'Pluck'

{ Sarah Howell

- Pluck awakens to the sound of monstrous, mysterious invaders dragging his father away as his dog chases after them. Pluck gives chase but soon they are lost and he must fight through the town in order to save his family.

Premise

Action Platformer

- Aimed at audience who enjoys immersive story, stylized classic sidescroller and a unique gameplay style
- Slight violence references, not against humanoids
- Some quirky, silly, dark humor

Target Audience & Rating

- Set in 1930s themed world
  - Invasion-destroyed road, country and forest-themed levels

- Invaders attacking for resources

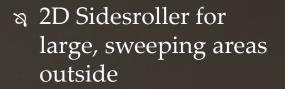- Pluck must save his dog, his dad and his home

Goal and Purpose

- Primarily linear game

- Simple hack-and-slash style controls

- 3 major 'choice' events.
  - Ask if player would like to choose a, or b
  - Allows for different items/powers, different endings
    - Multiple endings, simple, matter of a change of text or simple animation

Gameplay

- 2D Sidesroller for large, sweeping areas outside

- 3D over-the-shoulder for inside buildings and close spaces.

Power Ups

- **Hat**
  - Allows hiding when too powerful enemies pass
- **Shoes**
  - Allows jumping on monsters heads to destroy them
- **Wooden Sword**
  - Allows attacking, given at start
- **Dog**
  - Allows Pluck to reach items he couldn't before
- **Miscellaneous food items**
  - Jars of Milk
  - Hard Candy
  - Apples

- Interest
  - Who are the unknown invaders
  - Where is the dog and dad

- Puzzles
  - Jumping, button and lever puzzles

- Choices
  - Can dictate what items Pluck gets
  - Ending specifics change
  - Encourages Replay

Player Motivation

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