

WANDERER/TRAVELLER

An Experimental Puzzle Game.

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1. INTRO

1.1 Title: WANDERER/TRAVELLER

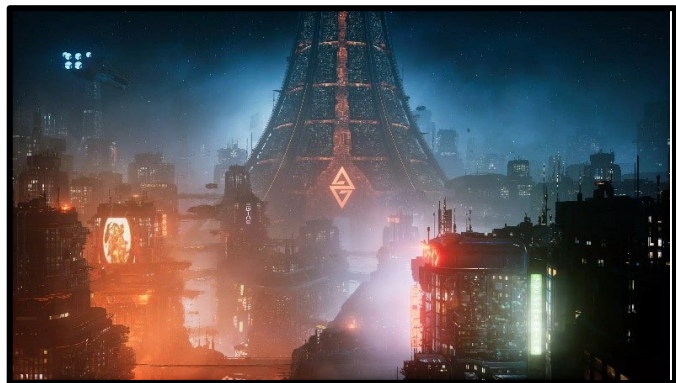
1.2 Pitch:

Key Selling-Points:

- Versatility in each world - you can open the door and see what's behind however, you will see adjustments to your ability to adapt to different situations.
- Embeds the teleportation aspect in each creative world inspired by the intense Witcher 3.
- Each world will have a unique surrounding. Players can experience and interact with the world.

Summary: When entering the world, how to get out?

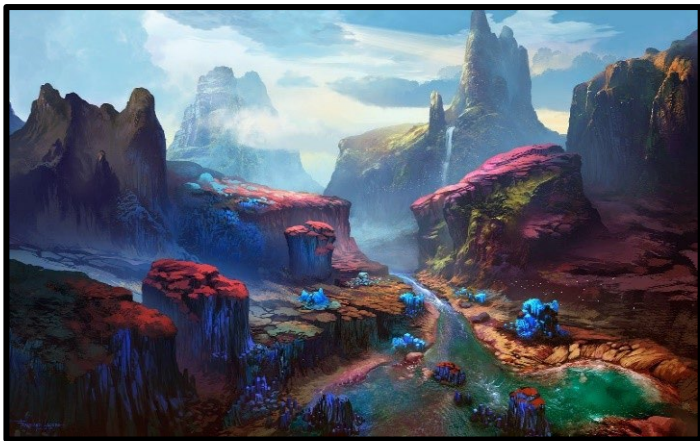
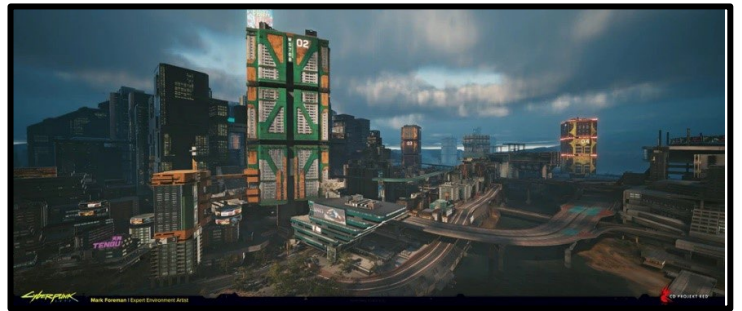
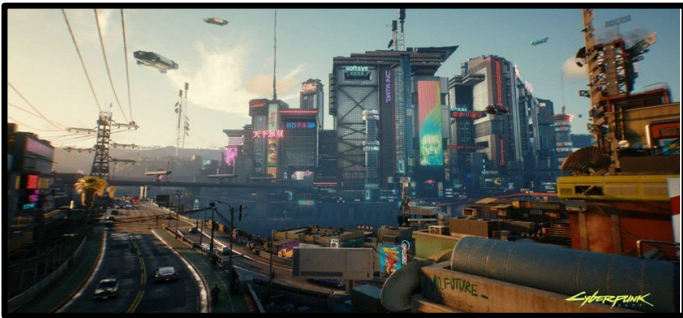
4 Different worlds, 4 unique experiences. First set in a world where the surrounding is highly flamboyant and compelling. The first is set in the Unsurpassed world in a gritty dystopian world of cyberpunk, where futuristics is the key to analysing the surrounding and having the capability to interact with a scale of pioneering and visionary objects. Availing oneself with ultra-modern technology will be the primary key to advancing to the next world! Surrounding the player with succulent forests and eye-catching footway. Eating your way through cakes will be the key to teleport away from “the Cake world” but there will be different cakes the player has to find and consume correctly using the hint!



