

# P!d

peculiar destination



# Table of Contents

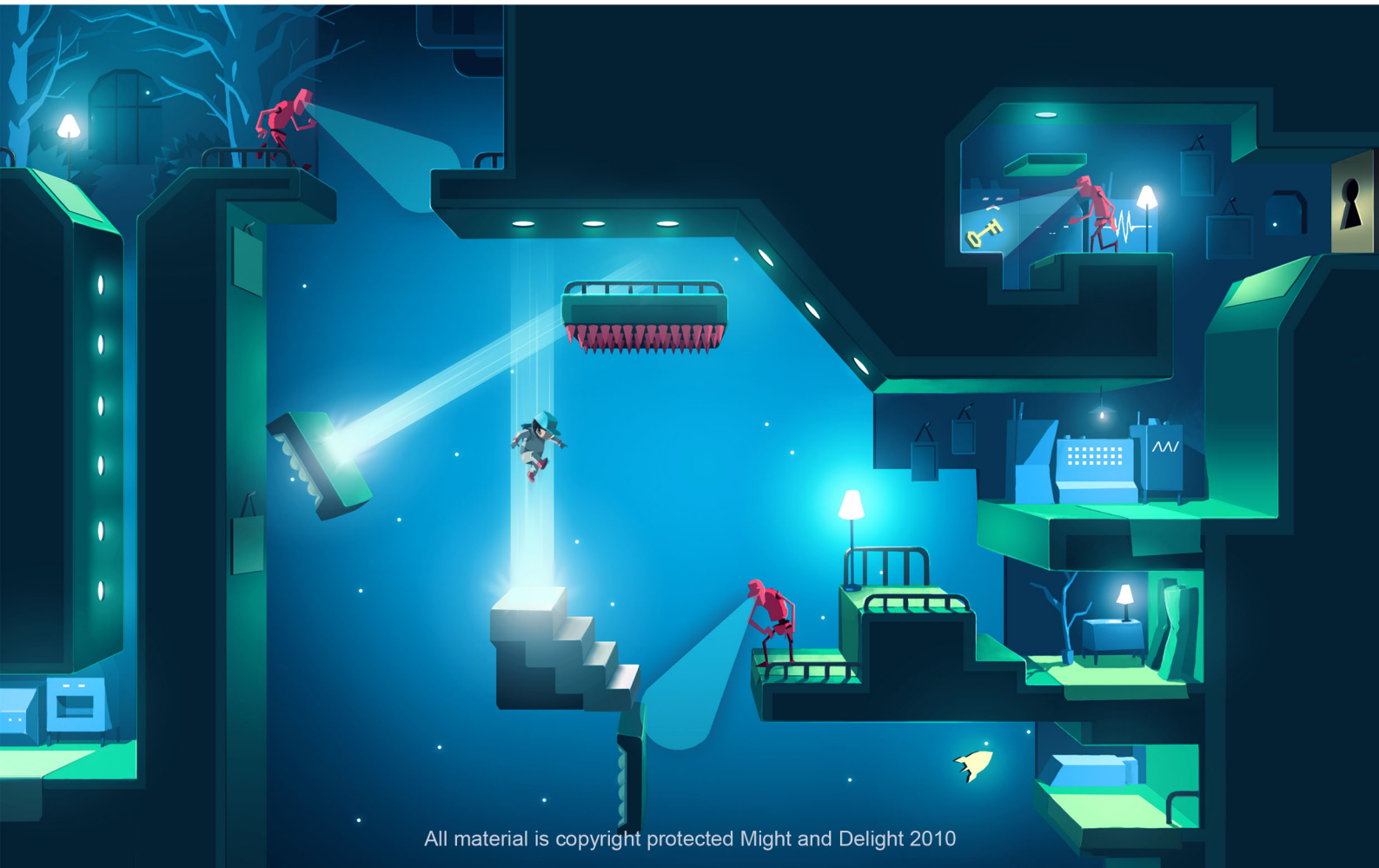
<b>Introduction</b>	<b>3</b>
<b>Story</b>	<b>4</b>
<b>Gameplay</b>	<b>5</b>
<b>Health &amp; Checkpoints</b>	<b>7</b>
<b>Controls</b>	<b>8</b>
<b>Items</b>	<b>9</b>
<b>Enemies</b>	<b>10</b>
<b>Humanoid enemies</b>	<b>11</b>
<b>Non-humanoid enemies</b>	<b>13</b>
<b>Obstacles</b>	<b>14</b>
<b>Bosses</b>	<b>17</b>
<b>NPCs</b>	<b>18</b>
<b>Action Events</b>	<b>19</b>
<b>Progression</b>	<b>19</b>
<b>Couch Co-op mode</b>	<b>22</b>
<b>Challenge mode</b>	<b>22</b>
<b>Achievements and Leaderboards</b>	<b>22</b>
<b>Presentation</b>	<b>23</b>
<b>Art</b>	<b>23</b>
<b>Illustrations</b>	<b>24</b>
<b>Animation</b>	<b>25</b>
<b>Music</b>	<b>25</b>
<b>Sound</b>	<b>26</b>
<b>Interface</b>	<b>26</b>
<b>Bringing life to the world</b>	<b>26</b>
<b>Additional concept art</b>	<b>27</b>
<b>Progression chart</b>	<b>31</b>

# Introduction

*Peculiar Destination* is a platform-adventure with a unique core gameplay mechanic - the Gravity Beam. The player has the ability to create Gravity Beams, thin fields of gravitation that stretch out from a surface and boosts entities, including the player, away from it. This very effective way of navigation, dependent on the surrounding surfaces makes for unique platforming challenges and puzzles. Robot enemies with marked out cones of visibility patrols the levels and chase the player once spotted. This adds elements of stealth and action, further enhancing the set of possible navigational puzzles.

The game puts heavy emphasis on the feeling of being on an adventure; NPCs, story and scripted action events will play a large role. Gameplay easily transitions from tense stealth moments to tough platforming challenges and action packed boss encounters.

We want to present a mysterious, inviting world realized with 3d graphics where vibrant lighting and clean, readable shapes defines the look.



