

# FLUX LOGIC

(WORKING TITLE)

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# **FLUX LOGIC**

**LOGLINE:**

**MASTER THE PHYSICS OF LIGHT TO SOLVE INCREASINGLY COMPLEX  
LASER PUZZLES IN AN ABANDONED HIGH-TECH LABORATORY**

# FLUX LOGIC

## CORE GAMEPLAY

- Move around optical components that change the properties of light beams and lasers
- Solve puzzles by directing light to the desired goal with the correct properties
- Complete puzzles to progress through the facility

# FLUX LOGIC

## PROPERTIES OF LIGHT

- Light will come from a source
- A source will have given properties such as spectral power distribution and profile e.g. collimated laser beam
- Light will mimic real world physics

# FLUX LOGIC

## MANIPULATING LIGHT

- Light beams will be affected by certain components
- Some of these components will be fixed within a level and some movable by the player
- Components primarily effect direction and shape of a beam

# FLUX LOGIC

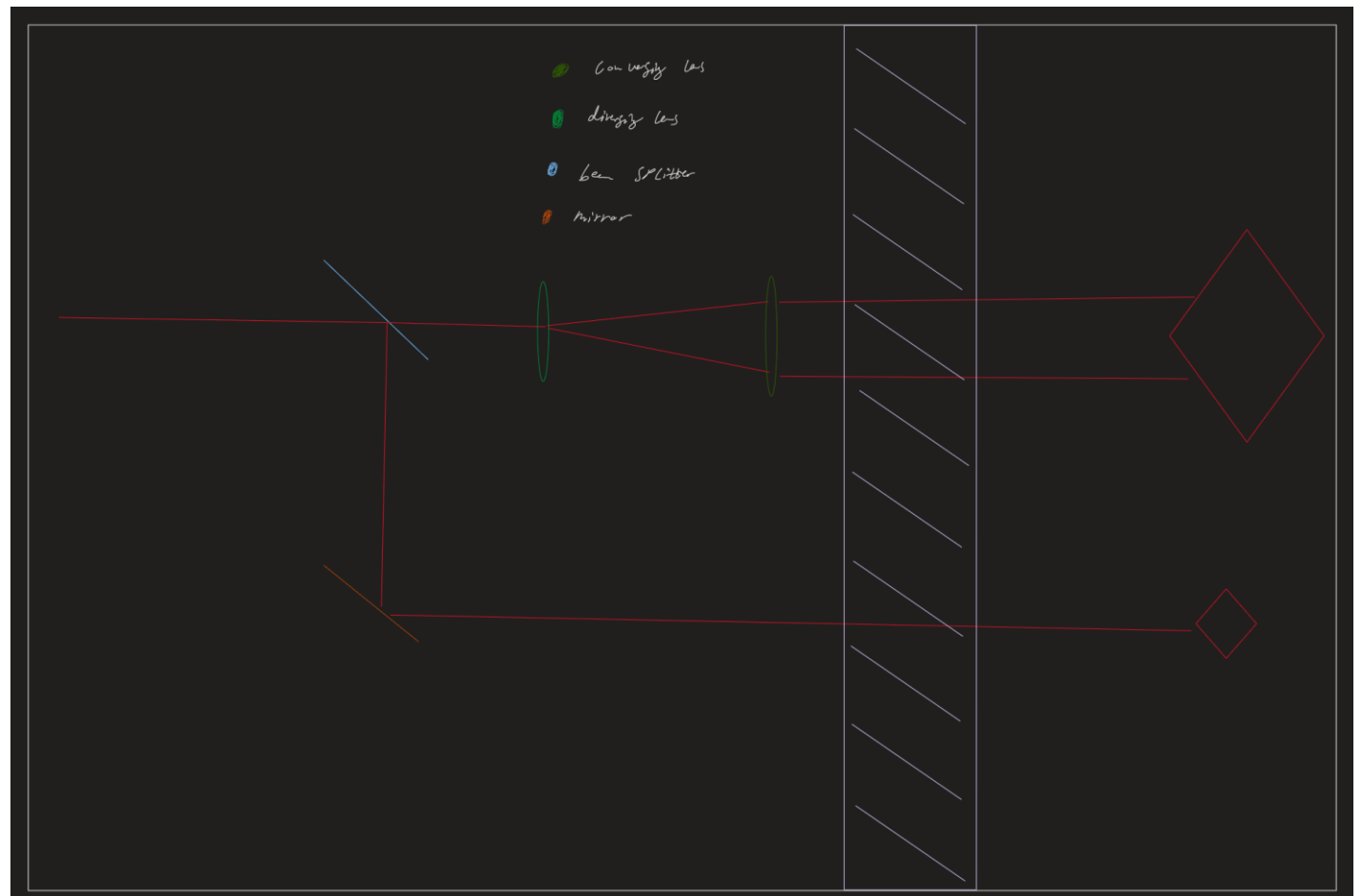
## THE COMPONENTS

- Mirror
- Beam Splitter
- Diverging Lens
- Converging Lens
- Filter
- Dichroic Mirror
- Fibre optic input
- Fibre optic output
- Nonlinear optics (frequency doubling)

