

# Game Idea:

# Beyond our Sight

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Team Two\*2

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## Game Description

Our plan for „Beyond our Sight“ is to create a cooperative online multiplayer game in which two players are trying to solve puzzles together. Their problem: They see the world through the eyes of their respective character, which is based on one side of the theme “Chaos and Order”. One is a boy, representing order and the other character is a girl, embodying the chaos. This results in significant differences in how they see their world even though they are in the same room.

The idea of a 3D side-scrolling adventure was inspired by the game “Little Nightmares”. This game has a similar gameplay style and camera perspective but is often criticised for the lacking multiplayer. We plan to incorporate ideas from this game and other games that use three dimensional puzzles to overall improve the level design for our game. Therefore, the addition of a cooperative multiplayer enhances the gameplay experience and allows us to create puzzles that reach beyond the three dimensional space.

## Character Difference

As mentioned, our two characters are designed to represent chaos and order. This is reflected by their abilities and view on the world:

On the one hand, there is the chaotic girl that perceives the world as a colorful place. Roaming through a wild and unpredictable environment, the girl has access to many tools that can be used to solve puzzles. The way she sees the world allows her to find pictographic and artistic solutions unique to her character in order to progress on their way to escape the school. While chaos can lead to possibilities and open doors, both metaphorical and not, it can also be obstructive. An untidy environment filled with broken or misbehaving objects will be a challenge.

On the other hand, we have the orderly boy that has a monochromatic perception of the world. Due to his education he sees his environment as sorted and well-structured. In contrast to the girl, he is interested in reading and can extract information from books, maps and similar documents. This allows him to gather different information from his surroundings which is necessary for solving the puzzles on their way and achieving their goal.



## Multiplayer Mechanic

On their own, both characters only have limited knowledge about and access to the objects around them. Therefore, the players will need to share their information with each other for solving the puzzles. Sometimes this could be done by just describing what they see and giving verbal hints, but in other cases an item from the world of one player might be needed in the world of the other player to be able to proceed further. This can happen because both worlds are only partially synchronized. For example, there could be a chair in one world but not in the other world. For these cases we plan to add a limited transfer ability for objects or parts of a scene. With this ability one player can select a part of his world which replaces the corresponding part in the other players world afterwards. Inside the selected space everything will be synchronized regardless of its actual synchronization state. In all other cases unsynchronized objects are not influenced by interactions with the respective element in the other world.

