

Untitled Game Pitch

By Paula and E-Jay

About The Game

Essential Experience

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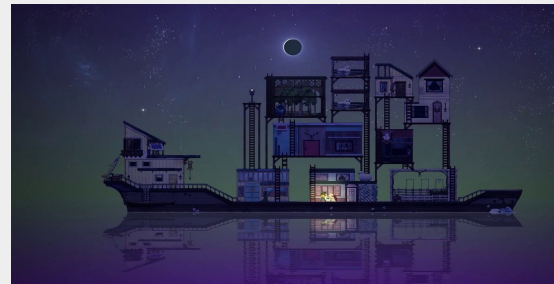
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Elevator Pitch

You are a Polynesian Demigod who has just crash landed on an island in the middle of a terrible storm. Explore islands with platformer movement to restore your powers and sail from one island to the next, using the stars to guide you, in search of your magical fish hook.

Our Goals

Platforming Fun

We want to create a challenging yet rewarding platforming experience - with interesting mechanics players can use to interact with the world.

Visually Captivating

We aim to capture the essence of an environment that isn't disturbed by modern intervention. We want players to enjoy the artistic choices as well as the mechanics.

Cultural Significance

We want to showcase the beauty of Polynesian culture and their mythology in a respectful way. Whether it be the with Maui's influence in our player character - or the importance of astronavigation to travel the archipelagos of Polynesia

Stargazing

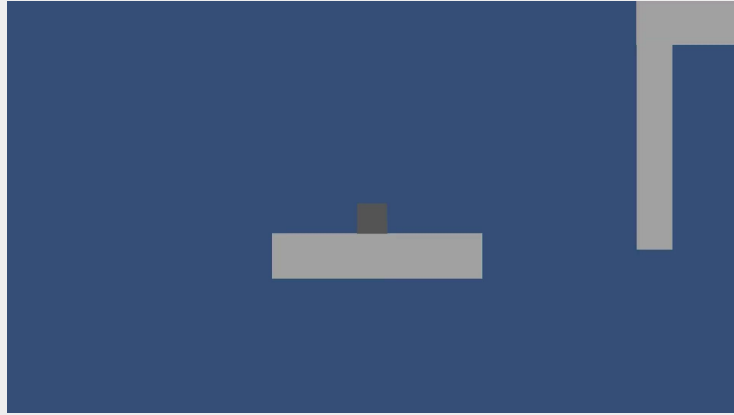
We want the player to really experience the feeling of looking into a starry night sky and the calmness that comes with it. Then use that to navigate to the next island.

Gameplay

Gameplay

2D Platforming

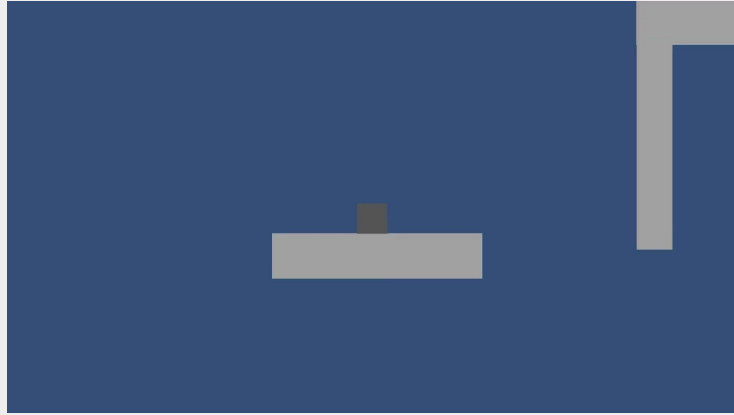
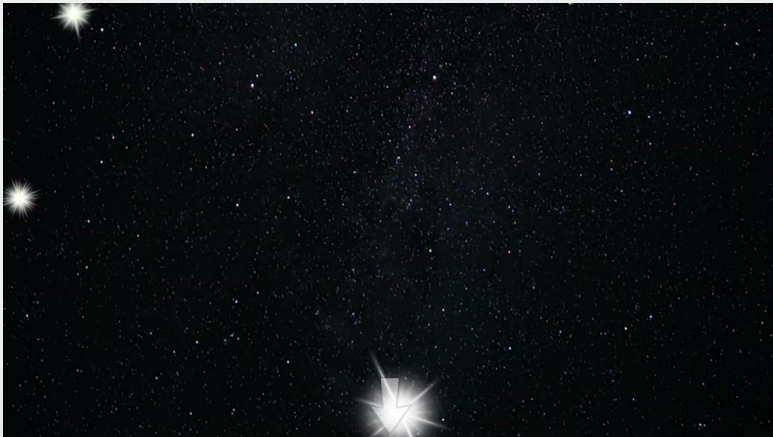
The player's main method of progression is completing levels (Islands) to unlock new movement abilities that will allow the player to access and complete new islands.