# FLUX LOGIC

## LAYOUT EXAMPLES

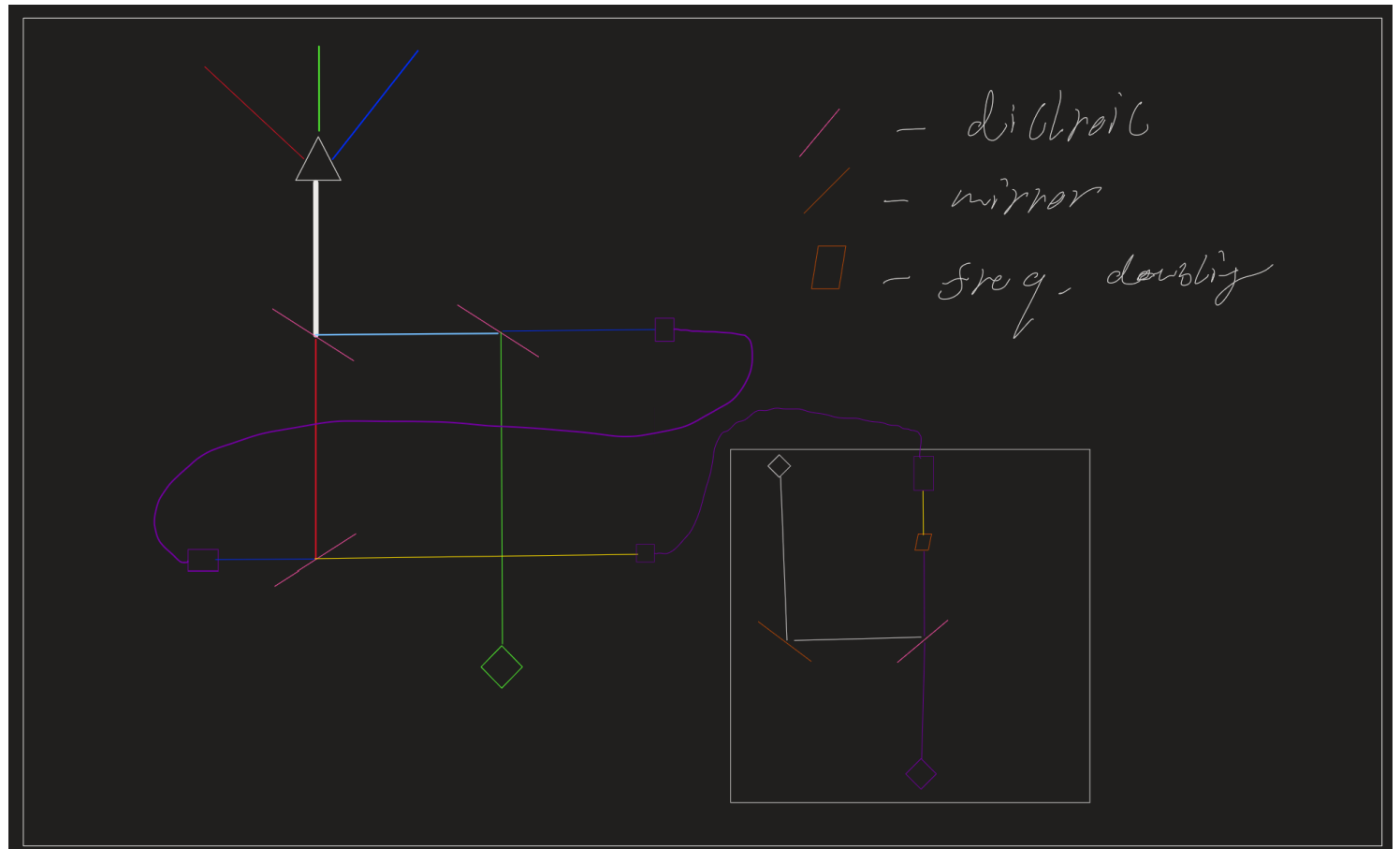
- Red laser input
- Goal with large target area
- Goal with small target area
- Beam splitter
- Pair of lenses
- Mirror



