3D, Open World, Puzzle Game

Team Parallel Design Concept

Third Person 3D Open World

- We prefer a third person view.
- The player's movement itself is normal control like arrow keys.
- In the open world there will be lots of different puzzles.
- The Witness, Talos Principle

Player's Ability

- All player's abilities are obtained.
- They are expressed as code modules.
- Different code modules have different abilities.
- Modules can be upgraded or combined.
- No need to write real code. (Depends on response from E-Line about how in-depth we need to teach)
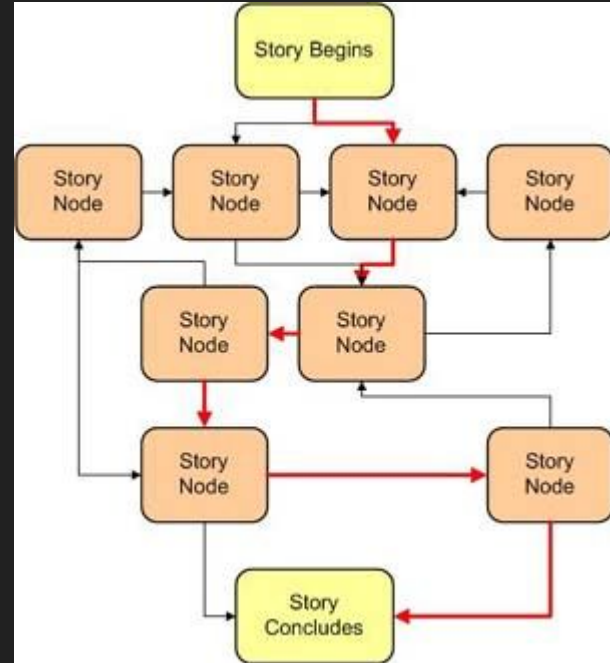
Interactions with Objects