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Astronavigation

Use the stars in the night sky to decide where to sail next. Learn how to read the stars from the islander's songs and poetry - maybe even talk to God(s) that are willing to teach you.

Art Direction

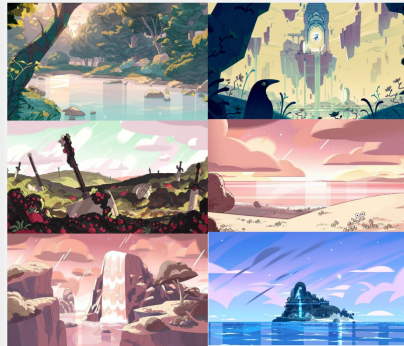
Hilda



Bee and Puppycat



Steven Universe



Visuals Inspirations for Assets

Inspired by media such as Hilda, Bee and PuppyCat, and Steven Universe. The art lead aims to create assets that fit the mythic theme of the game.

- Background: Glossy, magical, and tasteful colour palettes
- Foreground assets: Minimal linework but detailed in shading to distinguish from the background.

Art Direction

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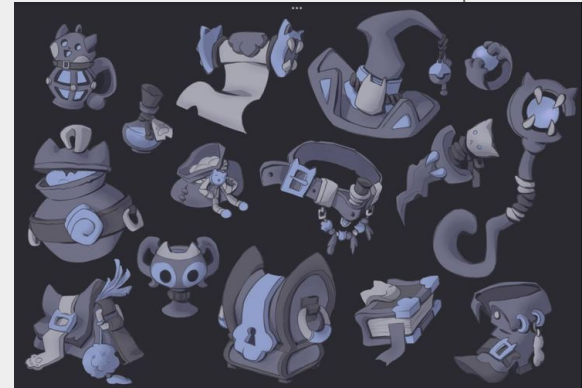
When players explore the islands, sometimes they will come into contact with artefacts which will educate them about their purpose.

When interacted with, the screen will display detailed artwork.

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Potential style for artefacts

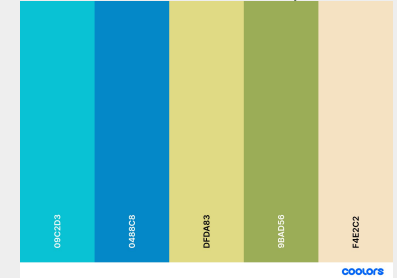
Tone and Atmosphere



Muted tropical colour palette



Vibrant tropical colour palette

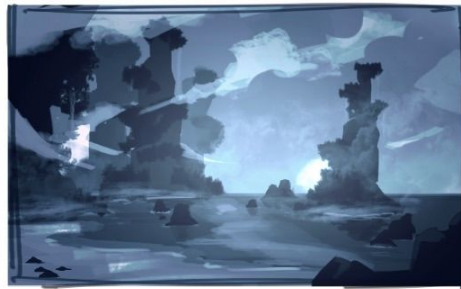
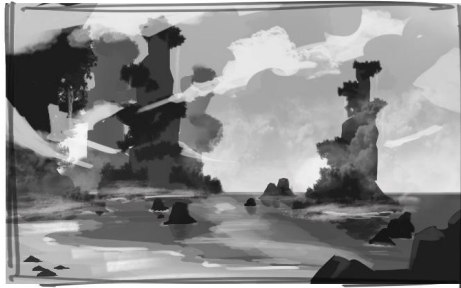
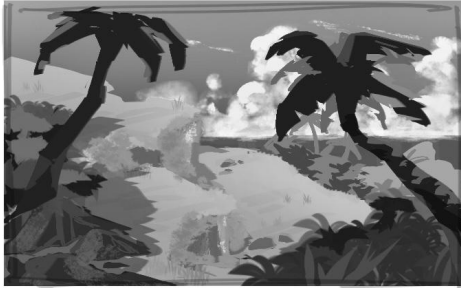


As this game is set in an island exploration environment, tropical colour palettes set the mood for our game. I'd like the art to convey:

- Lively environment and fauna flourishes
- Shares the beauty of natural landscapes
- Vibrant and mythic adventure

