

WANDERER/TRAVELLER

An Experimental Puzzle Game.

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1. INTRO

1.1 Title: WANDERER/TRAVELLER

1.2 Summary:

4 Different worlds, 4 unique experiences:

Elements are hostile and little precipitation occurs. The surroundings are an impoverished and vast area. Finding the way out will need construction and establishment, as it will need an efficacious approach to show a change of adaptation from one engagement to another.

A world surrounding the player with Luscious forests and eye-catching footway a Fantasy world where the defining characteristic of this world is shown through the exceptional element of flight. The player can essentially fly in this world to find the important item to teleport to the next world.

Set in a world where the surroundings are highly flamboyant and compelling. Eating your way through cakes will be the key to teleport away from “the Cake world”.

A gritty dystopian world of cyberpunk, where futuristic technology is the key to analysing the surrounding and having the capability to interact with a scale of pioneering and visionary objects.

This would not be a complete game without identifying the experimental aspect of this interaction game! What makes this experimental is taking the player out of the ordinary element to a completely different surrounding where there are not used to.

Other participants of the product will conduct testing to provide significant criticism, helping to supply us with critical insight into what the gamer wants to see and experience in the product. Our overall goal is to ensure that this artefact game will be the best it can be and will conduct experimental creativity towards the selected genres. This game will be in first person.

1.3 Development

The Game will be developed Unreal 4.25, Compiled assets will also be used from third-party sources, all of which will be referenced to the original author(s). Other software i.e. Maya and Photoshop may also be considered.

1.4 Target Audience

Some scenes may contain mildly distressing and threatening imagery, the game will be rated **PEGI 12**

2. THE WORLDS

WANDERER/TRAVELLER is split into 4 worlds, our game will allow the players to feel like they are out of their own element – to experience a whole other world they have never been to before. Each world is different from the last, from controls to environment. The players will receive no helping hand to complete the game, exploration and finding interactable relics and portals will be the key to unlocking new worlds!

2.1 The “DESERT WASTELAND” World

The first world you are taken into is the Desert World and it goes without saying some worlds may exist out there – just like this wasteland! Entering the world, you may notice that there is a giant canvas in the middle of the field and upon examination, there is absolutely no reason for this giant wall to be there... it is up to the player to find its purpose and how they will find their way home!

2.2 The “FANTASY” World

If you are a fan of psychedelic mind trips then this world will be for you, an Alice in Wonderland-esque world surrounded by luscious forests and brightly coloured pavements to follow, this perhaps will be the less threatening of the worlds the player will enter, they may not want to leave at all!

2.3 The “CAKE” World

Upon entering the world, it feels like home, but not so quite like home, there is a board of all the cakes you must eat to be transported to the next world. At this point most of these worlds may no longer make sense to the player but hinting that the way out is to find all the cakes scattered throughout the house and find next way out!

2.4 The “CYBERPUNK” World

This world showcases the unseen world of the future, players will feel like they have travelled 100 years into the future, with various objects to interact with, it might be difficult for players to traverse this world than they may have originally thought. The only way out is through the technological advancements the cyberpunk world offers – take advantage of the tech and find the way out!

3. The Game

This section will cover the gameplay aspects of the Wanderer/Traveller as well as the mechanics that will be implemented into the game's worlds.

3.1 Gameplay

The game will be in first person perspective, we do not want the game to dwell on the backstory of the character, we want the player to play as themselves and explore the game for themselves, the player starts off in their bedroom with various objects that can be interacted with, a brief description will be pop up describing the object they have clicked on.

The player can freely explore the room they are in and simply interact with the objects in the room, sitting on a chair, laying on the bed etc.

Once the player interacts with the “Rock” that is laying on their desk, a bright flash will appear on the screen and will immediately be transported to the first world. Each world is very different from the last, with the main objective is to escape and return to the main world.

Each world has different and unique mechanics that will be implemented during development, not only will this improve the quality of the game, but also reduce its repetitive nature.

3.2 Mechanics

Interactable Objects

Some objects are interactable, the player can simply left click on the object and a pop up with a brief description will show, describing what object the player is holding.

Portals

Most of these worlds feature portals – a gateway that will lead them to the next world. These will not be clicked on; in fact all the player needs to do is to walk through it and they will teleported to the next world. The player must go open these portals through certain ways in certain levels.

