Swapject

Swap objects to solve puzzles

Elevator Pitch

- You find yourself on a moonbase , objects mysteriously swap places when you look away. Work through your confusion to return to earth.
- First person, puzzle, Objects swap places when you look from one to annother
- Exploring confusion and lack of attention


VIEWFINDER


TRUST YOUR INSTINCTS
THE
TURING
TEST
SQUARE ENIX
COLLECTIVE
BULKHEAD
INTERACTIVE


OBJECT
IMPERMANENCE


C2
O
2
SUPERLIMINAL


PORTAL 2

Design Intention

- We want the player to be challenged with a variety of puzzles, gradually building on the core mechanic as their ability. We want the player to be confused at first then slowly understand the pattern and learn to solve problems.
- The story Is about detachment
- We the characters detachment from the world to be physically manifested in the environment. We want the player to be confused but then slowly understand what is going on.
- Assisted by voiceover and environmental storytelling

Game Design Pillar One

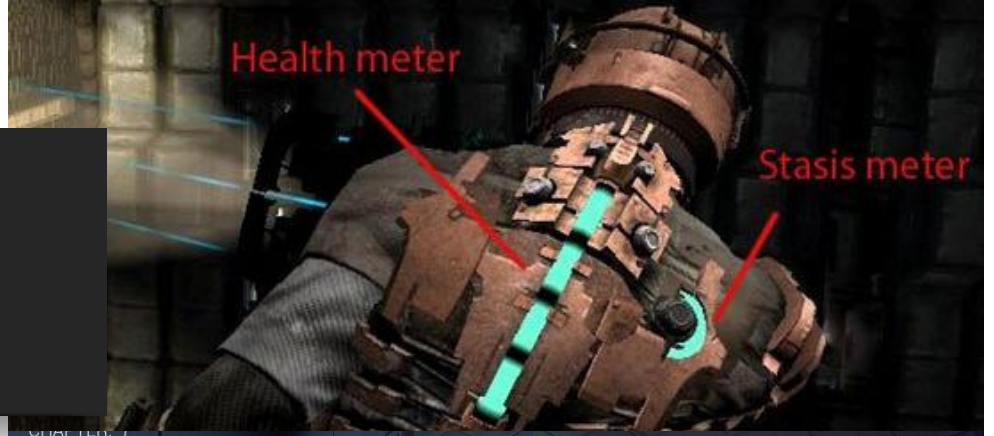
Organic puzzles

- Teach the player through level design. Introduce the player to the pieces before challenging them with the whol puzzle.
- Keep the game interesting by always introducing a new puzzle piece
- The player should feel like they are gaining understanding naturally
- The player should need to step back and think to solve the puzzle
- Player shouldn’t be able to ‘brute force’ their way through each level

Game Design Pillar Two

Immersion

- Diagetic UI
- Use the game world to communicate the mechanics
- No overlays, minimal assistance
- Environmental storytelling