The second world is 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. It sets the Fourth in a world where 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.

This wouldn't 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. 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 7**.

1.5 Genre

Puzzle/Adventure

2. 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.

2.1 Gameplay

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!

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.

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 **rundown apartment**.

The player will come across a **note** saying to click the **portrait of a desert glowing purple**, the first world they are taken to is the **Desert World**. A Vast yet empty world that gives the player a chance to explore. The player will be given a note that they have been given a new ability, to highlight some objects within the world, to do this the player must **press "e"** on their keyboard. The note also has a hint: **to look for red highlighted objects and to click them**. The player can explore the world as they please, on the first location will be canyon with **giant cacti**, once the player clicks on them, they will topple down, but revealing there will be nothing there.

The second location is a canyon with **trees** they will also be highlighted red, if the player clicks on them, they will topple down but revealing they have nothing underneath them. The third location will be rock formations, and **some rocks** will be highlighted red, once pushed over, there will be nothing there. The fourth and final location will be the **dead trees**. There will be a **skull underneath them** highlighted red. If the player clicks on this, it reveal a pumpkin underneath as well as a note signifying to click the pumpkin and to look to the opposite direction, there will be a giant portal leading to the second level.

The second level will be the **Fantasy World**. This one consists of vast forests, castle ruins and a giant lake that separate the two areas. After teleporting the player, they will land on a nearby boulder, the player will come across a poster attached to a well that will reveal they have once again gained a new ability – **pressing "e"** once again will allow the player to point

a **“X Ray torch”** on certain objects. The player may notice a path leading them to the first village. This location will not have any the items that will lead them to the next location.

If the player players follow the path, it will lead them to a bridge and to a road that splits into two ways. Taking the right path, it will lead the player to another village with two houses and giant tree between them, pointing the x ray torch on any of the objects here will also not reveal the next item here.

Taking the left path, the player will be taken to a larger house with a windmill attached to it. Around the back garden of the house, there will be a large tree, carts, barrels and crates. Underneath the tree, the player can point the x ray torch onto the rocks, this will reveal a new item: a **glow stick**. The player can move the rock and clicking the object will then spawn a portal nearby the first boulder they landed on for the player to enter the **Cyberpunk World**.

The third and final world will be the **Cyberpunk World**. Consisting of slums, sci-fi themed skyscrapers and a brooding night-time atmosphere, this level also features a rainy weather. Upon teleportation, the player will land on a warehouse rooftop and opposite them, the player will come across a note stating that they have gained a new ability: to able to scan the environment to find the location of the next code for the portal. This will also tell them to **“not trust green and yellow”** hinting that they should not click the green and yellow objects, green objects will lead them back into the fantasy world and yellow will lead them into the desert world.

The first alleyway will consist of **two bin bags**, one highlighted green and the other yellow. The green bin bag will reveal an apple, clicking on this will spawn a portal transporting them back into the fantasy world, the yellow bin bag will also spawn a portal leading back into the desert. The second alleyway will only have a **pipe highlighted green**. Clicking on the pipe will break it and reveal a **mushroom**, clicking on this will also transport them back into the fantasy world. The final alleyway will also have a **pipe**, but this time it will be highlighted **red**. Clicking this one will turn it over revealing a **stuffed bird** that will transport them back home.

2.2 Gameplay Elements

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 of the game.