# Story

The story follows a young schoolboy that is accidentally dropped off from the interstellar bus when it encounters a strange space disturbance. Stranded on a peculiar planet he learns from a bunch of grumpy old robots that there might be a bus departing from the bus station far ahead. Determined to get home our protagonist is forced to make his way through dusty space castles, claustrophobic cellars and vertigo inducing rooftops. On his way he encounters a cast of eccentric, equally lost robots that speaks of the mysteriously absent Major, a staircase leading to the moon and a missing bus manager. Who has sabotaged the public transportation? What are the strange noises coming from the moon? Will our hero ever get home?

We want our story to resonate with our graphical style and set the mood for a mysterious and dreamy, yet dangerous, world. It is also important that the story correlates to the stealth gameplay; the hero is a defenseless schoolboy, the friends and enemies that he meets are all adults. He is not on a quest to save the day -- he is just an innocent bystander who wants to go home.

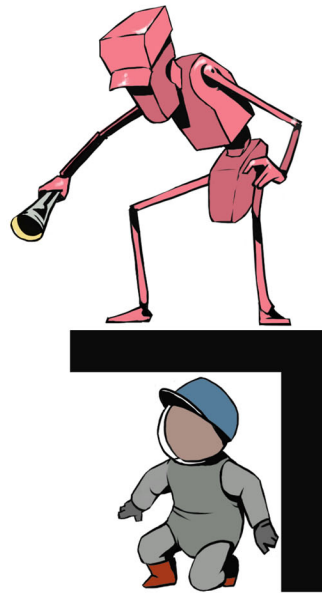
# peculiar destination



# Gameplay

*Peculiar Destination* is a stealth platforming adventure. The foundational thought behind the gameplay is that it will reflect and closely match the story and presentation. It has a recognizable platforming core that is fun and easy to get into. On top of that we want to add cautious stealth gameplay where the goal is to avoid enemies and pass by them unnoticed.

Normally, the enemies moves in defined patrol paths and have a visual viewcone. The goal is to sneak by them unnoticed by avoiding their viewcones and by moving silently to not make them suspicious. This is a low tempo mode where the player should move very cautiously. The gameplay will focus a lot on timing and precision. The presentation will reflect the tension and cautiousness with low paced music and dim lighting. If the player gets spotted by an enemy or a security camera, he gets caught.



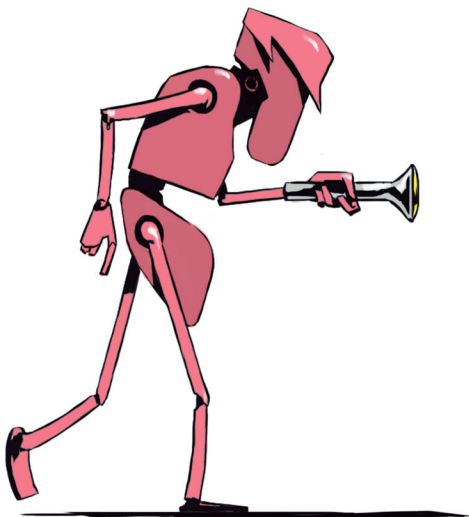
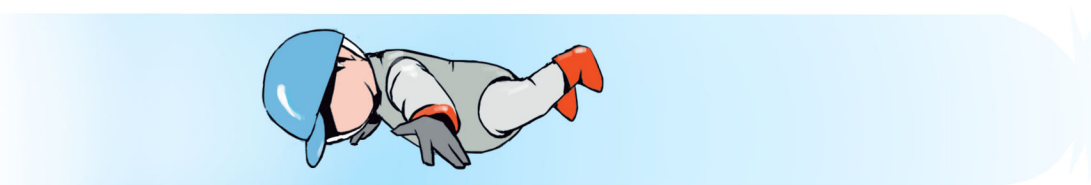
Not all gameplay will feature sneaking past enemies. We want the player to interact with the world and affect the enemies. In many parts of the game the enemies knows where you are and will have a completely different behavior and the tempo will be significantly higher. The presentation will become more stressful and aggressive; the music will change and the scene will light up. All the humanoid enemies nearby will chase the player and shooting at him. Later in the game, certain enemies will call for backup as well. For the player the goal is still mainly to be unseen and shake them off. Some enemies can be stalled with the gravity beams and some items can be used to destroy or delay them, but there will most often not be a purely offensive solution. The player must either find a safe hiding place where the enemies can't follow, or shake them off and avoid their viewcones. We want to build gameplay progression mainly by how the enemies behave. Thus different types of enemies will have different capabilities when it comes to chasing the player. The easiest enemies will not be able to jump between platforms, while later in the game there will be enemies that can jump, climb and even fly.

## Gravity Beams

Gravity is a constant limiting factor to the players movements in a platformer. We want to include some way to increase the maneuverability, while keeping it limited and puzzle oriented. We achieve this by introducing a mechanic that will defy gravity; the “*Gravity Beams*”. The player can throw a ball that creates a beam of distorted gravity.



The player can throw a Gravity Ball with the X button. When the ball hits the floor or a wall it will create a Gravity Beam. If the player holds down on the left thumbstick while throwing he can throw them straight down, to create a gravity beam directly under him. Otherwise he'll always throw in the same arc and there's no complicated aiming system. We want the throwing to be very direct and we want a gameplay where the player can jump and throw a ball in mid air rather than carefully aiming the throw on ground. This way we can create a faster and more action oriented pick up and play rhythm.



Depending on the angle of the surface the ball hits, the beam will have different direction. If the player throws it on the ground it will create a vertical beam, on a wall it will create a horizontal beam and on a sloping surface the beam will spawn diagonally. There will also be special puzzle objects where the beam can rotate if thrown at.

When the player is inside a Gravity Beam he will slowly float in the direction of the beam but can also move around with the left thumbstick. He can then use it to reach high places, float over wide chasms and over the enemies views or traverse in tight spaces filled with nasty spikes.

However; The gravity beams are not only a movement mechanic. The entire gameplay in *Peculiar Destination* is coloured and build around the gravity mechanic. The beams is a tool that the player can use to affect the world and his surroundings. It has vast range of uses that the player will explore. Move blocks and platforms to create new scenery layout, stall and distract enemies, displace security cameras and perform maneuverability stunts are only a few examples.

The game starts without the Gravity Beams. The player will get comfortable with the core movement mechanics so that when Gravity Beams are introduced, it feels extremely liberating to play around with. Further into the game, mastering it will be a necessity to solve situations.

