

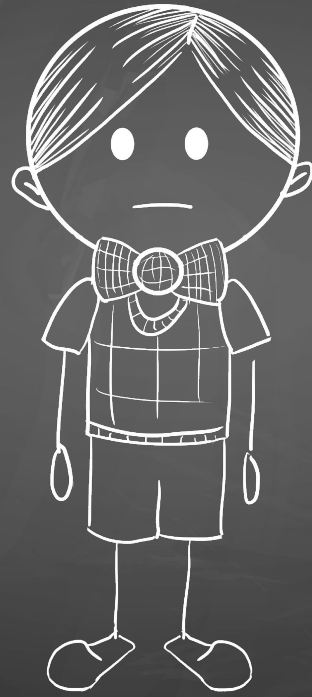
Game Idea Pitch:

Beyond our Sight

(Working Title)

Team Two*2

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Game Idea

Multiplayer Puzzle Game

- Online multiplayer
- Cooperative 2-player experience
- 3D side-scrolling adventure
- Both school-kid protagonists join up in their attempt to skip classes
- Two different perspectives depending on chaos or order-based protagonist
- Intricate and fun-filled levels accompanied by a heart-warming narrative

Two Antithetical Perspectives

Both players solve the same level...

BUT!

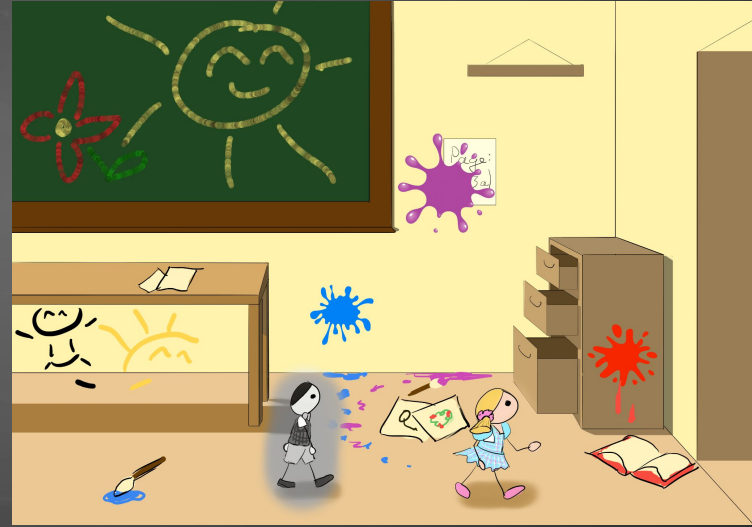
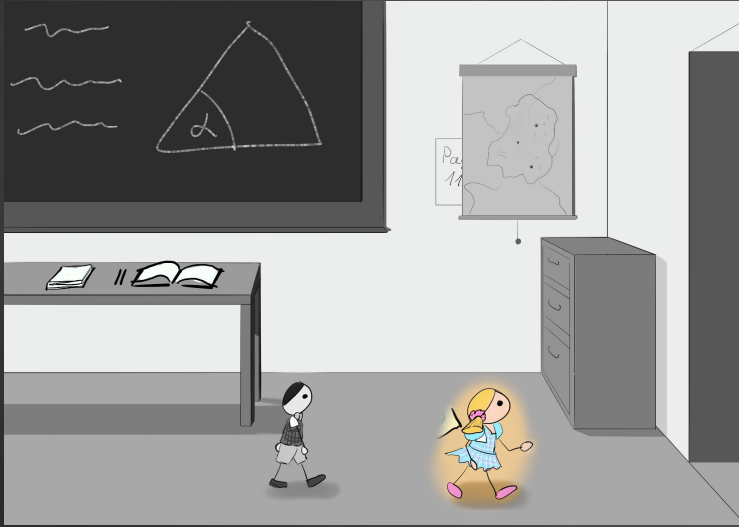
Chaos

- Colorful perception
- Wild and unpredictable environment
- Pictographic / artistic solutions

Order

- Monochrome perception
- Sorted and well-structured environment
- Ability to read and gather information

Sketches



Technical Achievements




The same world in two different views

- Stencil Shader
- Distinct color palettes
- Many objects do not exist in the other view or have different properties
- Some objects can be transferred to the other view in the course of a puzzle

Online multiplayer



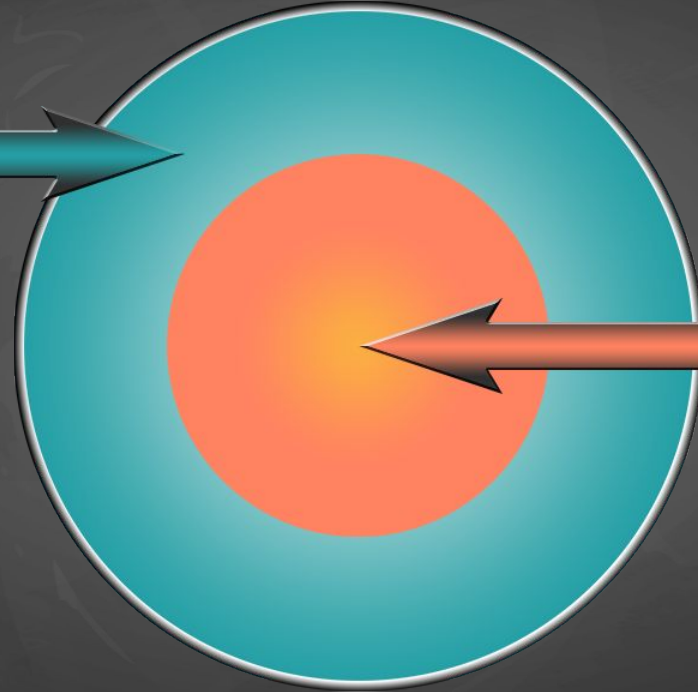
- Real-time multiplayer gameplay
 - Interaction between players
- 

"Big Idea" Bullseye

Technical Achievement:

Stencil Shader that allows for two different views on the same world

Online multiplayer



Core Idea:

Multiplayer puzzle game with chaos and order-themed protagonists

Timeline



Functional Minimum:

- Camera & movement
- First level (one room)
- Basic interactions

Low Target:

- Multiplayer
- Basic assets
- Basic menu
- Multiple rooms & puzzles

Desired Target:

- Stencil/object
- Better models
- Sound & music
- Attractive menus
- Narrative

High Target:

- Complete menus (Saving/Options)
- Polished levels

Extras:

- Multiple levels
- Local multiplayer (Splitscreen)
- Mixing perspectives over time
- Achievements



Thank you!