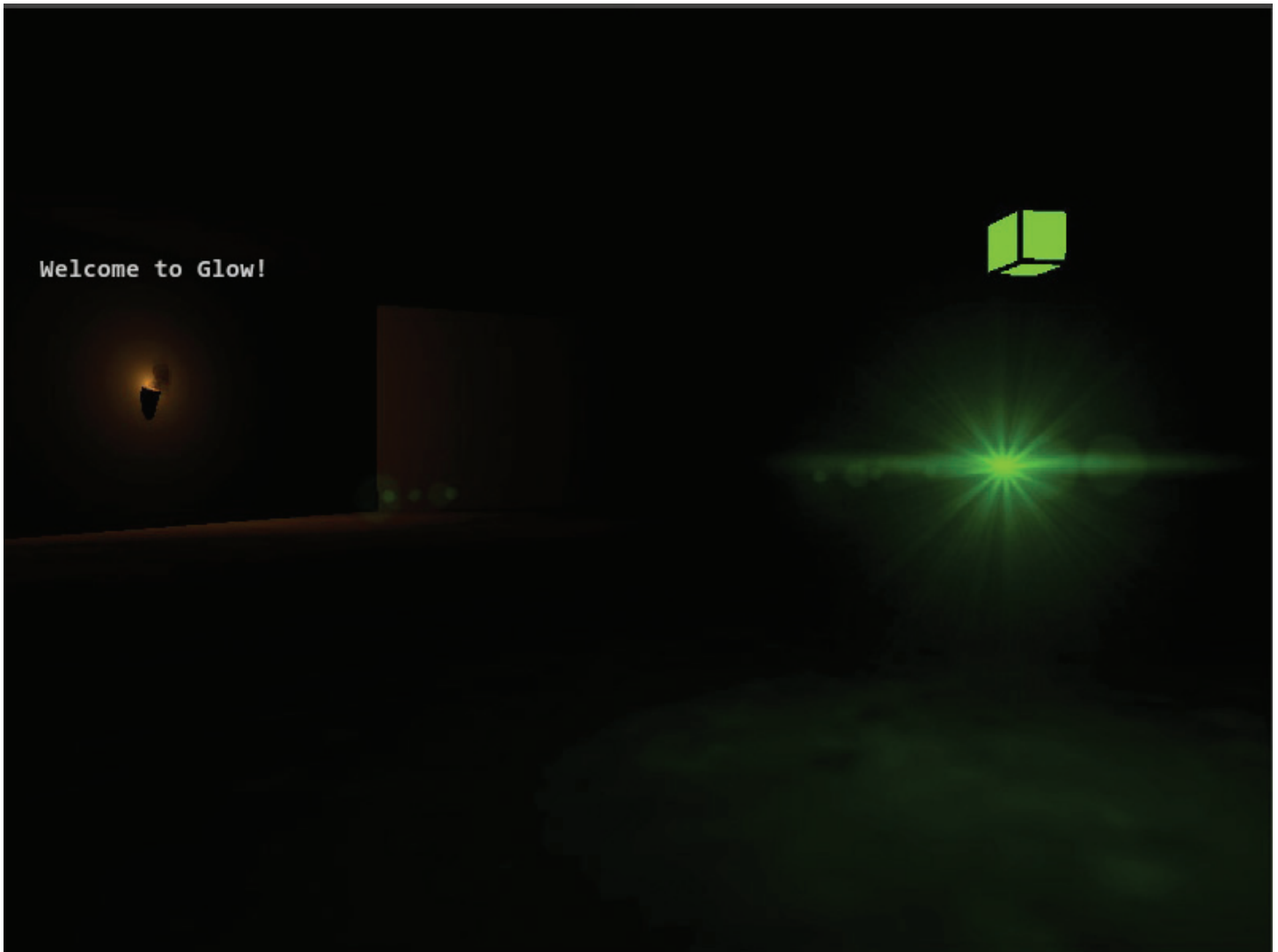


GLOW

an adventure with light and space
HLD Vr.3



OUTLINE

- + Team Name and Team Members
- + Purpose of Document
- + Vision Statement
- + Game Features
- + Sketch of level
- + Testing Plan

THE TEAM & TEAM MEMBERS

GLOW

Bryan Clarke - game design & tech
Ryan Nadel - game design & sound

PURPOSE OF THE DOCUMENT

The purpose of this document is to outline the high level concept for the game GLOW. Below we document the vision of the game and the core mechanics of the experience in addition to a testing plan, a screen shot from the current prototype and a very rough sketch of the levels.

VISION STATEMENT

GLOW is an adventure with light and space. You are guided by glowing orbs that serve to be both your source of light and also your tools for solving puzzles.

GLOW represents an inversion of a traditional level. The traditional level acts as a foundation to hide other entities such as traps and enemies while here the level itself is hidden and discovered through playing.

GAME FEATURES

Core Mechanics (in order of priority):

- + Navigation - The player uses the WASD keys and the mouse to navigate through the space
- + Light collection - The player collects light orb, which orbits the player and illuminates the surrounding area.
- + Throwing light - Using the left mouse button, the currently selected orb will be thrown from a player and bounce using a physics model. After a short time, the ball will turn back into a collectible orb.
- + Puzzle elements - hitting a target with an orb will solve the puzzle and allow the player to advance to the next area.

Secondary Mechanics (in order of priority):

- + Light colours - there will be seven different coloured orbs, and a given colour would be necessary to solve the same coloured puzzle.
- + We have included a further feedback system when a puzzle is solved successfully. A fountain appears and a white orb which is emitted from the target must be dropped in the fountain to unlock the next level.

TESTING PLAN

The target demographic of men and women between the ages of 10 - 35 will play the game and we will interview them after they play in addition to conducting observations. The combination of observation then interview will allow us to gauge our perception of their interaction with the game and their self perception of the experience. We hope to have a working prototype ready to play and obviously this will be the most effective form of testing - if the prototype is not playable then we will resort to simple interviews and perhaps a basic paper based version of the game.

With the completion of the new level we thoroughly tested it with our demographic. Feedback was very positive with recommendations focused on the effectiveness of the instructions, the colour that the targets turn in the second level when the puzzle is

solved so as not to confuse the player. These problems have been resolved and we are confident in the quality of our experience.