The beams will be active a few seconds before they disappear. There can only be a maximum of two Gravity Beams active at once, but the player can disable his Gravity Beams by pressing the B button. This will speed up the gameplay, as the player will not have to wait for the beams to fade away, and there will also be challenges where the players has to disable the beams at the correct time to drop objects.

## Health & Checkpoints

We want to achieve a balance where the player values his life highly but doesn't get frustrated when he dies. The health system is simple, if he's detected by an enemy or gets hit by their shots, he will respawn by the last checkpoint which will exist in abundance. The balance is more forgiving than a more retro style system (after a certain number of chances the play has to replay the level) which is more suitable since the levels are more broken into to sub areas that have differing lengths.

# Controls

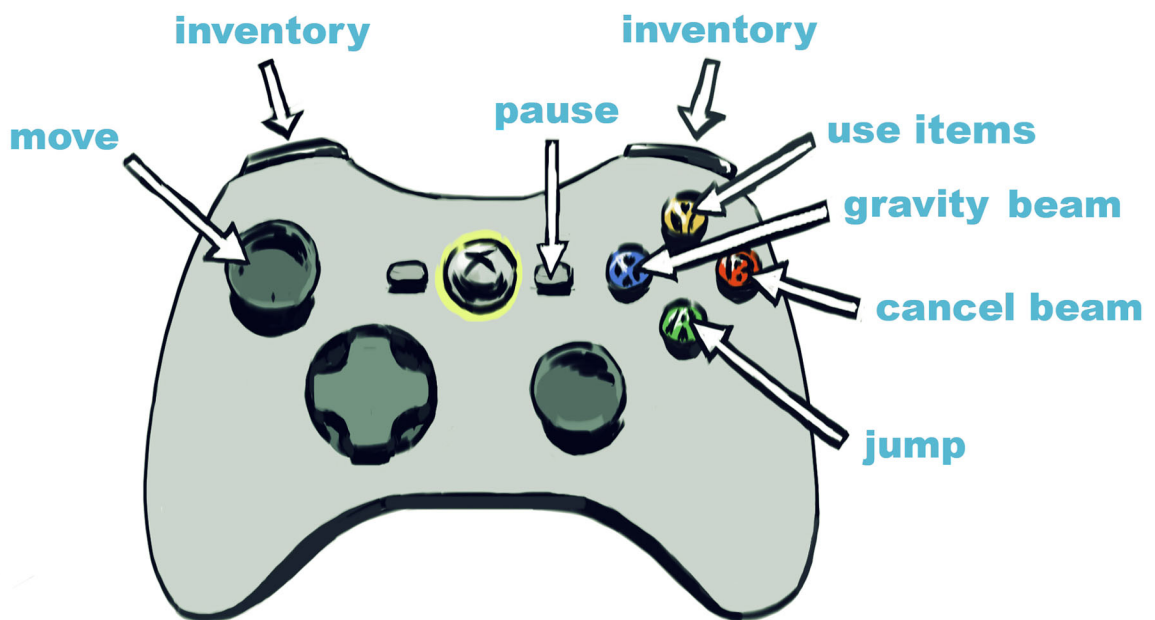
We want to keep the controls as simple as possible and use as few buttons as possible. The controls should be tight and responsive, with a slight retro feel, rather than a floaty physics based movement. This is also why we build environments with very simple shapes and straight lines to keep the gameplay extremely precise.

## Movement

The left thumb stick moves the player left and right. Depending on how far the player pushes the analogue stick the character can either run or walk quietly. Holding down on the thumbstick will make the the character crouch, and holding it down and left or right will make him crawl.

## Jumping

The player jumps by pressing the A button; holding down the button will make him jump slightly higher. The player will keep the control over the character in the air.



# Items

The player can find a variety of other items throughout the game. The player can hold down the left or right bumpers to open up the inventory menu to equip an item and use it with the Y button. Some of them will be a necessity to beat the game, others act more as fun powers that give the player a huge gameplay advantage. Item dispensers are spread around the world in hard to reach locations that will encourage exploration.

Apart from normal items, there are star constellation-pickups scattered around the levels. These are comparable to the coins in Mario but offer the player more incentive to collect them than simply extending life or increasing point values. Collect enough, and you can unlock more unique items at certain dispensers. The game will feature several items, here are some examples:

## Decoy

A replica of the main character that can be used to lure enemies away. If it gets spotted by the enemies, they will leave their post, while the real player can sneak by them.



## Burst Beam

Works very much like the Gravity ball but instead of the Gravity Beam, it creates a powerful Burst Beam that can shoot the player, enemy or object, away at great speeds.

## Smoke bomb

Creates a thick cloud of smoke when thrown on the ground. The smoke will block enemies' viewcones and they won't be able to see anything inside or behind the smoke. The player can use it to easily sneak by security cameras and simple enemies.



Other items are: **Robot suit, Slingshot, Explosives, Trap, Music box.**

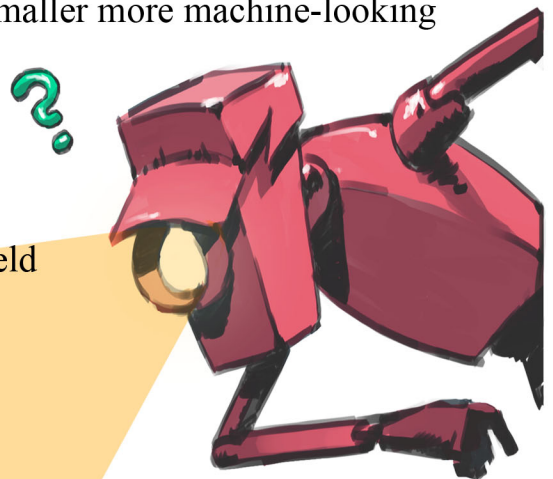
A lot of the variation in rhythm and gameplay will be created through the use of items. For example, Area 3 will feature an abundance of explosives, switching the tempo and balance of the game from cautious stealth to fast paced action.

# Enemies

*Peculiar Destination* features a pethora of different enemies ready to capture our protagonist and throw him out of the space castle. To create the level of tension needed for the game they will need to appear extremely intelligent and alive. For the most part the player won't be able to successfully confront the enemies. However we want the build a gameplay where the player uses his greatest advantage, the Gravity Beam, to solve situations. Rather than giving the player a weapon, we introduce enemies that are or, are NOT, affected by the Gravity Beam. There are two different categories of enemies; humanoid enemies are intelligent and flexible, non-humanoid enemies are smaller more machine-looking enemies with a single function.

