



*With special thanks to
Orwell Youth Prize 2023 Winner,
Heike Ghandi, for creating this resource.*

GAME NAME

[GAME NAME HERE]

GAME OVERVIEW

Give a short summary of what your game is about

**Based on:
DETROIT
BECOME
HUMAN**

Play as three sentient androids at the brink of an android revolution. Each of the player's choices send them down a different story narrative. Are the androids alive? Do they deserve to be free?

STORY

THEME

How do you plan on tackling/answering this year's theme with your game?

**Based on:
THE
LAST
OF US**

Home - How home can become unfamiliar in times of world (cordyceps) crisis.

MAIN CHARACTER(S)

Who are the main characters in your game?

What do they look like? What do they want to achieve?

Joel Miller - 51-year-old male that lost his daughter. He wants to protect his surrogate daughter, Ellie.

Ellie Williams - 14-year-old orphan that lost her best friend, immune to the cordyceps virus. She wants to help make a vaccine for the virus.

**Based on:
THE
LAST
OF US**

STORY OVERVIEW Outline what the storyline is and all the plot points.

EXPOSITION What happens in the beginning of the game?
What kicks off the inciting incident?

Joel lives in post-Apocalyptic America. He's given a job to deliver Ellie to a hospital by a rebellion group called the Fireflies. Joel dislikes Ellie.

RISING ACTION How do the characters progress towards the Climax of the game? How do character relationships change? Does game difficulty change?

Joel builds a father-daughter relationship with Ellie as they travel across America. Encountering stronger types of Zombies and settlements of people.

CLIMAX What is the central incident that the story has been building to?
Do characters defy expectations?

Joel delivers Ellie to the hospital only to find that making the cure will kill her.
The bond he formed with her overrides his reasoning to do the right thing. He decides to stop the operation.

FALLING ACTION What happens after the climax? Do any of the characters change because of it?

Ellie wakes up in the back of Joel's car and asks what happened during the operation. Joel lies and tells her that there are other immune people and finding a cure was unsuccessful.

STORY OVERVIEW CONTINUED

RESOLUTION How does the story end?

How have the characters changed/stayed the same across the story?

**Based on:
THE
LAST
OF US**

Joel and Ellie are almost at a settlement (Jackson) when Ellie asks one last time if Joel was telling the truth about what happened at the hospital. Joel lies again.

EXTRA SPACE FOR STORY NOTES

GAMEPLAY

RULES What rules do the players need to follow?
How are players punished for not following them?

**Based on:
SUPERHOT**

The player must kill all the standard enemies (red men) to pass the level - otherwise they cannot progress to the next one.

The player must not take any damage - otherwise the player will lose the level.

GOALS What should the user achieve to pass the level?
What are the controls needed from the player to pass the level?

The player needs to kill all the standard enemies (red men) to complete the level.

The player needs to provide an input (dependent on platform) to use a weapon to kill an enemy.

GAME MECHANICS What abilities/ functions can be used to progress in the game?

Time Manipulation - If the player moves, time speeds up to its normal pace. If the player moves slowly, time slows down to match their pace. The player can use this to their strategic advantage.

Throwing items - The player can choose to throw the item that they are holding. If the player throws it at a standard enemy, it kills them as a weapon would.

ITEMS AND POWER UPS What are useful items that can be collected?
How do they help the user?

Weapons - Used to kill the standard enemy and player.

- Guns - Fire bullets that can be dodged by the player. Can be used in up close and distant combat.
- Melee Weapons - Used in close contact combat. Swung at the standard enemy/player.

CHALLENGES How does the user progress/ how do you make it difficult for them to?

**Based on:
SUPERHOT**

Progression challenges:

- The number of standard enemies increases each level as well as their difficulty. Even with time moving at its slowest, the player will have to make split second decisions.

Bonus challenges:

- The player could try to beat the entire game with certain weapons/ no weapons for an achievement.
- The player could try to beat the game with no losses/deaths.
- The player could try beating the game on harder levels of difficulty.

Bonus levels:

- The player can play endless rounds, with a score counting system, where they can try to kill as many enemies as possible before they die.

REWARD How do you reward the player for completing a level/challenge?

- The player is rewarded for completing a level by being able to move onto the next one.
- The player is rewarded for completing the game by receiving a trophy for their online games account (dependent on platform)
- The player is rewarded for completing a bonus challenge/level by receiving a trophy for their online games account and can access a harder level of difficulty to play the game.

LOSING What happens if the user loses the level?

If the user loses the level, a shattering animation plays, and the level reloads to its beginning. Once the player starts to move the level begins again.

LEVEL DESIGN ON NEXT PAGE

LEVEL DESIGN

FIRST LEVEL What will the first level be like?

**Based on:
MARVEL
SPIDER-
MAN**

Following a cinematic showing some of the key backstory elements, the player is dropped into an intense combat mission to teach them the controls for the game. The player will be prompted with what buttons to press for combat and movement. At the end of the level, the player kicks off the inciting incident.

LAST LEVEL What will the last level be like?

The last level is a boss fight that relies upon all the combat mechanics learnt throughout the game, it is a test of all the player has learnt. The boss is a character that the player is familiar with, but they have revealed themselves to be villainous by the end. Following the boss fight, there is a cinematic in which the main character must make a tough decision based upon the backstory elements.

ART AND SOUND ON NEXT PAGE

ART AND SOUND (OPTIONAL)

ART STYLING What art styles will you use in your game?

**Based on:
OVER-
COOKED!
2**

The art style will be a 3d-rendered cartoon. The character sprites can range from people to animals.

SOUND What genre of music will you use in your game?

The music genre will be video game music. The tempo will increase towards the end of levels to build tension.

SIMILAR STYLE GAMES THAT ALREADY EXIST

Overcooked 1, Moving Out

DEMOGRAPHICS

DEMOGRAPHICS Who will play your game?

**Based on:
MINECRAFT**

Any age group can play my game because it is open world. There are no mature themes, so I think that my game would have a PEGI 7 rating.

PLATFORM What devices can you play the game on?

The game can be played across all platforms (console, handheld and PC.) It can also support cross platform play.