Colour Changing effect

Some objects within the game can change colour if a shadow is cast upon it or depending on what time of day it is. To showcase this effect, the player must press ‘e’ on their keyboard to show what it does on some objects within the game. This particular mechanic is specific only to the Desert World (Level 0) of the game

X-Ray Torch

This is one of the main mechanics implemented into the game, when first entering the world, the player must press ‘q’ to open the ‘X Ray Torch’ this will allow the player to see through specific objects within the game. This Mechanic only takes effect within the Fantasy World (Level1).

4. User Interface (UI)

This section will outline the basic UI the game will feature in our final product. We don't expect our players to have their hands held while playing the game in terms of exploration, we want them to do it on their own accord, to figure out how each object and terrain within each world to work and eventually having them to properly adapt to it as best they can!

4.1 Heads-up Display (HUD)

The game features a very minimalistic HUD, it features little to no features within the screen, it is up to the player to navigate on their own, the game will have a '+' on the centre of the screen so players know exactly where to click. We also plan to implement an interactable environment.

Another feature will be the controls within the screen, the player has the option to turn on the controls if they ever get stuck on what button to press, the controls will be placed on the top right corner of the screen, we will place an option within the settings menu to toggle this on and/or off.

4.2 Menus

Every menu within the game will also feature a minimalistic design. The Main Menu includes simple buttons to start the game, adjust the settings and to simply quit/exit the game. The pause menu also will be similar in terms of layout – buttons to resume gameplay, settings and one to quit to the main menu game (we will also try to implement a save/load feature, but this may come at a later time).

4.3 Speech Bubbles on Interactable objects.

Most objects within the game are interactable with a brief description of what they are, when the player hovers over the object and left click on the object, they will be able to see the speech bubble with some written text on it. It will also prompt the player to "press and hold to carry object".

5. Rules

The game has very little rules, the only objective is to simply explore the worlds they land in and find their way back home. Although, there are some things that need to be taken into consideration when going into the worlds.

5.1 Teleporting through Interactable Objects

Some objects will have the ability to teleport the player into the next world, they must click on these objects in order for them to continue. The player will need to find these objects within the world through exploration and hints scattered throughout.

- The Bedroom: The first object the player interacts with, the glowing box placed on their desk must be clicked on to take the player into the first world.
- The Fantasy World: The player must find the hint on the item(s) needed to transport them into the world.
- The Cyberpunk World: The player must acquire certain tech “Advanced Goggles” and wear them to highlight the object needed to teleport them into the next world. The item needed to do so will be highlighted green.

5.2 Portals

Unlike teleporting through interactable objects, some of the worlds feature portals – a gateway that will lead them to the next world. These will not be clicked on, in fact all the player needs to do is to walk through it and they will be teleported to the next world! The player must go open these portals through certain ways in certain levels:

- The Desert World: The player must find the code hidden behind rocks placed in a certain order atop a cliff. This will give the player the ability to ‘draw’ the door on the giant canvas placed in the middle of the field.
- The “Cake” world: The player must find and eat the cakes spread across to open the portal in the bedroom they were placed in.

5.3 Portal Code Colours (Desert Wasteland World)

The code for the portal to open to the next world is coloured in using emissive materials. Depending on what time of day it is, the colour for each number will change. To type in the right code, the player must follow the colour that corresponds with the number and must wait between afternoon and dusk:

- Between Evening and Morning the code’s colours will be Yellow, Green, Red and Blue. This is the wrong sequence.
- Between Afternoon and Dusk, the code’s colour will be the following colours: Blue, Pink, Cyan and Yellow – this is the correct sequence for the code.

6. Potential Mechanics and Features

This section covers some of the potential features that may be added during the later developments of the game. For now, completion of the greybox will be primary objective of the current development. Below are lists and brief description of what they do...

6.1 Flight

We plan to add flight to some of the Worlds (Fantasy specifically). The greybox does not offer the proper layout of the map, however we will expand the terrain to be much larger, so the ability to fly will be necessary when traversing the world.

6.2 Inventory System

We might also implement an inventory system into the game, to keep track of hints and other items of interest from the players' journey throughout the different worlds.

6.3 Souvenirs/Collectibles

As mentioned previously, the inventory system will provide players to collect items from their exploration, these items are specific to each world and they can be placed on the shelf above the desk. These features will showcase as well as incorporate the interactivity within the game.