X-Ray Torch: one of the main mechanics implemented into the game, when first entering the world, the player must press ‘e’ 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.

Scanning the area: The final mechanic implemented onto the game; specific only to the Cyberpunk World, the player must again press ‘e’ on their keyboard to scan the area. It will create a ‘pulse effect’ on the surrounding area, revealing the location for the next object

3. 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!

3.1 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

3.2 Menus

Every menu within the game will also feature a minimalistic design. The Main Menu includes simple buttons to start the game as well as a how to play menu

4. 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.

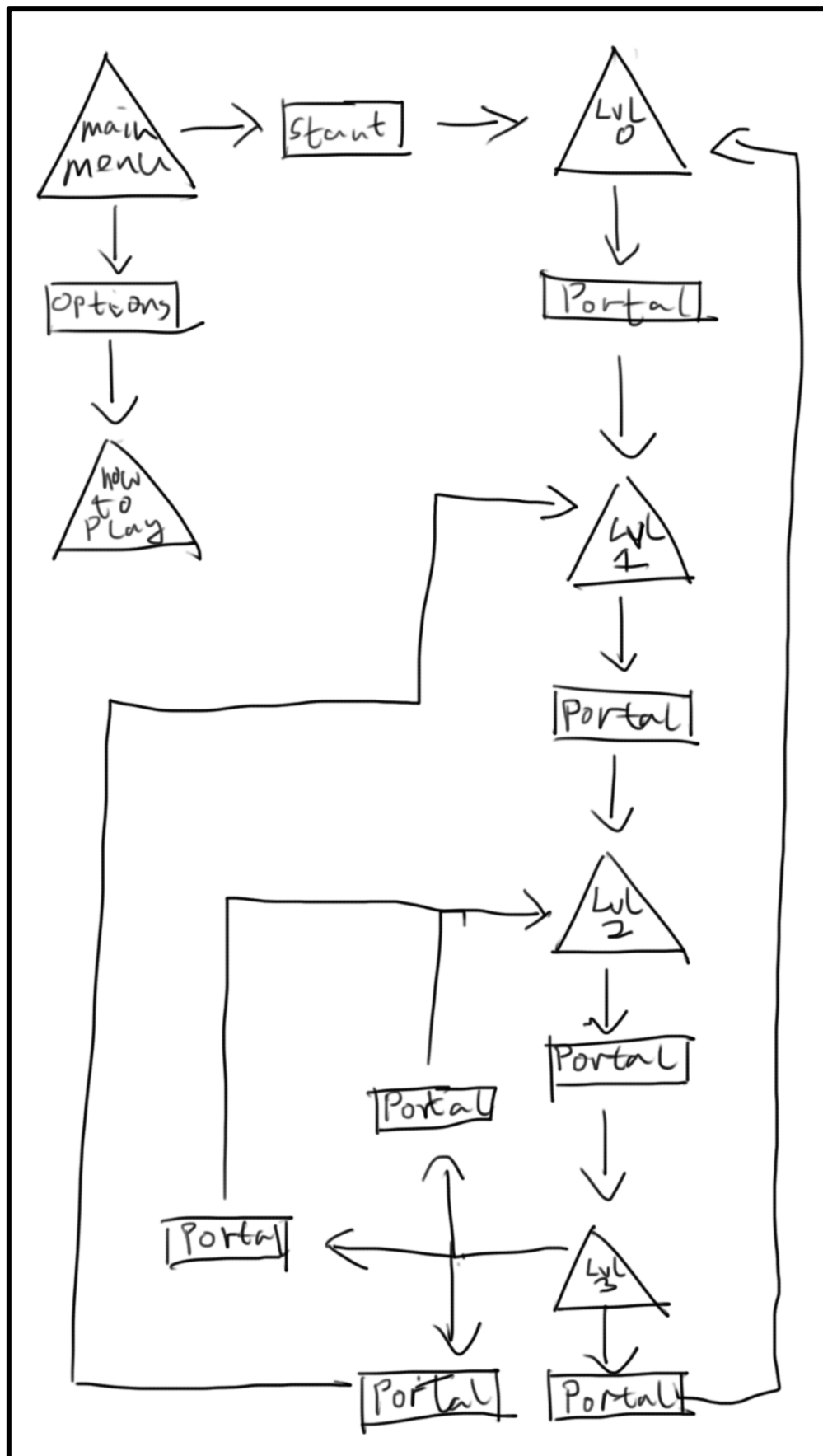
4.1 Teleporting through Interactable Objects

