Game Name – Conk Out

Designers – Alex Wise, Cooper Fink, Cy Pabis, Gaya Sorek, and Josh Dow

Concept statement

A story-based puzzle game where the player can experience the sensation of falling asleep. The player gets to explore a changing reality around them as their thoughts become less lucid and more incoherent. As the player progresses through the game, they hear a voiceover of their character's thoughts processing their day. In the mind of an adolescent schoolchild, the player will explore a changing dreamscape which becomes less realistic as they progress through the game. As the character approaches sleep, their thoughts and mental visualization stray further from reality, until the final moment when they fall asleep, or "Conk Out."

Genre(s)

Puzzle solver, Platformer

Target audience

Appropriate for all ages. Targeted towards adolescents. Anyone that can comprehend puzzles.

Unique Selling Points

Interesting level visuals and unique puzzles. An unconventional storyline that is less focused on events and more focused on experience.

Player Experience and Game POV

First person solving puzzles, platforming sequences, and a fun take on the transition of falling sleep.

Visual Style and Audio Style

<u>Theme:</u>

The game begins with a realistic tone and progresses towards a more absurd style and tone as the game continues. Early environments will be sensical and scale and will lose that sense of realism as the player gets closer to finishing the game.

<u>Visual</u>

- Intro
    - The intro will start in the real world and takes place in the player character's bedroom. The setting will be dark, taking place during the night.
- Level 1
    - This setting will represent the player's first stage of falling asleep. It will take place in a realistic forest with a shack that the player can explore
- Level 2:
    - Classroom / classroom props, sense of scale is distorted, room is much bigger than player
- Level 3:

    - Little to no sense of a setting, reality is distorted, and bits and pieces are taken from previous levels, tornado of props the player must scale to beat the level
- Outro:
    - Player enters the giant face, Dark void with hole to void in middle, jump into the hole to go to sleep

Audio:

- Intro
    - Being in the real world, there is minimal music here, possibly foley. (Crickets, a train horn.)
    - Calming feel, nothing is incredibly loud here
- Level 1:
    - Forest sounds, classroom murmuring emitting from the shack
    - Peaceful music
- Level 2:
    - Stressful music, starting to degrade a bit in quality
    - Classroom sounds, pencil writing, chairs moving, clock ticking
- Level 3:
    - Supernatural music, buzzing/white noise
    - Distorted/random forest and classroom sounds
- Outro:
    - Peaceful sleepy music

Game World Fiction

The player's long-term objective is to go to sleep. To achieve this, they must figuratively process the events the occurred in their life through puzzles. As they approach unconsciousness, their thoughts begin to make less sense and become more whimsical.

Platform(s), Technology, and Scope

3D PC game made with Unreal. A team of five people will create his in seven weeks.

There will be 4 unique locations, 3 of which will include puzzles that the player must complete to progress in the game.

UI

UI will be minimal to avoid obstructing the player's vision and distracting them from the environment.

Core Loops

The core loop of the game is to complete level design-based puzzles using levers, a balancing scale, and parkour.

If you fall into a hole in your dreams, you "wake up," resetting the level

Levels make less and less sense as they progress

- Level 1 – Makes sense
- Level 2 – Kinda makes sense
- Level 3 – Incoherent rambling

Objectives and Progression

Progress through the stages of sleep, completing tasks that get progressively nonsensible.

- Level 1 – Find math homework scattered around map
- Level 2 – Balance a scale using levers
- Level 3 – Put together a giant head to be “eaten”

Each level you will start in an open area you can explore and must figure out how to solve the task that was given to you at the beginning of the level.

Game Systems

- Double jump, player will be able to have two jumps, which will make the platforming and exploration more dynamic and interesting
- Environmental hazards, the player will have to be aware of the memory gaps spread throughout the dream world, if the player falls into one of these gaps, it will wake them up and reset their progress in the current level
- Scale Puzzle System, the player will have to balance a scale using multiple levers that move the weight on the scale.
- Levers, the player will stand in front of the levers and push a button to interact with them, once the lever has been pulled, it will activate something on the map and allow the player to progress
- Collecting Items, the player will be able to stand in front of/on top of certain items and press a button to put them in their inventory, inventory will not be accessible to the player, but the player will be able to see if they are holding onto any items
- Custom Physics, the player will not be using the default Unreal physics engine, because it is not pleasurable to platform in the default physics engine

Interactivity

The player traverses the world by running, jumping/double jumping and using map elements to solve puzzles. They interact with the world by walking over items to pick them up and using buttons/levers to change the level. The player must figure out what elements in the level are part of the puzzle and then determine what they must do to solve it. The player must also avoid hazards placed throughout the level that have the danger of making the player restart the level.