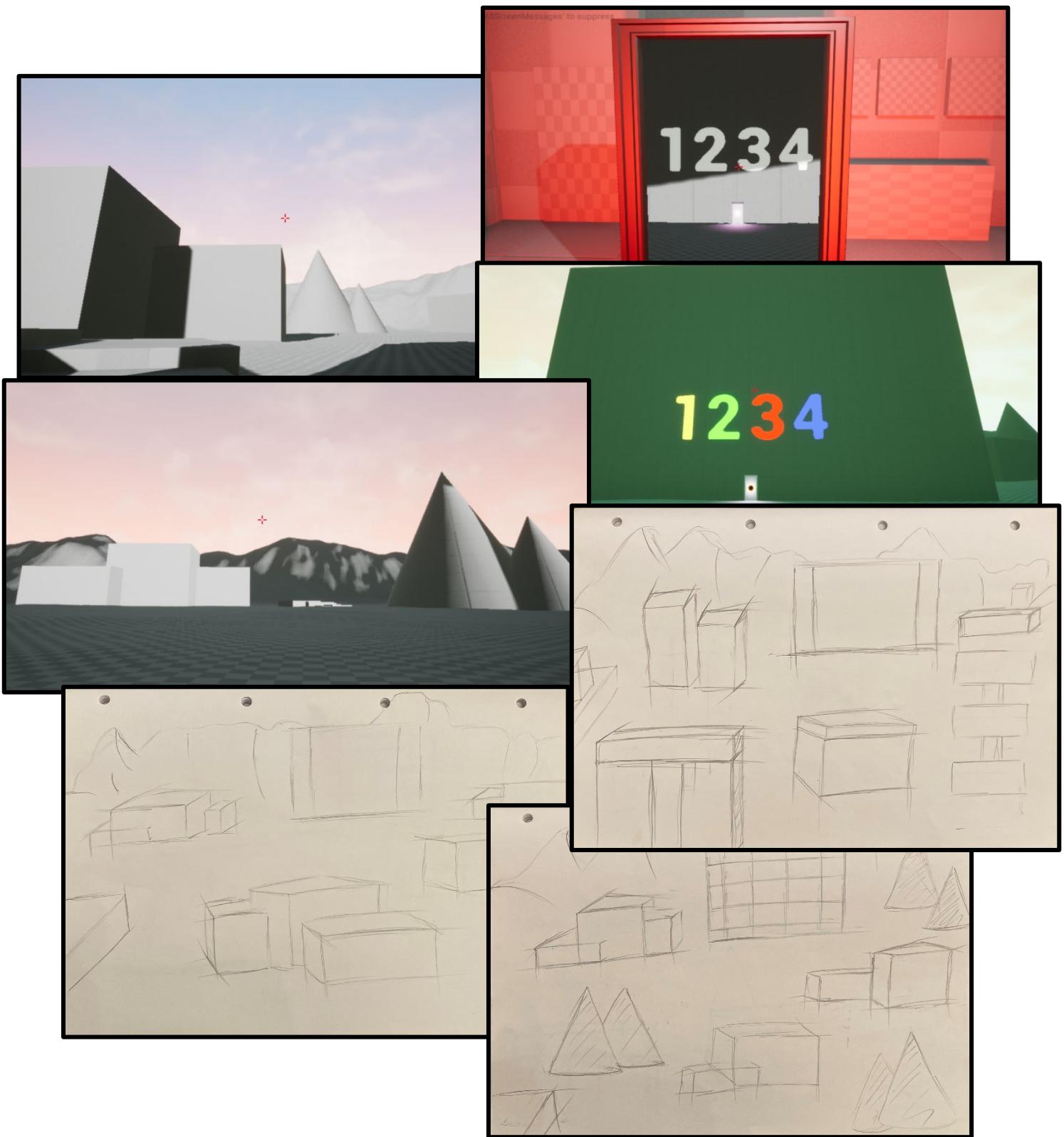
6.4 Transportation

We may also add in transportation in one of the worlds. Apart from flight, this can also be a feature to use when traversing a large landscape like the Fantasy World. This may get ruled out however as it can take time to develop a vehicle for the players to ride. Our team may also work on this during the beta game.

6.5 Highlighted Objects

Some objects within the game may be highlighted. There are certain mechanics within the game that can toggle objects to be highlighted, this feature could be specific to the Cyberpunk World. Players can use this mechanic to find the right object that could essentially teleport them back to their Home World i.e the Bedroom.