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

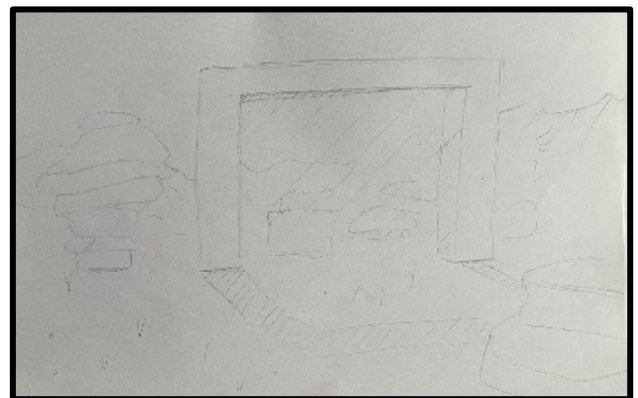
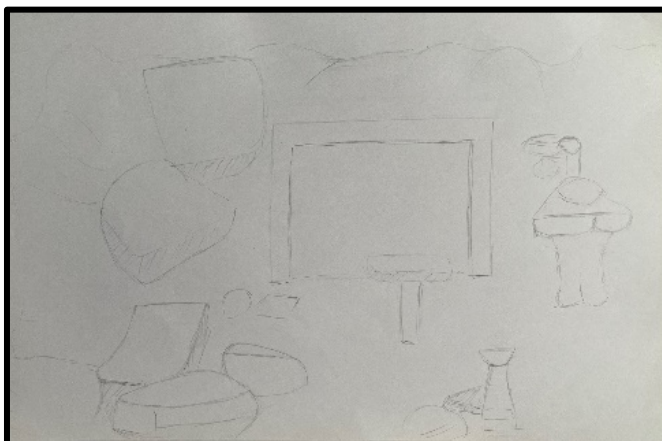
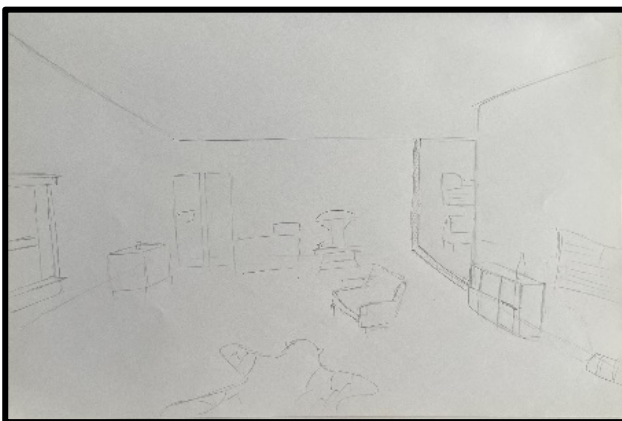
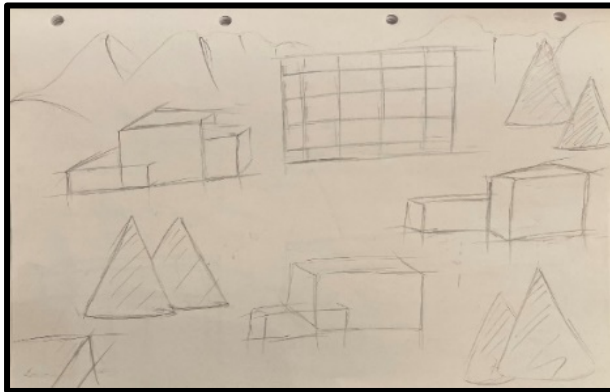
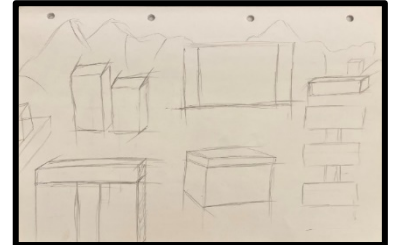
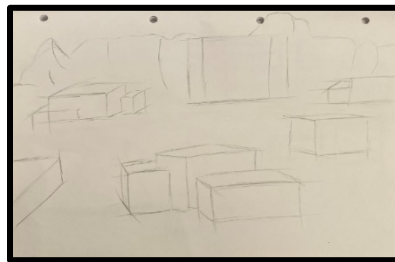
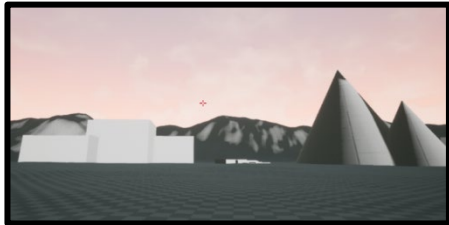
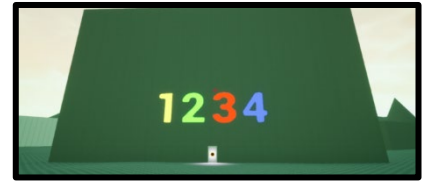
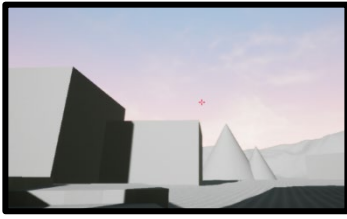
- The Apartment: The first object the player interacts with is a **portrait of a cactus** placed on their desk must be clicked on to take the player into the first world.
- The Desert World: Once the player clicks on the portrait they will be taken here, they need to find a **lantern** that will take them into the next world...
- The Fantasy World: Once landing here, the player needs to find the **laser pistol** to teleport into the third and final world.
- The Cyberpunk World: the player must find another **portrait/picture of the original room** which will transport them back into the original world: the apartment.