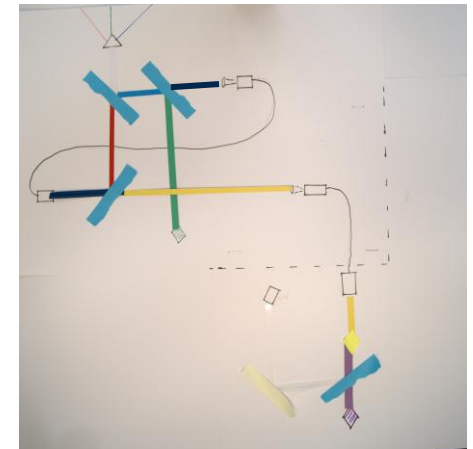
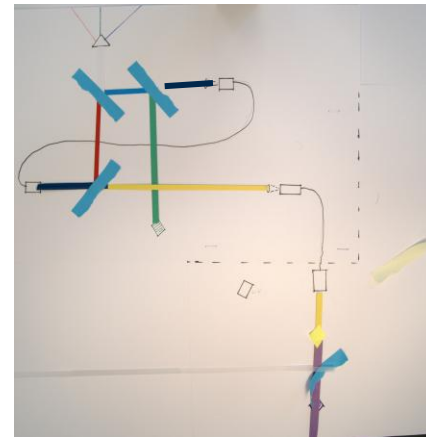
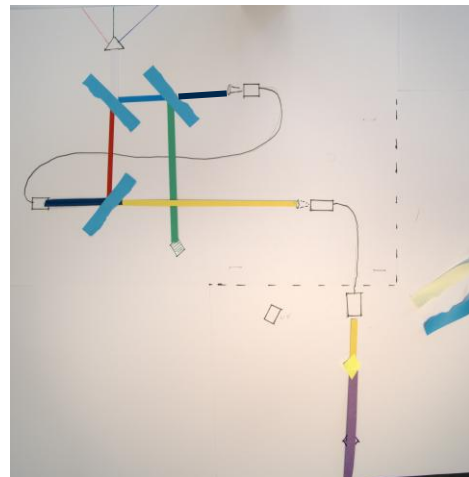
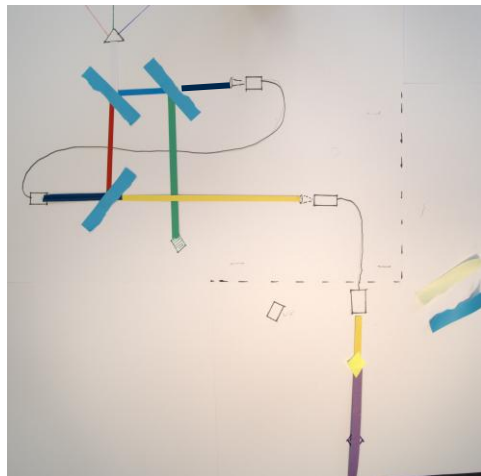
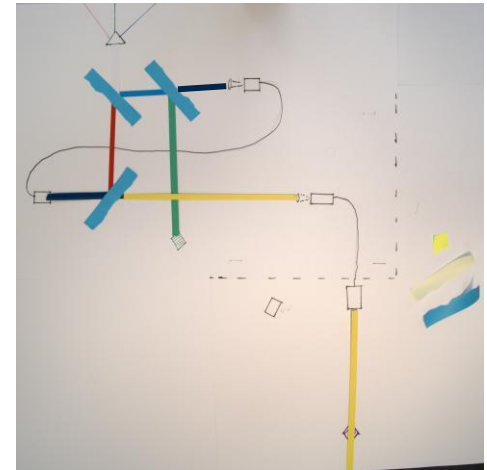
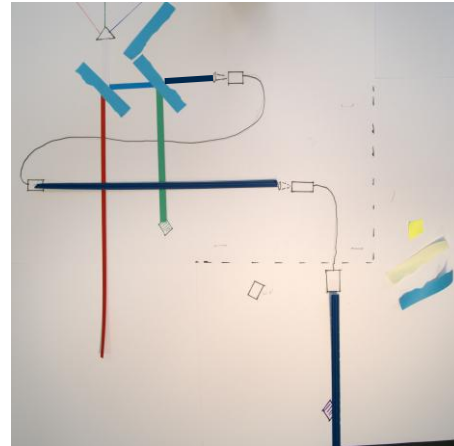
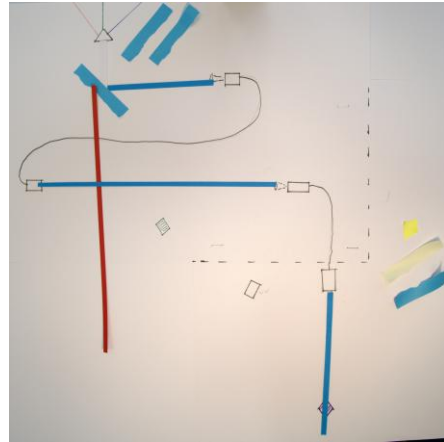
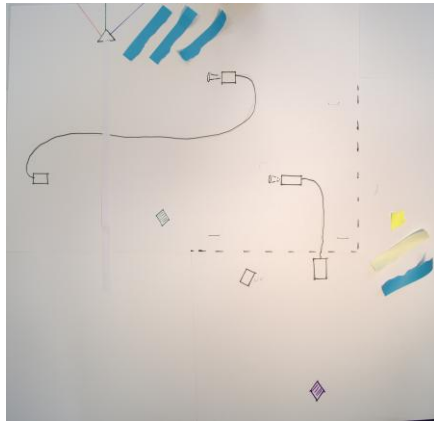
# FLUX LOGIC