- The medium is a digital device like the pip boy, or a cell phone that the player character has.
- When the player want to interact with object, the player needs to activate the device and apply a single or combined code modules.
- The code module(s) will in someway change the object's properties.
- Also the puzzles would be solved in this way.
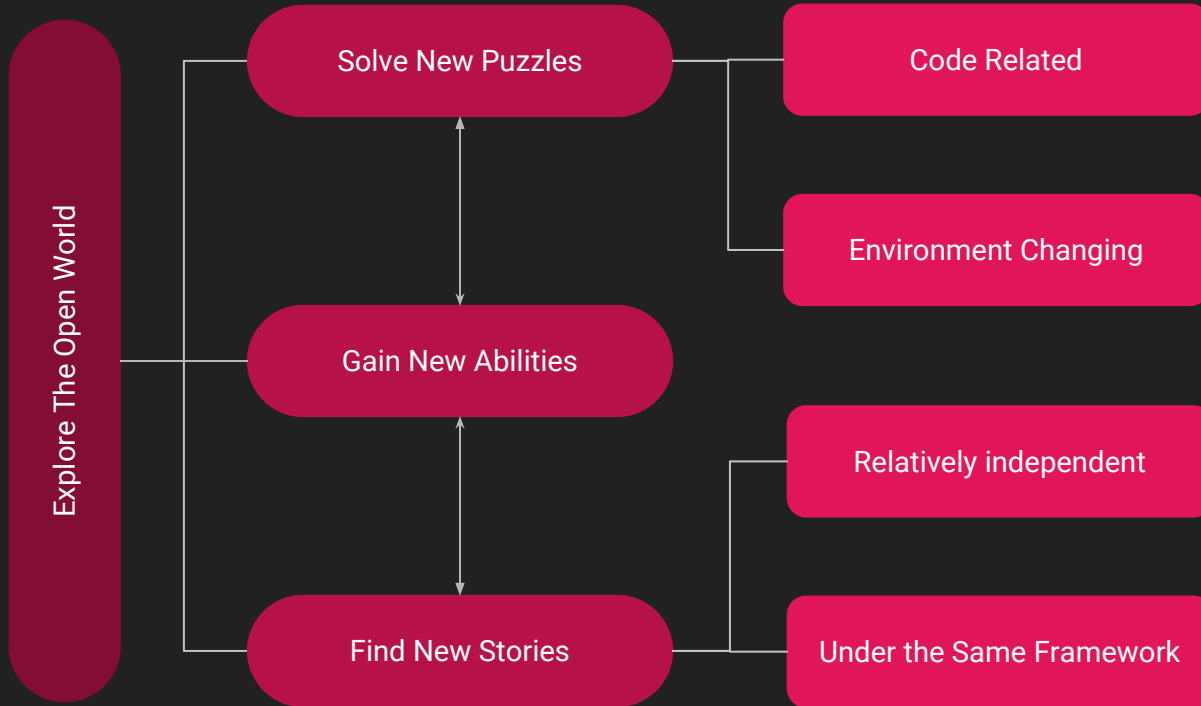- Perhaps extend modules to NPC communication?
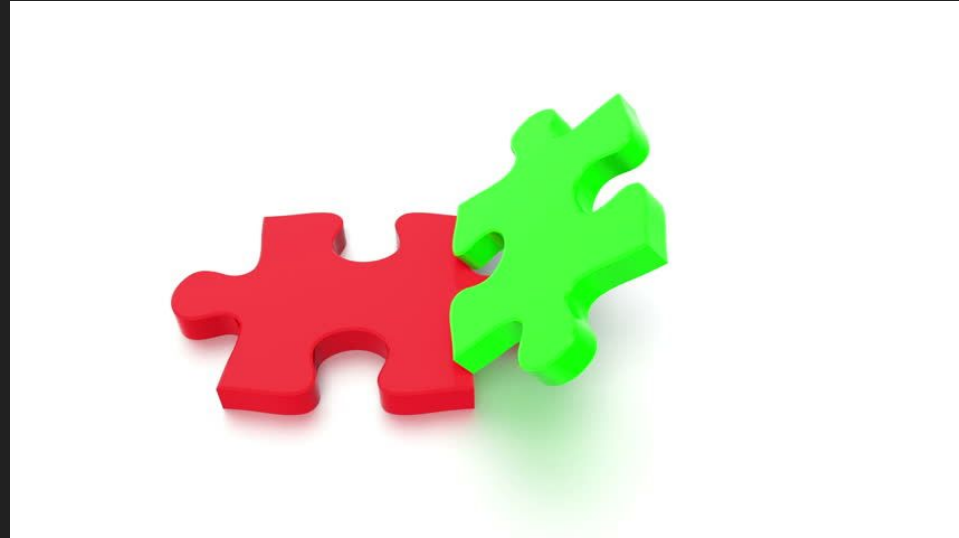
Narrative

- The story is not linear - focus on exploration and discovery of abilities in the world.
- A whole story is split into several parts.
- The player can explore the open world and find different pieces of the story.
- All of these small pieces of story can be a whole when combined together.
- Taking narrative cues from walking sims (Everybody's gone to the rapture, Edith Finch), and non-linear storytelling (Horizon Zero Dawn, Valley, Breath of the Wild).

Gameplay Framework

Explore The Open World

Solve New Puzzles

Gain New Abilities

Find New Stories

Code Related

Environment Changing

Relatively independent

Under the Same Framework

Sample Puzzle

- Senario: The player needs to lift an object A and rotate the object B 90 degree clockwise.
- Method: The player will activate the digital device and comthe lift command and rotate command to operate on object A and B. The rotate operation will also need parameters.
- Goal: First we want the puzzle itself to be interesting. Second we want to integrate the coding concept into the puzzle solving process.

Scope

- Try to prototype a small open world with a simple story structure.
- Put several abilities into the world.
- Set up 3 or more puzzles to playtest.