated and shown through the use of camera splines for dynamic panning shots. Between these segments the camera follows the player in a typical 2.5D third person perspective.

- *Player's controls*
  Character 1:
  RMB (Light Dash)

  Character 2:
  RMB (Dark Platform)

  Both:
  A D (Movement)
  Space (Jump)
  Shift = World Shift
  E = Interact
  ESC = Pause Menu

- *Winning*
  Progressing through levels

- *Losing*
  Respawning at checkpoints of which the environments are reset non-destructively

- *End*
  Completing all the levels

- *Why is all this fun?*
  Exploring the ideas of adding depth to simple mechanics sparks creativity in the audience. The general idea for the core mechanics is trying to see what sticks, taking inspiration from games like Portal, where one core mechanic dictates the unique gameplay throughout the entire experience. This game is also difficult, but doesn't take too long picking up where you left off, getting to the end is the goal, and making it their through patience, or quick understanding of the mechanics in the game allow creatives to get a unique experience in this game.