## Viewcones

If an enemy can spot you - it will have a visible viewcone that illustrates their field of view. This field can vary in length and width and it will follow the position and orientation of the enemies eyes.



## Noise

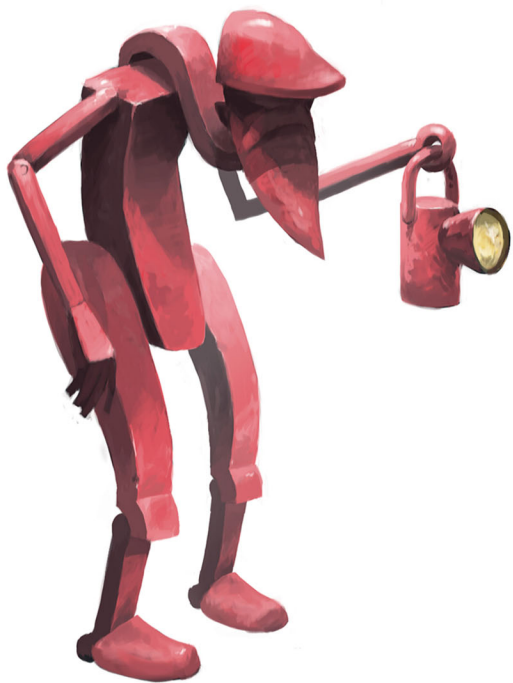
There will be special ground materials that can emit unique sounds which make enemies respond in a suspicious manner. This will make the player move about more cautiously and force him to walk carefully rather than just running at full speed. Some items will also be noisy forcing the player to use them wisely, as to not make unintentional sounds and keep from being spotted.



# Humanoid Enemies

The humanoid robots are the main enemies with the most advanced behavior. Normally the humanoid enemies are patrolling a fixed path, but will have varied behavior dependent on context. Apart from directly spotting the player; the humanoid enemies will also be able to react to other things. If an item or a Gravity Beam enters their viewcone, they will grow suspicious and leave their patrol path to look around.

In certain areas, they will pick up their guns and start shooting and follow the player as best they can; if the player leaves their sight they will run to the place he was last spotted and look around. If he still cannot be found or they can not follow him further they will eventually give up and return to their patrols.



## OldBot

This is the first enemy the player encounters. It's a robot built in the image of a cranky old man; it's slow and cannot jump so it will be easy to shake off. Once the player finds the Gravity Ball the OldBot will be helpless against the Gravity Beams, thus making them seem like a rewarding advantage at first.

## SlyBot

This sly robot is our standard enemy. It can run and jump and it is somewhat apt to chase the player though the levels. The Slybot is affected by the Gravity Beam and can be stalled for a short time if stuck in the beam. They also have the ability to disable any beam they encounter.



### **FatBot**

This robot is too heavy to be affected by the Gravity Beams; it can walk right through a beam. It is also immune to most items and the player will need to use agility to get past him; like the SlyBot it can run and jump between platforms.

### **AviatorBot**

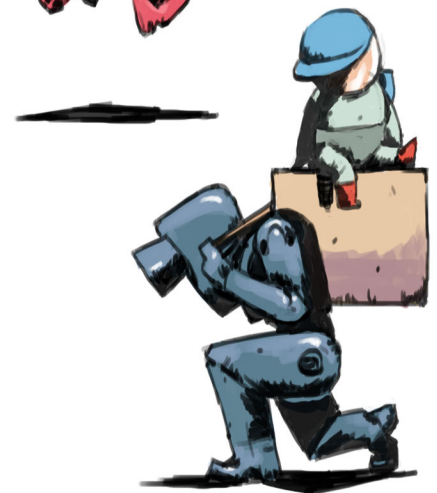
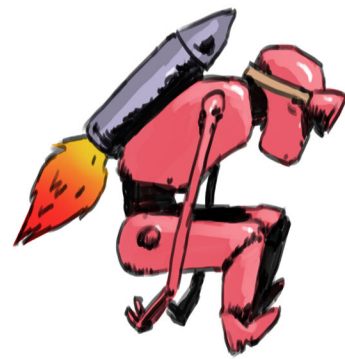
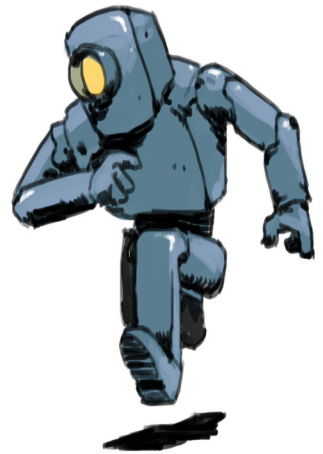
In the latter part of the game there will be flying enemies that can chase the player almost anywhere. They are essentially SlyBots with a built in jet pack and will be extremely hard to shake off. These enemies have complex patrol paths both on ground and in air.

### **BoxBot**

Its behavior is the same as the FatBot, but it carries a box on its back which can be used as a platform. There will be puzzles where the player must sneak up on him, jump on the platform on his back and, then be carried across the room. This 'box' can also be used as a platform if the player throws a Gravity Beam on its surface to float quietly above the enemies.

### **Special behaviors**

Some enemies will also have special states rather than just patrolling. For example, an oldbot may be sitting in a rocking chair. These will not only add more life and context to environments but, serve to create new gameplay puzzles as their robot viewcones move on more unique paths.



# Non-humanoid enemies

Apart from the rather intelligent humanoid enemies we also want a plethora of simpler enemies that can act more as puzzle pieces in complex situations or, used to break up the platforming with challenging behaviors.



## Cambot

This rascal is a simple security robot that can activate alarms. Some of them are static while others move back and forth on a platform. They can be moved around with the Gravity Beam.

## Flying CamBot

A flying security camera that can fly in a predefined patrol path. The Player can use the Gravity Beams to change its path.



## Climbing CamBot

A rolling security camera that can traverse walls and even the ceiling. It will move constantly forward; once it reaches the edge of a platform it continues down its side and, when it hits a wall it will start climbing it.