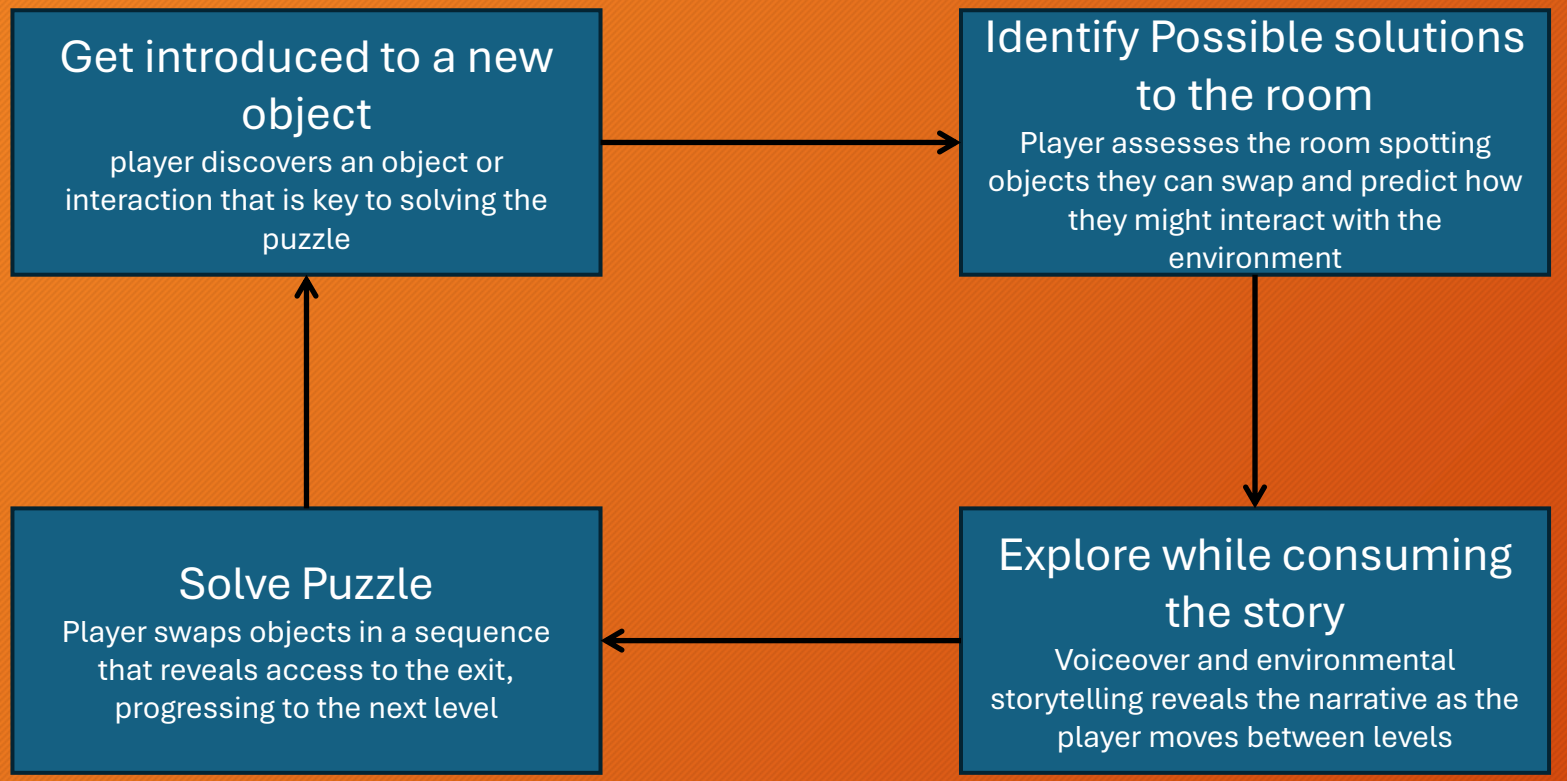


Game Design Pillar Three

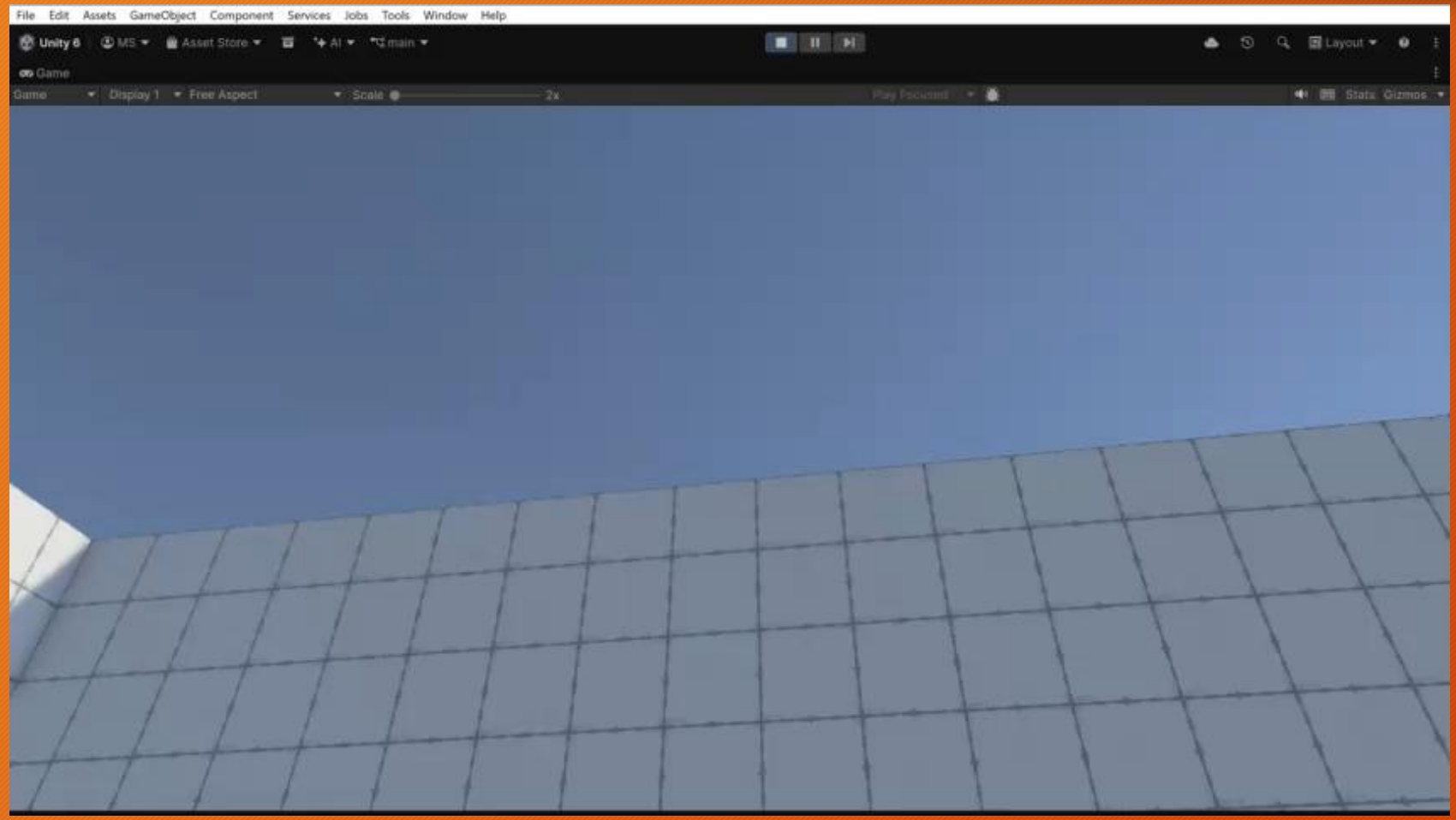
Minimalism

- Only include what the player needs
- Environments should be interesting but not distracting
- Avoid confusing the player with visual noise
- Avoid cluttered scenes

Core Game Loop + Player Experience



The Game In Action



Why Should We Make This Game

- You get to work on complex and creative level design.
- You get to create sci-fi environments and props. The visual style is loose, so there is freedom to include any type of art
- You will be able
- The mechanics can be expanded on to become more