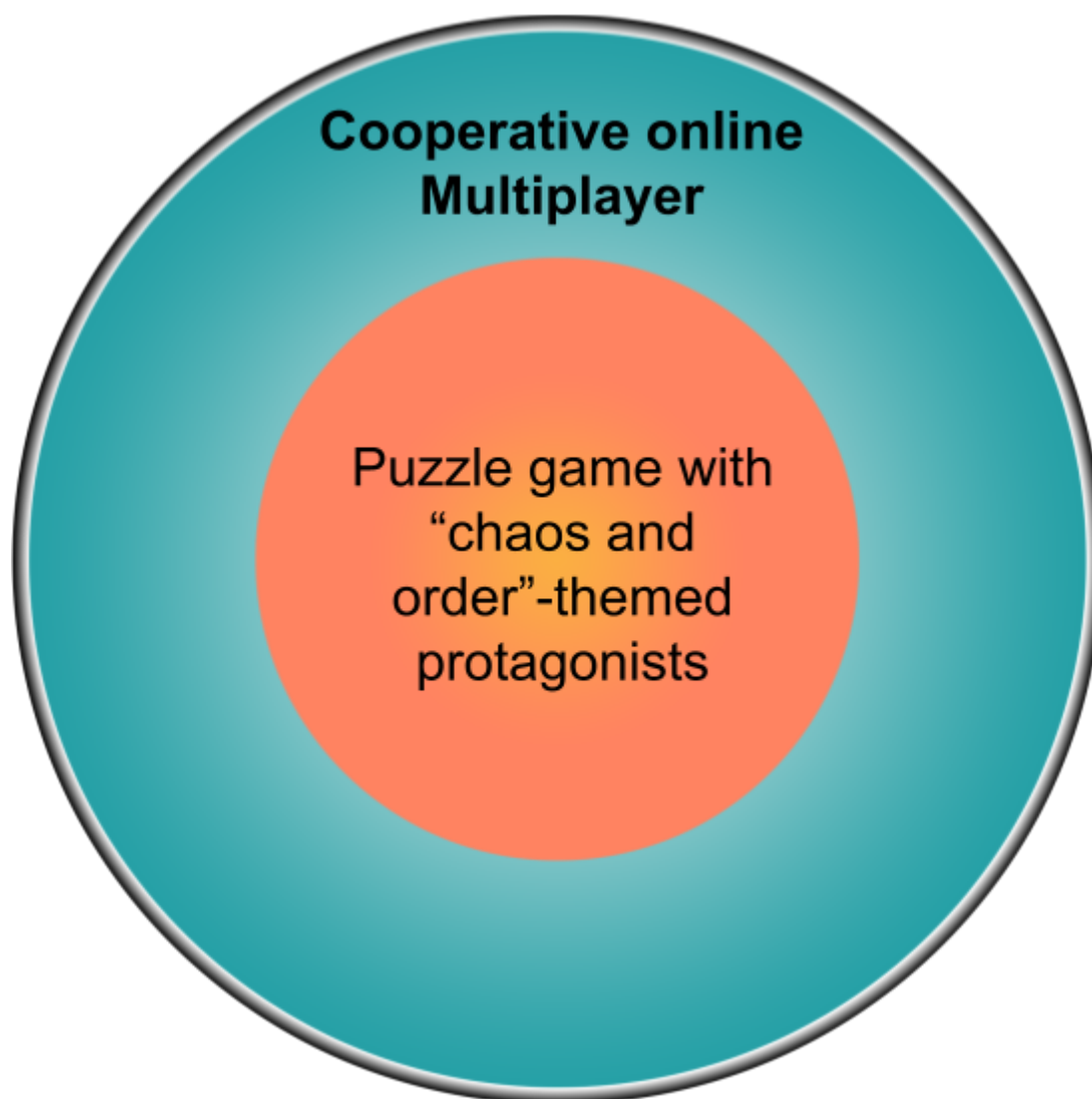
Puzzles will be designed in a way that contribution from both players and their unique abilities and visions are needed to succeed. This leads to interaction along the lines of gathering information individually in their respective worlds, communicating possible solutions and then each player working with what they have available in their world. If one cannot progress, they might need help from the other with synchronized objects that e.g. might have to be moved or opened first or items that need to be transferred from one world to the other.

## Technical Achievement

In this project, the main challenge will be to implement satisfying multiplayer gameplay. This includes interesting abilities and equally difficult challenges for each character as well as contrasting yet charming worlds and interactive puzzles that encourage the players to take actions together instead of trying to solve them alone.

Problems could arise if one player feels like they're only giving hints for the other player and can't be active themselves. Also, there is the risk of frustration or boredom if the grey orderly world is acting too depressing on the players. Both could result in players wanting to play the "better character" and being disappointed if they had to play the other character.

## "Big Idea" Bullseye



## Development Schedule and Tasks

### Layered Task Breakdown

#### Functional Minimum

- Camera & player movement
- First level (only one room with 1 - 5 puzzles)
- Basic interactions

#### Low Target

- Online multiplayer
- Basic assets
- Basic menu
- First level (multiple rooms with puzzles)

#### Desired Target

- Stencil shader and object transfer
- Better models
- Sound and music
- Attractive menus
- Narrative

#### High Target

- Complete menus (options and saving system)
- Polished levels

#### Extras

- Multiple levels
- Local multiplayer (splitscreen)
- Mixing perspectives over time to symbolize narrative
- Achievements