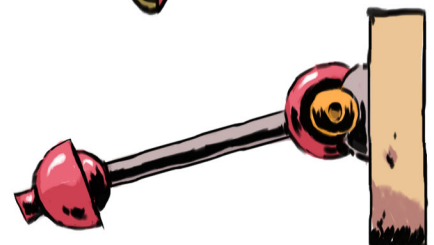
## WallCam

A wall mounted security camera. It can rotate back and forth and the player will have to time his movement to avoid its viewcone.



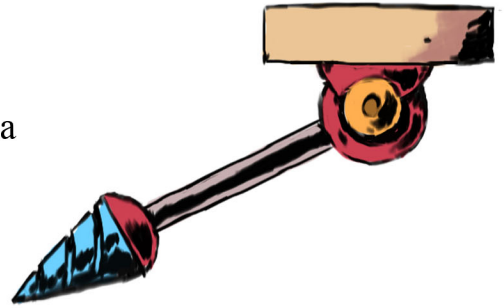
## Rotation Camera

Another wall mounted security camera, but unlike the WallCam, it can be lifted slightly with the Gravity Beams. If the player throws a Gravity Beam beneath it, it will lift, rotate around its pivot and change the direction of its viewcone.



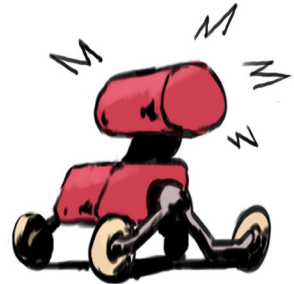
### Rotational Laser

A deadly laserbeam that destroys everything in its path. Like the Rotation Camera, its mounted to the wall with a rotational arm and can be tilted with the gravity beams. The Laser can then be used against other enemies.



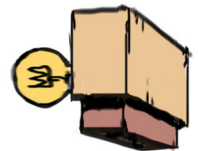
### BlindBot

A simple enemy that walks back and forth and hurts the player. It has no viewcone and no other behavior except walking and being dangerous.



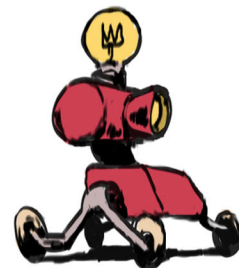
### KeyBot

An enemy that opens a door when it gets within range. It has the same behavior as a simple CamBot but, it's equipped with a special key bulb that open matching doors with bulbs. The player will need to stay close to this enemy to enter the door before it closes again. The KeyBot can also be affected by the Gravity Beams, and in some places the player will need to transport it to the door he wishes to open.



### Turret

A simple cannon that shoots in different directions. Can be placed on the ground or underneath a platform.

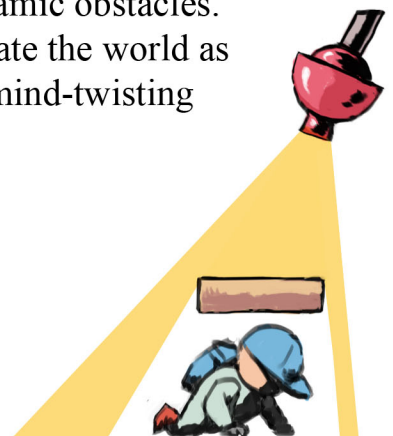


## Obstacles

We want the environments to be filled with interactive and dynamic obstacles. The player should be able to use the Gravity Beams to manipulate the world as much as possible. This will enable us to create interesting and mind-twisting puzzles as well as agile platforming challenges.

### Moving platforms

Can move up and down, left and right or on predefined paths. They will be vital in many of the platforming challenges and in stealth situations, as they will obstruct the enemies view and create interesting timing based challenges.



## Moveable Objects

These are one of our key puzzle ingredients. These objects can be moved by the gravity beams and utilized in a variety of ways. For example: they can block an enemy's path or, its viewcone, they can activate switches or simply be used as a platform.

## Giant power-cords

Can be moved with the Gravity Beams and inserted into their socket to open a door.

## Nasty spikes

Harms the player.

## Switches

Can be jumped on to open a door or trigger other events. They can also be activated by movable objects.

## Keys

Opens locked doors or triggers events.

## Doors

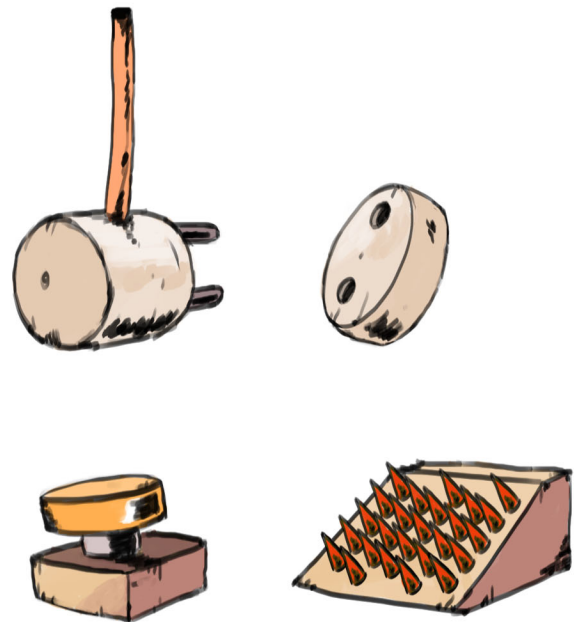
There are many different types of doors but they usually block the players path or need to be opened by a key, switch or other event.

## Gravity proof blocks

On these tiles it's impossible to create Gravity Beams; nothing happens when the player throws the Gravity ball on them. This makes it possible to limit the players ability to use the gravity beams, and create interesting puzzles.

## Neutralization field

A field in which it's impossible to modify gravity. A dampened sound is all that happens when the ball lands inside its field. It also turns off any gravity beam thrown outside of it but within its range.



### Jump pad

Anything that lands on this pad will Bounce off it at great speed.

### Seesaw platform

A platform that the player can tilt by jumping on either of it. If a Gravity Beam is thrown on the platform the beams direction will follow the platform's rotation.

### Search lights

Spotlights that move across the screen in a fixed pattern detecting the player.

### Moveable lantern

A huge lantern that can be moved using the Gravity Beams. In the dark areas these lantern's will be necessary to see your way through environments and in some cases transported by the player, in order to progress.

