



CONCEPT – GENERAL

GENRE

3D

Jump'n'Run

Single Platformer

NARRATIVE THEMES

Isolation

Desperation

Survival

SETTING

Cold

Sci-Fi

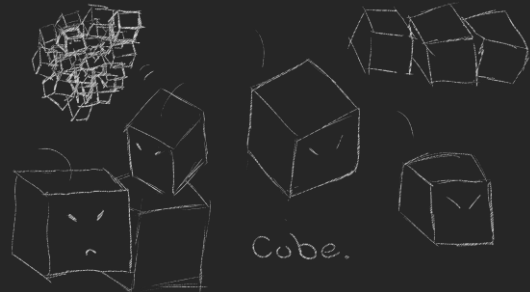
bright

CHARACTER

Thinker

Performer

Caregiver



SHORT DESCRIPTION

You are a lonely cube, trapped in a labyrinth and desperately looking for a way out.

LONG DESCRIPTION

Cube is desperate. After some time of unconsciousness, he finds himself in an empty, dark room. He seems to be the only one who has reawakened and is now looking for a way out. Along the way, he realizes that he has gained a unique ability.

STORY – WHAT...?

ISOLATION

Cube awakens in a dark room within a labyrinth. He is lonely and alone, imprisoned in the tower and without any memories, he tries to regain them and find more survivors.

INJUSTICE DESPERATION FAMILY

On his way, he encounters other cubes. However... he seems to be the only one who is conscious. Others have even lost their light. For Cubes, light means as much as life. This sight hurts him and he wonders if he is the only survivor.

FREEDOM SURVIVAL LIBERATION

He desperately searches for a way out of the tower. Struggling for his life, he masters the various hurdles and tries to restore the light of all cubes.

STORY – HOW...?

HOW DID THE EXPLOSION OCCUR?

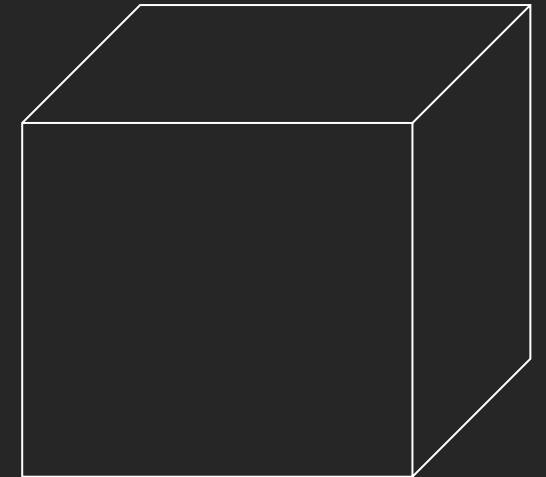
Some time before, there was a big explosion – triggered by red cubes. Red cubes are evil cubes that only enjoy destroying and the spread of hatred.

HOW DOES HE ACQUIRE THE ABILITY?

Charged by the energy released by the explosion, the cube acquires a new skill.

HOW DID EVERYONE GET INTO THE TOWER?

To protect the threat of the evil Cubes, they tried to save themselves in a tower... Unfortunately, the protection it offered was not strong enough, causing most of them to lose consciousness or even their light.



STORY – WHY...?

WHY IS ONLY HE CONSCIOUS?

The protagonist hid on the lowest level, in the darkest corner. The only room that could provide some protection against the explosion. He himself was unconscious for some time, but he (fortunately) "only" received radiation.

WHY DOES HE HAVE THE ABILITY?

Cube has acquired the ability to restore lights through light radiation. His body has received so much light that it has developed a defense mechanism, which now allows it to absorb and desorb the light itself. However, he has also lost his memories as a result.

WHY DOES HE HAVE NO MEMORIES?

WHY WAS THERE AN EXPLOSION?

Red cubes wanted the whole world for themselves. That's why they triggered an explosion to completely wipe out the blue and yellow cubes.

WHY DOES HE WANT TO REACH HIS GOAL?

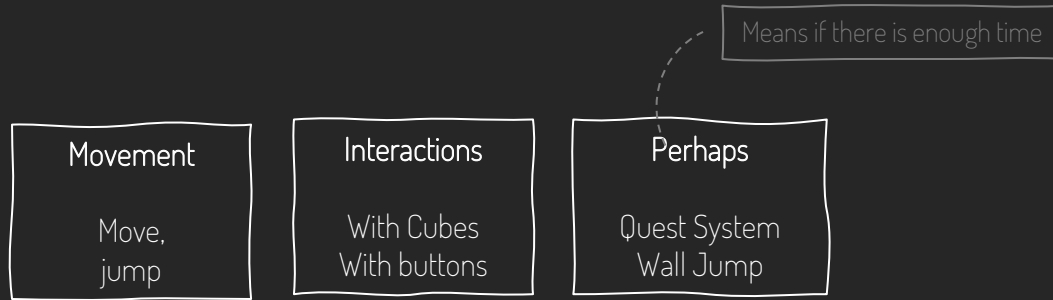
To survive and to regain his memory

WHY ARE THERE BLUE, RED AND YELLOW CUBES?