## LAYOUT EXAMPLES

- White Laser input
- Dichroic Mirrors
- Mirror
- Frequency Doubling Crystal
- 3 Small Target Goals With Set Wavelengths



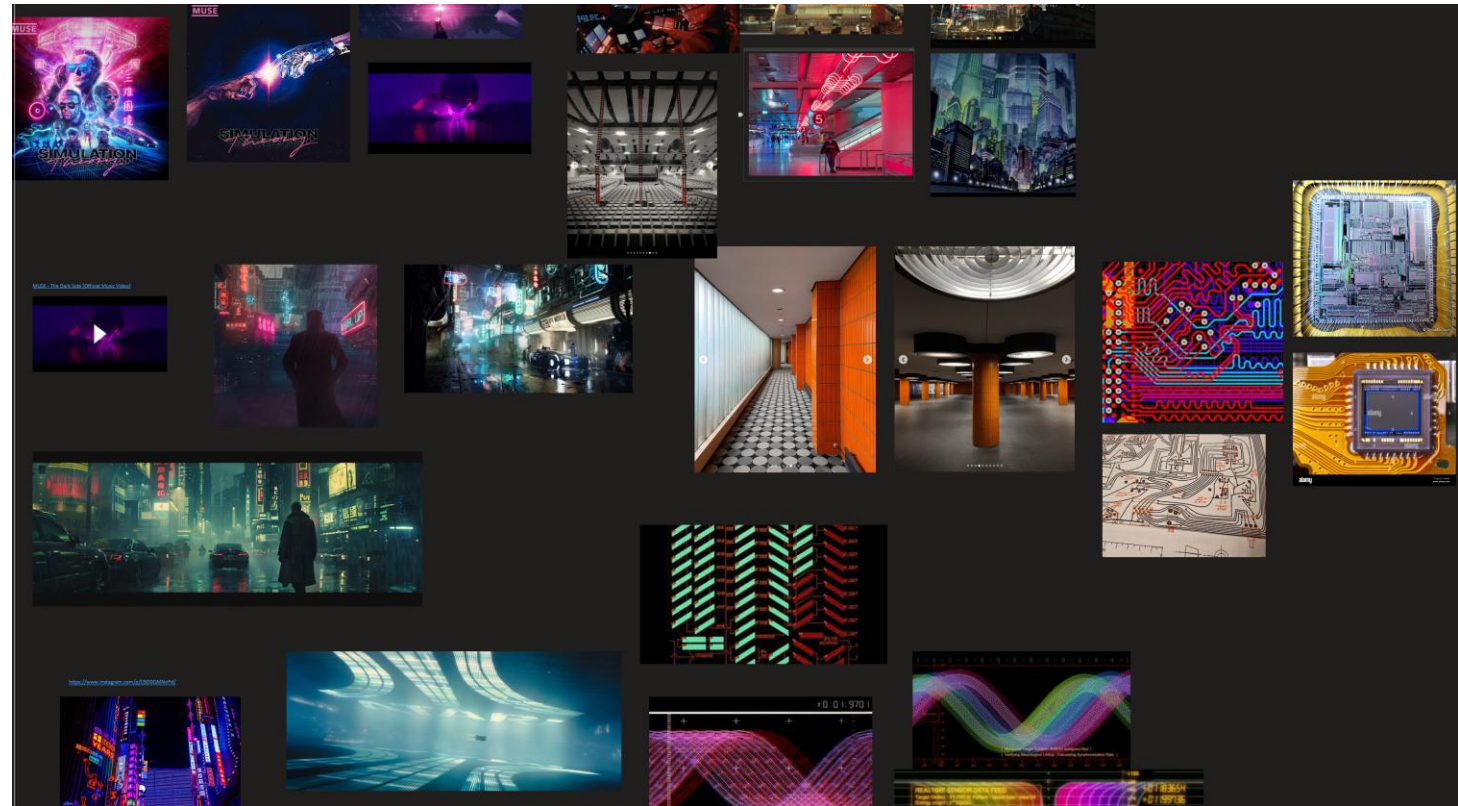
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## STYLE