### Conveyor Belts

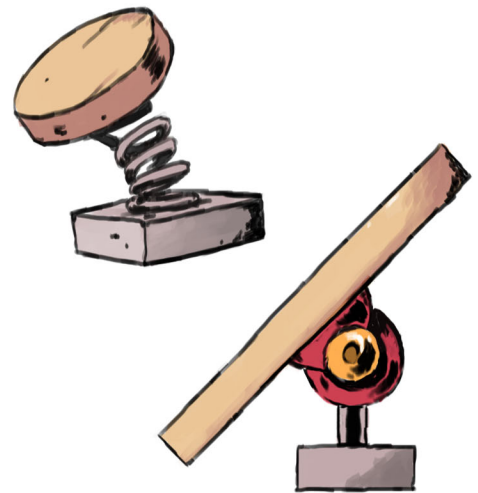
The conveyor belts will move anything standing on it, be it friend or foe.

### Spinning platform

A Platform that rotates arounds its pivot point. If the player stands on it he will fall off when the angle gets too steep. If he throws a Gravity Beam on it, it will rotate along with the platform. The player can then use the rotating beam to reach new places.

### Hidden rooms

We want exploration to be a big part of *Peculiar Destination* and it should be rewarding to sneak around. In some areas the player can walk behind certain walls to find hidden rooms. When the player enters the hidden area, the foreground wall will fade away. The secret rooms can contain bonus items or lead to a shortcut.



# Bosses

We really want the Bosses to challenge the key attributes of the core mechanic and be as diverse as possible. Each of the Bosses, core gameplay, is based upon one aspect of the game's mechanic. The boss battles will be very dramatic and offer a refreshing change in rhythm, from the cautious stealth gameplay in the rest of the game. The gameplay will be action packed, focusing on agility and reaction times when the player is dodging their attacks. The player will be forced to manipulate the gravity beams to solve the boss puzzles.

## Boss 1 - Jeeves The Butler

It will appear when the player first finds the Gravity Ball and it is designed to challenge the player's maneuverability with this new device; core mechanic.

The boss is a giant flying robot that the player must scale in order to reach its four weak spots. As the player attempts to scale the Boss, to destroy the weak spots, The Butler will attack back using its large arms and missiles which punch and shoot the player.

The player dodges attacks then uses the arms and missiles as platforms, for the gravity beam, in order to be able to float upward and defeat this enemy.



## Boss 2 - Jimmy The Crook

This boss appears in the action packed rooftop area and acts as a chaotic climax to the already high paced location. This boss uses another aspect of our gravity mechanic - the ability to move objects with the beam. It attacks the player by dropping bombs from above. The player defends himself against this 'Crooked' barrage of falling missiles, which he has to 'return to sender'.

Success, will stun the boss long enough for the player to reach the top of the scene for a 'clean shot' at the weak spot.

### Boss 3 - The Chef

The next boss is located in the basement area, which is filled with mechanical puzzles and moving obstacles. The boss should therefore incorporate some of those puzzle elements and force the player to use the Gravity Beams in creative way. The core mechanical attribute utilized here is the players ability to transport objects within the beam and, more importantly perfectly timed beam cancellation in order to strategically drop items. The boss is a giant robot that the player must feed by using the gravity beams to move and drop objects into its mouth. After The Chef is defeated, the first time, it will reappear a few rooms later in hot pursuit of the player - devouring every platform in its path.

### Boss 4 - Egon

This is the final showdown with the 'new' ruler of the domain. This boss will be extremely dramatic with many different facets added to the battle before it can be defeated. The boss will force the player to use all the skills he has learned so far; there will be a lot of complex maneuvering as well dynamic objects the player must use the Gravity Beams to control.

## NPCs

Throughout the adventure, our protagonist encounters and interacts with a lovely cast of strange, eccentric and emotional robots. These characters will each have their own personal agenda but will all help to push the story forward and make the world come to life. The player interacts with NPCs via a clean and easily understandable dialog system. The X-button will appear above a characters head; If pressed a speech bubble appears.



# Action Events

In order to make Peculiar Destination to a full fledged adventure we want the levels to have some semi scripted action events. In these events, the music will become much more dramatic, the lighting will change and, the camera will move automatically. It will be used to propel the story forward or to simply evoke a moody dramatic feeling. For example, the player enters a darkened room, the door automatically closes and two slybots jump down to engage in battle. The player must pick up explosive items in order to defeat the bots and proceed. Another example of an action event, is found during the transition between the rooftop and basement areas when the player must ride an elevator to get to a specific location. The player is heading down, when all of a sudden the elevator stops dead and only a light path indicates the way forward. However, the elevator is caught between floors making the exit impossible to reach. The player needs to nudge the elevator downward one jump at a time until it is level with the exit platform but on the last jump---the elevator launches recklessly downwards crashing into the basement area--where the next level will start.

# Progression

The game will use a traditional level structure with levels being played in linear progression from start to finish. As the player progresses through the different levels, they will notice they are made up of 2-4 areas, each area having a unique visual and gameplay identity(ie: different tempo, colour palette's, mood, dramatic stealth, pure action, etc.,). Enemies, items and obstacles will vary as build increasing the intensity making it a rich and diverse experience. All of these aforementioned elements aid in demonstrating game progression.

## Area1 - Landing

The game begins on the planet's surface where the player finds himself beside an old rundown bus stop which he has been transported to by mistake. The atmosphere is strange and moody (see concept on page 4) and as the player advances they will get a feel for the game and how to maneuver within it.

They learn that the only way to find a functioning bus stop is by passing through the enormous space castle. Soon the player reaches a large entrance...

### **Area 1 - The Old Castle** (see page 27)

The first few levels will take place in an old dusty space castle which is divided into two parts. In the first, the player will be introduced the core mechanics. The mansion will be populated by OldBots and filled with security cameras. It is in this area that the player will experience tight cramped passages to evoke that claustrophobic feeling. In the second part, the player will stumble upon the Gravity Ball which will radically change the gameplay, after which they will face more open hall spaces and platform oriented gameplay. The player now faces pure gravity/maneuverability puzzles starting with something as simple as reaching a far away door. The gameplay will quickly become more complex and once we have established the mechanics and, the player has grown accustomed to maneuvering with the beams, his skills will be put to the test on the first boss.