7. Greybox Screenshots and Concept Art

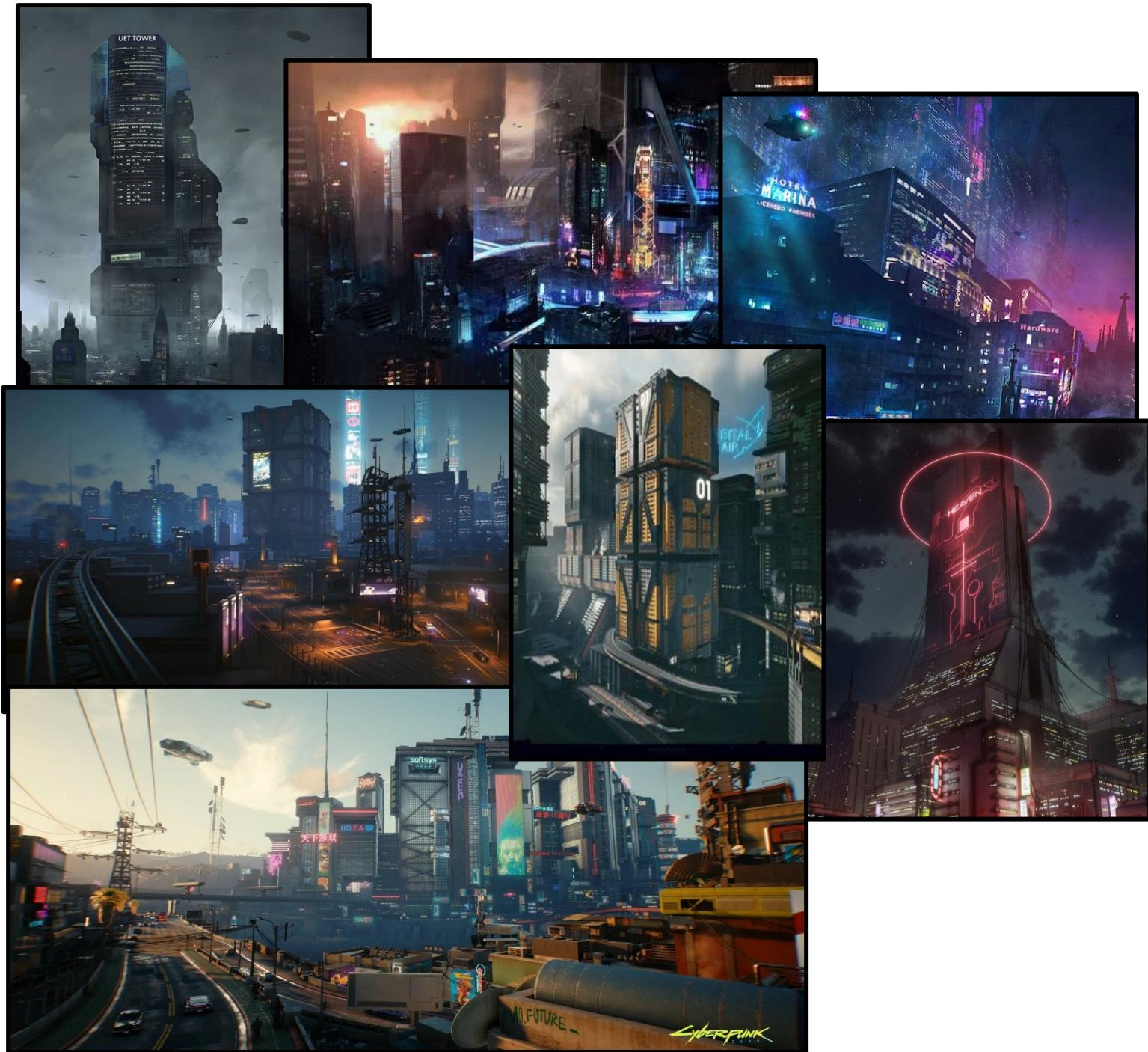


8. Mood Boards

8.1 Desert World Mood Board



8.2 Cyberpunk World Mood Board



8.3 Alice in Wonderland Mood Board



8.4 Fantasy Mood Board



9. Appendix

9.1 The Development Team

- **John Sirilan: Developer, Documentation**
- **Josh Da Silva: Documentation, Concept Artist**
- **Kyran Rai: Documentation, Concept Artist**

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