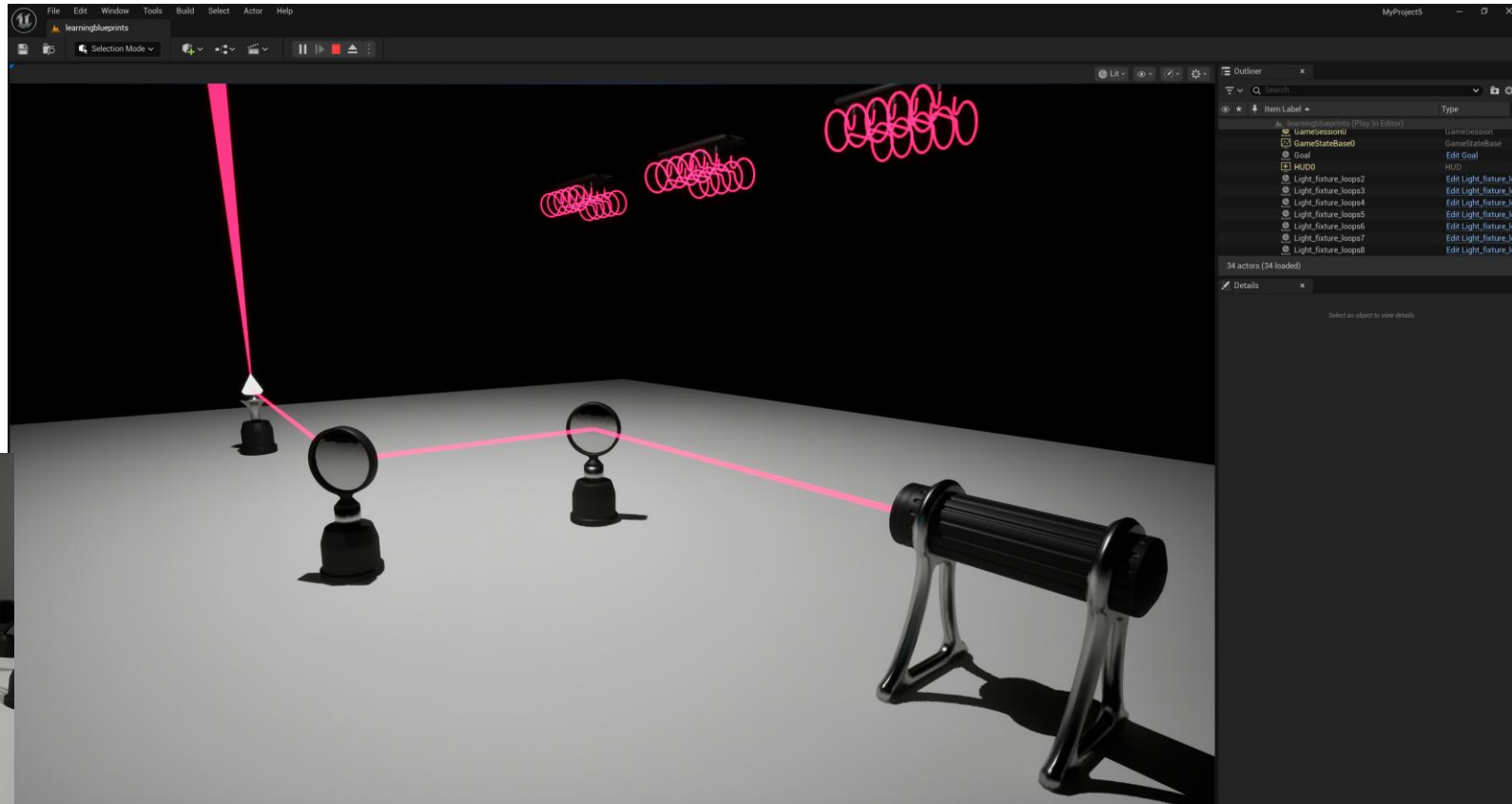
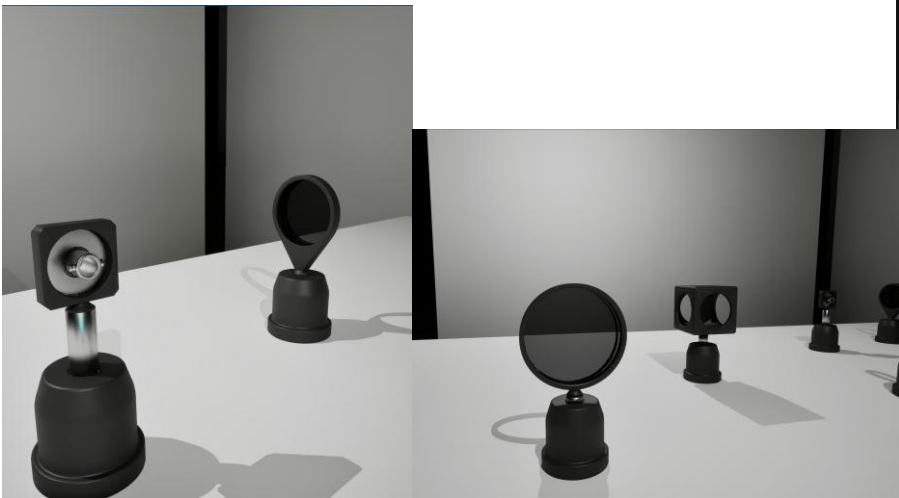
- 1<sup>st</sup> person
- Built in Unreal Engine (5.7+)
- Realistic Graphics
- Per level theme
- Contrast between scenery and highly saturated light beams