The colors are a kind of character trait. Yellow cubes are not completely good, but also not evil and are tolerated by the blue ones. Red cubes are evil and blue cubes are good.

GAMEPLAY – GENERAL

MECHANICS

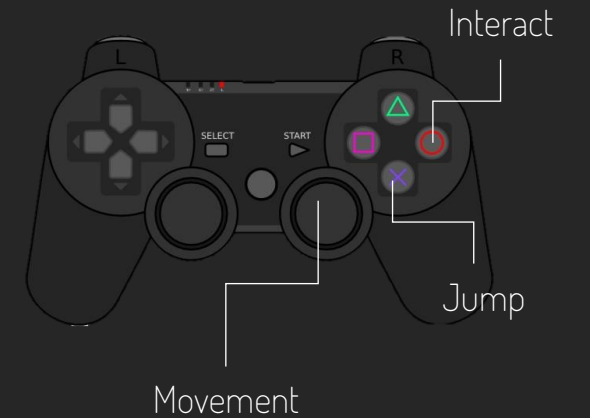
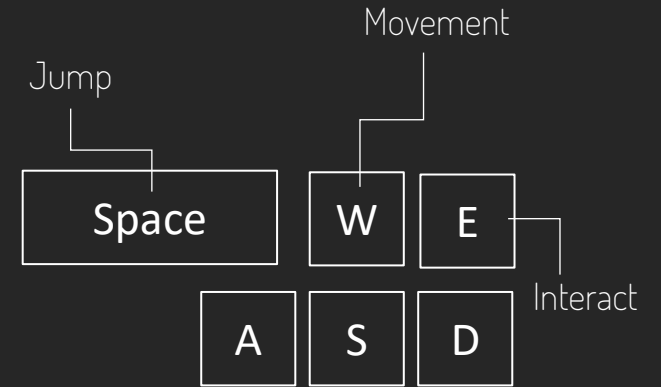
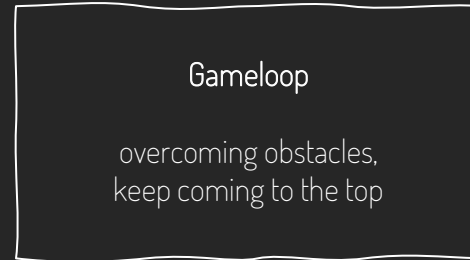
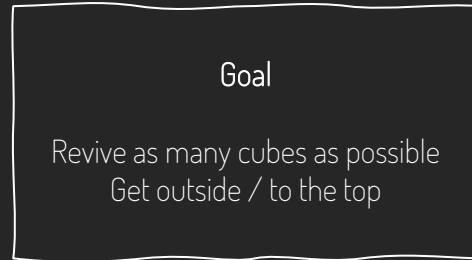
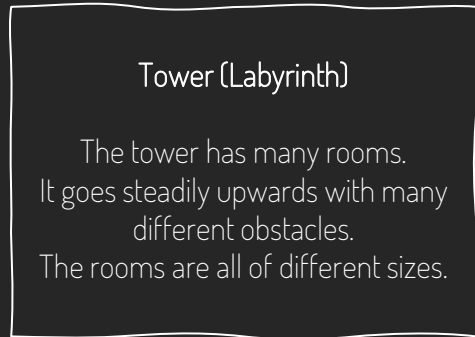


COLLECTABLES



WORLD

LOOP & GOAL



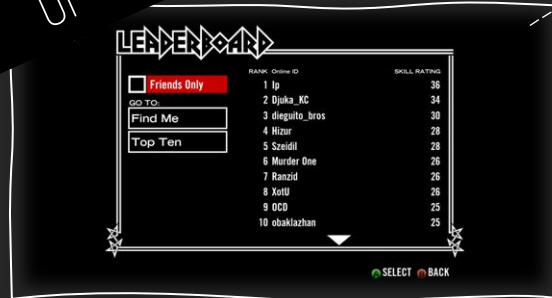
LOGO & GUI

Logo Ideas



UI – Allgemein
The UI will be in a flat style.

UI



Scoreboard for collected lights



Title screen relatively simple

Preliminary thumbnail

Thumbnail



SOUND & MUSIC

Goal

The goal is to show the player how the cube feels right now and what the current mood is like

Sound Effects

Movement

UI

Jump Pad

Interaction

Collect

etc

GENRES

Light, dreamy

Music

EARLY

Dreamy, Mysterious, Ambient

MIDDLE

Action, Electro, Cyberpunk

END

Hopeful

Referenz

NAME OF SOUNDTRACK

Game: ???
Komponist: ???