### **Area 2 - Living Room**

The player now enters the newer part of the castle. This area will have a somewhat more abstract and cosy feel (see concept on page 3). In this area, we combine our two main gameplay mechanics for the first time - *Gravity and Platforming*. The tempo is higher and the risk of being caught is greatly increased especially with the introduction of a new bot enemy; The SlyBot. Now the player can no longer advance recklessly. Eventhough we maintain a linear progression throughout the game, it is in Area 2 where we begin encouraging the player to search and explore levels by providing more items and some non-linear level layouts.

### **Area 3 – Rooftop City** (see page 28)

Determined to get to the bottom of the bus traffic situation, the player now progresses via the rooftops level. This area is designed to truly challenge everything you've learned up to this point and put it to the test, with its extremely high tempo, huge number of enemies and insane action. This area will require the player to seek a prompt escape rather than exploring a more leisurely journey. Flying enemies, turrets and other new enemies attack regardless of if you have been spotted or not. The player copes with this chaotic area through the use of explosives and other weapon-like items, that will be available in abundance. If we take advantage of controlling the players access to these items, we can easily give *Peculiar Destination* a fast paced run and gun feel.

In Area 3, we also encounter another boss battle (Jimmy The Crook), upon defeating the boss and discovering your next story element, the player enters an elevator destined for another floor but ends up crash landing in the next area.

#### **Area 4 - Basement**

After crashing down from the hysterical rooftop levels the basement will feel like a very slow paced area in comparison. Conceptually, the visual theme of this area can be likened to an Industrial Kitchen with its strange densely packed machinery, enclosed spaces, dampened light and ambient music (see concept on pg 23). There are many mechanical puzzles to solve and the player will need to use the Gravity Beams to interact with the environments; move objects, lift platforms and tilt levers, jump on conveyor belts and dodge giant cooking tools. This Area will also introduce the player to Fatbots and other enemies. We come to this area by strange means and are propelled forward because of the need to locate another character in the story and, to discover how to fix the planet's bus stop malfunction. The player finds the secret resistance base at the end of this area discovering the reason for the robot chaos.

#### **Area 5 - Grand Halls**

Someone has stolen the moons gravity! Left without other options, our protagonist embarks on a weird journey to set things right. Destination - the moon. On the way out of the castle, the player faces the great castle halls at area 5. This area will focus on stealth and on complex enemy behaviors. The most advanced humanoid enemies will be introduced here and the player will need to be calculatingly agile to match these sophisticated enemies in order escape the castle.

#### **Area 6 - Stairway to the Moon**

Area 6 has a very curious scenery, with its long winding path of platforms and staircases leading up to the dormant moon which has lost its gravity and stopped rotating. The player will be jumping alone through open space mainly conquering platform challenges and enjoying ambient sounds. This area serves as a breather from the previous hectic castle levels allowing the player to enjoy a bit of a rest. It's only the calm before the storm as the player reaches the moon which is currently being held hostage by the new rascal regime; a young robot that has sabotaged space traffic, prevented the regents' return (his parents) and transformed the moon into his personal playground.

#### **Area 7 - The Moon**

This is the final area in the game and everything will be thrown at the player; enemies, tricky platforming challenges, complex puzzles and advanced item play. The tempo and difficulty are high. The player must play his cards right and use all his creativity to outplay the robots and solve the perplexing situations. After the player has infiltrated Egon's Moon Playground and returned the gravity to the moon well- the final showdown commences. Once the final boss is defeated the traffic starts working - and the Regents return to set things right. The last scene shows our protagonist sitting on the bus leaving the planet. During this curious journey, on this peculiar planet, the player has encountered a unique cast of characters whose final stories will be showcased in the end credits.

# Couch Co-op mode

2-player offline mode is selectable from the main menu and lets you experience the campaign together with a friend. In Co-Op, the players control one beam each forcing them to truly work together to advance through the levels. The second playable character will be introduced in a scripted event in the very first part of the first level. Some events and situations will be tailored to fit two players.

# Challenge mode

The game will include a separate mode will contain smaller levels which have a single puzzle or challenge each. This will be tailored to encourage competition between players through the leaderboards. The game will be roughly 30-50 online challenge stages. The player needs to reach the end goal as quickly as possible, without taking any damage or being spotted. Some challenges will be pure platforming while others will be stealth based.

# Achievements and Leaderboards

Achievements will mainly be designed in a manner that encourages the player to approach the game in different ways, rather than just rewarding normal gameplay.

There will be leaderboards for every level and challenge stage. The leaderboards will be based on time.



# Presentation

Once we had developed the mechanic and core concept, we felt that ‘space’ would be the best setting for the game. It gives us a plethora of themed elements to work with like; electronic devices, anti-gravitation fields, predictable robot behavior and mechanical puzzles to name a few.