Concepting in Action

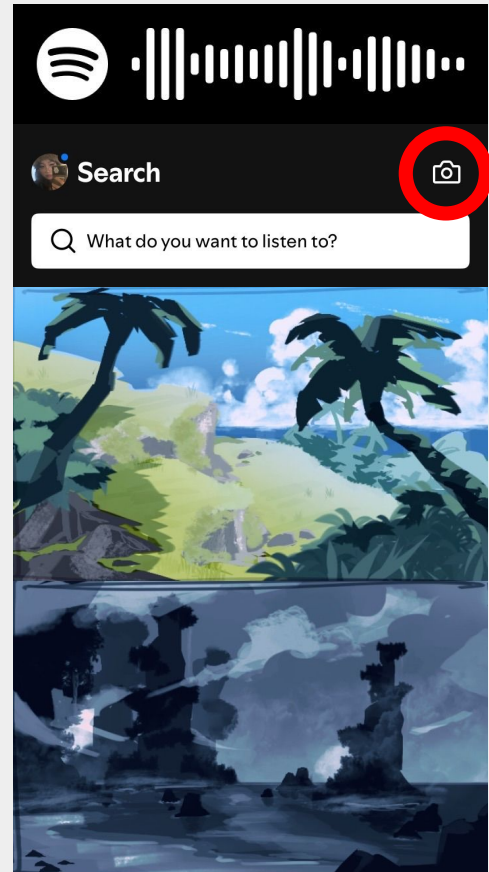
Concepts imply what the terrain could look like; won't be used for background art.



Sound and Music

Game OST

Inspired by peaceful games like Spiritfarer and Celeste, we want our game to have cozy and soothing melodies. But also show variety between difficult platforming sections, and calming stargazing moments.



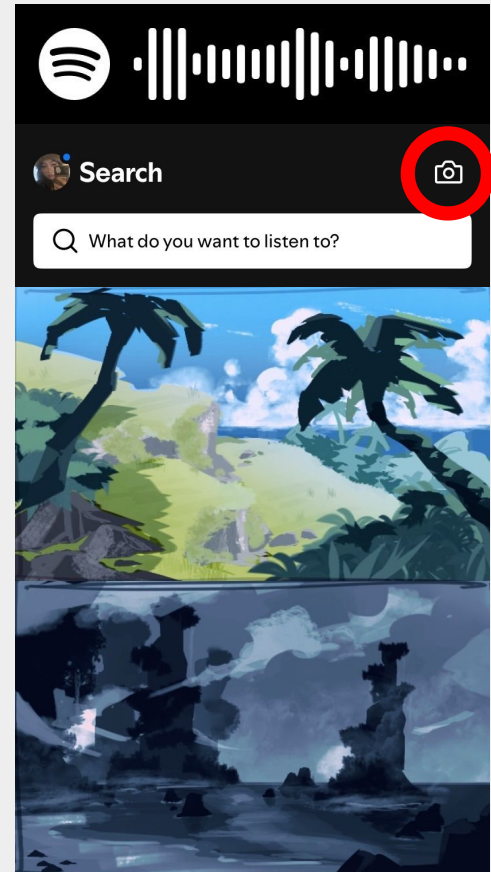
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Immersive Sounds

Ambient sound is essential for the vibe we want the game to have. Lively jungle sounds, oceans waves and night-time ambient sounds would be a great way to make the game come to life.



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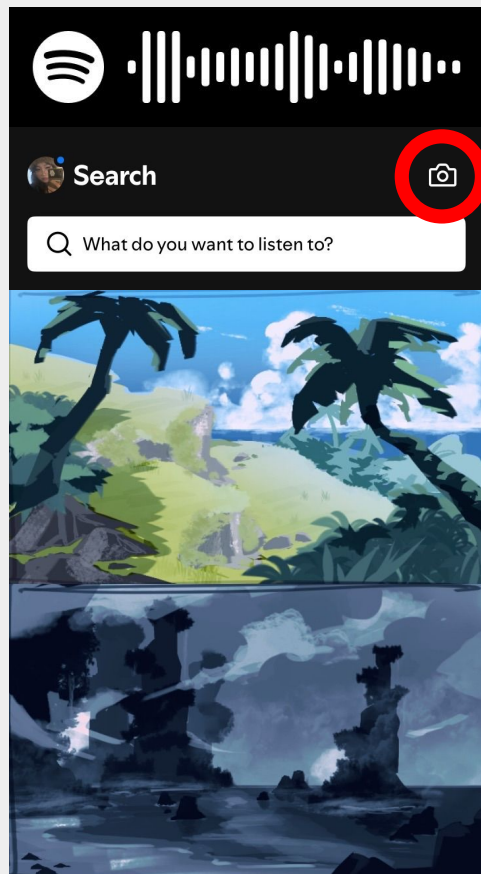
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UI/UX Sounds

Whether it be the player picking up items, interacting with NPCs or navigating menus. UI and UX sounds are key to making a game feel responsive and refined.



Thanks for listening