Mood Board Snippets

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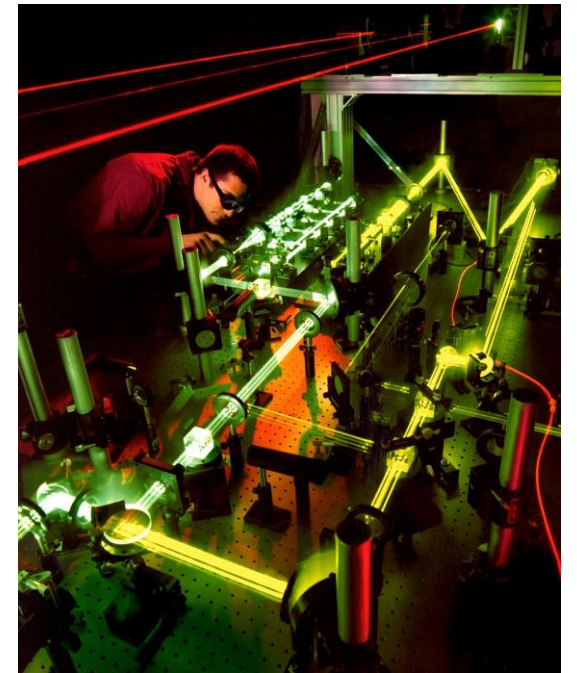
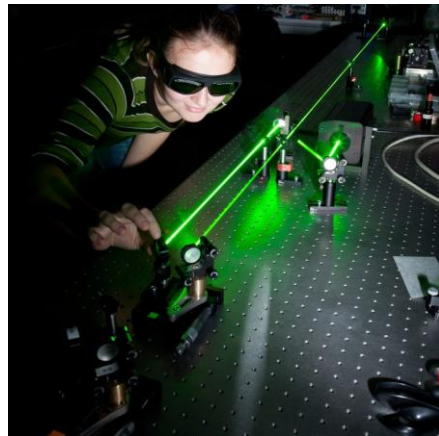
## COMPONENTS AND LIGHT



# FLUX LOGIC

## INSPIRATION

- Portal franchise
- Optical breadboards and photonics labs



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## STRUCTURE

- Simple linear levels in lab as base
- Less linear chambers if time permits
- Greater decay and shift to nature through progression
- More freedom in later levels