

Exis

Concept Document

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Title: Exis

Genre: Psychological Horror

Platform: Flash

Category/Comparison:

- Single Player.
- A traditional top down psychological horror style Roleplaying game.

Synopsis: Suppose you're an artist and you wished to see clearly what was inside your imagination, and then it was answered.

Gameplay Features: PC keyboard controlled exploration oriented;

- Puzzle solving level progression based on art and the surreal imaging's brought to life.
- Evasion and survival of the Imaging's brought to life which pose a threat or obstacle to Michael.
- Parallel world travel to change "real world" environment or progress through more surreal worlds.

Gameplay Mechanics:

Movement

The player can walk in either left (left arrow), right (Right Arrow), forwards (Up Arrow) or backwards (Down Arrow) at a constant speed.

Run

The player is able to run faster in any direction they can walk in by holding down the shift key.

Search/pick up items

The player is able to search through the environment either for items to pick up or to exam areas for descriptions and help crossing danger (the X button).

Select Item

The player can also Equip items (Using the Enter key to open an item menu, the same arrow keys as movement to select them and either X to confirm or the Z key close the menu).

Use Item/object

The player with an equipped item can use it to interact with the environment (Using X Key after Equipping an item).or interact with them directly (Using X Key).

Otherworld Key

The play gains an item in the first level called the Otherworld key, this item serves to allow the player to travel between the real world and worlds of Michaels Imagination through Portraits and other symbolic items using the use item function with the key selected.

Hiding

There are a few sections and items where the player can hide from roaming imaginations that Michael cannot overcome. This can be done with the use item/object function near art supply closets, other suitable environment pieces or by going to the Otherworld and vice versa.

Health

Health is determined not by Michaels Injuries but his sanity and fear level, this is displayed in on screen with a portrait of the character; it starts with Michael in a calm state with a blue background to represent completely fine, Green background with a slightly worried look on Michael's face, Orange with a panicked Michael is where the player starts to run slower than usual and red with a completely dishevelled Michael is the worst as not only can he not run but will walk slower as well.

To regain health the player must rest by standing still without being near a threat, it is possible to go from Blue to Green Health just by running, Green to orange and then red is only possible under duress by Michaels Imaginings but

It's not possible for the player to die because of the Health system, unless you can't run and something's chasing you.

Death

The traps and creature created by Michaels Imagination are very dangerous and will kill the player instantly but should be noticeable as to allow the player a chance to surmount them fairly.

Plot:

Michael Bellotti is a falling painter, while working on a piece of the mythical NeverKing he curses the painting after wishing to create a more detailed and brilliant work.

Listening to his wish the NeverKing creates a piece of his imagination and makes it real, with it Michael can clearly see what is in his mind but as they take on more and more surreal turns he is unable to leave the Art house or even tell what's real as each danger seems likely to take his life.

Key features:

- Classical creature design and frightening psychological symbolism.
- Compelling character and plot development.
- Interesting fun puzzle mechanics.

Target Audience:

Age 18+, Horror, RPG and story fans.

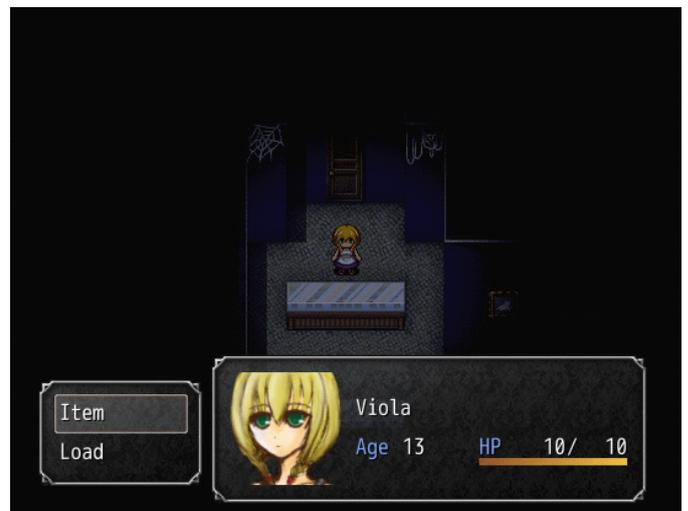
Marketing Summary:

Exis is a complex story about Michael's art, the state of his mind and the forces he creates set against him.

It will appeal to gamers who enjoy the survival horror genre and Roleplaying games as for its art to life themes.

Style motifs:

A simple style to the game will be applied to more easily maintain consistency throughout each sprite and the environment, a bright and colourful colour pallet is also important to complement the Art based storyline.



Design Motifs:

The design of the game will be based on 16 bit era RPG games to create a large explore-able world and to maintain a means of guiding the player's interaction within the game.