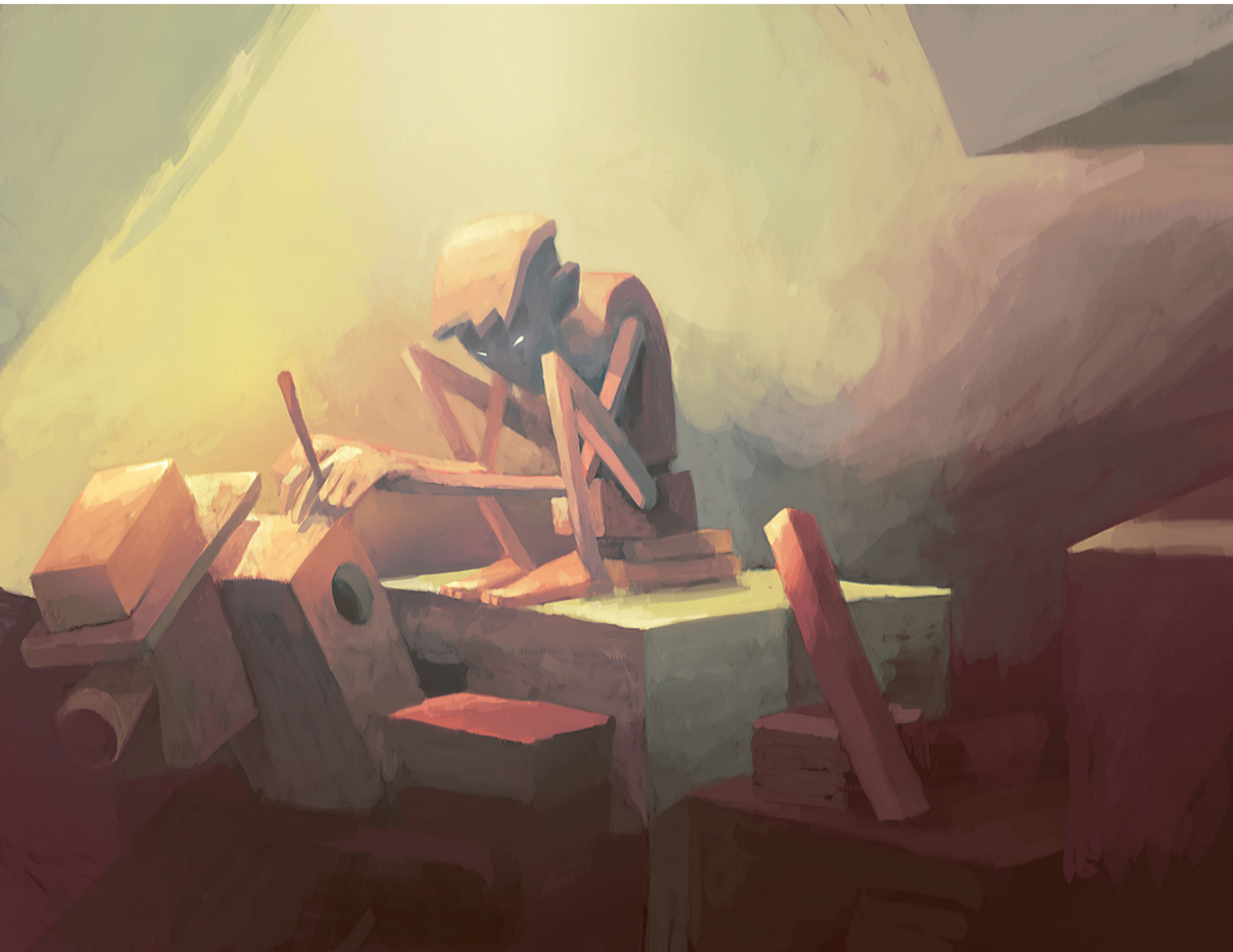
## Art

The story takes place on a mysterious space world, but the environments will not be of traditional science-fiction design. Its our ambition to present a visual and conceptual style that feels dreamlike and strangely inviting; much more colorful and imaginative than your average high-tech corridor. The game will be constructed in 3d, but we want the graphics to be built up by strong readable shapes rather than tiny texture details. Together with a rich palette and vibrant lighting, it will give *Peculiar Destination* a beautifully clean and intriguing look.



# Illustrations

We want the game to always have a very strong artistic and emotional presentation. The introduction will set the mood for the experience as the story is told via rough expressionistic illustrations. We want to create a sort of children's book feeling, where the player is introduced to the universe in an abstract manner. The illustrations will also appear as an image-epilogue upon completing the game. As the credits roll, the player will see pictures of all the characters he encountered and how their situation looks after the peculiar planet is back to normal.



# Animation

The animation style that we are aiming for in *Peculiar Destination* is tailored to the design of each character. Rather than choosing a realistic approach to movement, we want to focus on fun characterisation with believable actions and, to achieve this effect we will need to convey the weight of a character. This approach will allow us to animate in a broad manner with heavy emphasis on clear readable poses.



We want the player to identify with the little boy, Kurt, who has ended up all alone on a 'peculiar' world that is not entirely friendly. The animations will express this otherworldly peculiarity through the use of subtle animations on both the boy, enemies and NPCs. For example: to demonstrate Kurt's uneasiness he will look over his shoulder to make sure he is not followed. The concept behind this approach is that we want to give the illusion that enemies and NPCs are tending to their every day life; not just patrolling a path. The world should feel eccentric but, natural, for the bot characters that inhabit the planet.

# Music

We want the music to really fit into the game both thematically from a gameplay perspective. It is extremely important that the music will fit the tempo of the game. Therefore, the music's pacing will differ greatly between modes; action oriented moments having a upbeat and intense music as opposed to the more stealthy quiet moments. Normally, the music will have a mysterious feel and we definitely don't want to 'trend' toward a sci fi electronic sound since the game isn't a traditional high tech space adventure. Instead, we are aiming for a more acoustic, melodic soundtrack that has the dreamlike quality throughout the game.

# Sound

The sound design will play a major part in *Peculiar Destination*. There will be a lot of deep ambient sounds and environmental noises which gives substance to the locations. It's also important that the sound is clear, evokative and communicative, there should be an obvious distinction between sounds that provoke the enemies and the smaller purely aesthetic sounds.

# Interface

The game will have a very clean interface and a simplistic menu structure. Under the Start Game option, the player will be able to select either Campaign or Challenge Mode. Under Campaign, the player will be able to select 'Start', 'Continue', or 'Select Level'; the select level alternative opens up another menu where he can choose to start the game at any level he has been to previously.

In the Challenge Mode menu, the player will be presented with a list of Challenge Stage's, view high scores and level rating.

# Bringing the world to life

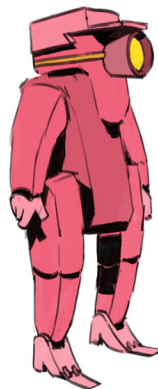
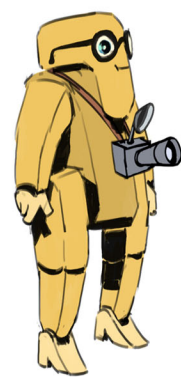
It is of utmost importance that we make *Peculiar Destination* an extraordinary game which means that we care about every aspect of its presentation. We have spent much effort on every detail no matter how small; from the design heavy levels, countless objects, obstacles and enemies to the flickering lights, sparkling power cords, animated background items, foggy corridors, dramatic camera movements, weather effect, detailed interstellar backdrops and weird space phenomenons, and much more. Subtle animations will be played when the player interacts with other characters and the idle animations will be tailored to convey their presence in the world in the best possible way. All of these ingredients combined will make *Peculiar Destination* a mysteriously beautiful world full of radiant life and creativity.

# Additional concept art









# Progression chart