## Timeline

(see PDF on [TUM Wiki](#))

## Milestones & Task Distribution

### I. Game idea pitch

Task	Assigned to	Actual hours
Brainstorming	All	6
Project document	All	10
Presentation	All	5

### II. Game prototype

Task	Description	Assigned to	Planned hours	Actual hours
Prototype		All	20	
Project document & presentation		Oliver, Moritz	15	
Level design	One room, one simple puzzle	Max, Viktoria	30	

### III. Interim report

Task	Description	Assigned to	Planned hours	Actual hours
Level design I	First cycle, basic level One Room with up to five puzzles	Max, Viktoria	20	
Level design II	Second cycle, refined gameplay/puzzle design	Max, Viktoria	20	
Multiplayer	Multiplayer integration, networking	Max, Moritz	10	
Puzzle design	Designing and testing interactive thought-through puzzles	Max, Viktoria, Moritz	10	
Shaders	Stencil shader for object transfer	Oliver	10	
Basic Assets	Simple character models	Oliver	10	
Basic Menu	Start menu, joining and leaving multiplayer game	Oliver	5	
Interactions	Basic interactions around 1-2h, character dependent interactions 8-9h	Viktoria	10	
Camera & player movement	Side-scrolling player and camera movement	Moritz	10	
Project document & presentation		All	20	

## IV. Alpha release

Task	Description	Assigned to	Planned hours	Actual hours
Level design III	Third cycle, design rooms for object transfer, narrative	Max, Viktoria	26	
Better Menus	Improved design, pause menu	Max	5	
Better Models	More detailed character models	Oliver	20	
Object Transfer	selection / transfer logic, (un)synchronized objects	Oliver	6	
Sounds & music		Oliver, Moritz	10	
Game ending	Winning conditions	Viktoria	5	
Visual effects		Moritz	10	
Puzzle design		All	30	
Bug fixing		All	20	
Project doc & presentation		All	16	



## V. Playtesting

Task	Description	Assigned to	Planned hours	Actual hours
Playtesting Survey	Create survey for playtesters	All	8	
Playtesting		All & Playtesters	50	
Bug fixing		All	30	
Evaluation of feedback		All	12	
Make changes based on feedback		All	40	
Project document & presentation		All	16	

## VI. Public presentation and conclusion

Task	Description	Assigned to	Planned hours	Actual hours
Bug fixing		All	30	
Polishing	Balancing puzzle difficulty and player contributions	All	40	
Trailer		Moritz	15	
Project document & presentation		All except Moritz	16	

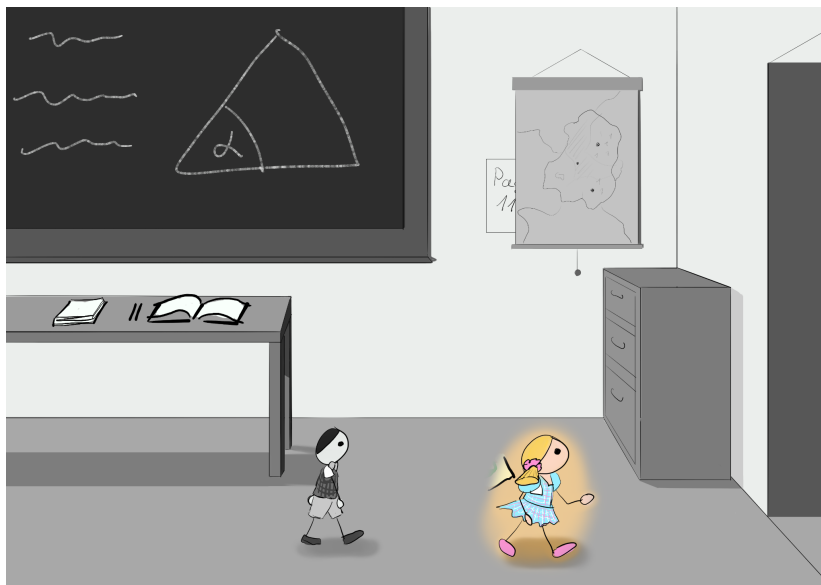


## Assessment

The game will fit right into the recent trend of cooperative multiplayer games. Our players will have the possibility to work together, each one with a different set of skills so that both players make a valuable contribution to the progression of the team.