4.2 Map Layout

Below is the map of where the player is taken through when playing the game...



5. Screenshots and Concept Art



6. Mood Boards

6.1 Desert World Mood Board



6.2 Cyberpunk World Mood Board



6.3 Alice in Wonderland Mood Board



6.4 Fantasy Mood Board



7. Changelog

V1.0.1

- Initial Design.
- Implemented the assets kits and removed all greybox mesh.

Version 1.0.2

- Removed the “Cake World” from GDD and game
- Changed teleportation mechanic from clicking to portals.

Version 1.0.3

- Updated GDD
- Added two new levels: Desert World and Fantasy world
- Implemented level sequence animations on objects.

Version 1.0.4

- Added one new level: Cyberpunk World.
- Updated GDD, changed the new mechanics.
- Added all appropriate SFX:
 - Rainfall
 - Wind
 - Chirping birds
 - Footsteps
- Added in portals.

Version 1.0.5

- Altered Cyberpunk level; altered its size to a smaller one.
- Added in new assets to all levels for teleportation.
- Altered all animation from the sequencers.
- Added in noted in the game.
- Implemented a main menu with a “play button” and “how to play button”.
- Updated GDD changing the mechanics and other game features.

Version 1.0.6

- Added new lighting effects into the game.
- Added new images to the GDD:
 - Concept art
 - Updated game map.
 - Mood boards for the game
- Changed the lighting to fit the Cyberpunk level to a night-time aesthetic.
- Removed Giant Portal from the desert level.
- Changed portal designs to a purple glowing one.

8. Appendix

8.1 The Development Team

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

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