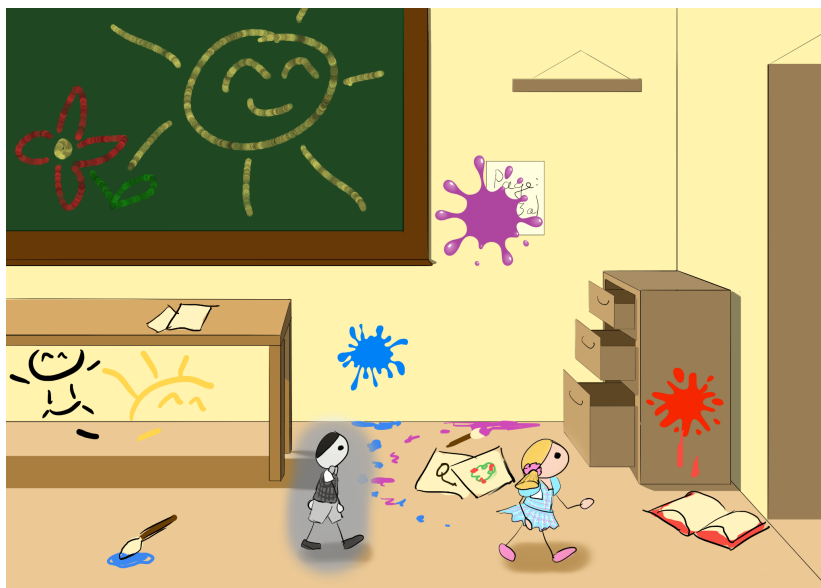
The game can be enjoyed by any two friends who always dreamed of escaping school together and who would like to spend a relaxing evening together solving riddles. We're currently not planning on any type of punishment system for failed tasks so our game will be a stress-free and pleasant experience which will be enhanced even further by the visual style and the heart-warming narrative about two children out of different worlds becoming friends.

## Sketches



**Top:** A scene as it would be seen through the eyes of the orderly boy.

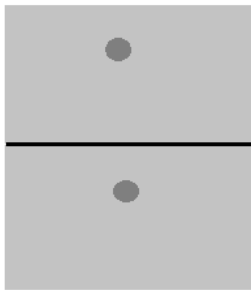
**Bottom:** The same scene but now as the chaotic girl sees it.



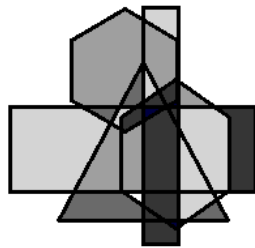


**Top:** A sketch of our two game characters.

**Bottom:** Depiction of possible puzzle elements and how the characters see them.



Drawers closed

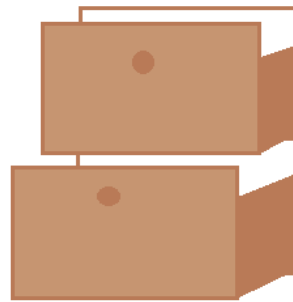


Colors reveal a hint due to the grayscale mapping

Words are readable

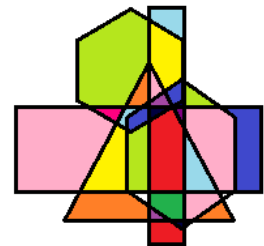
This is a readable hint on a page

## Order

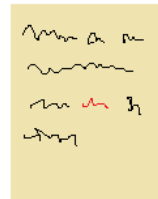


Drawers open

Words are not readable. But colors are visible



Colors are chaotic and don't reveal anything



## Chaos