

AFFECT

1. To have an influence on or effect a change in
2. To act on the emotions of

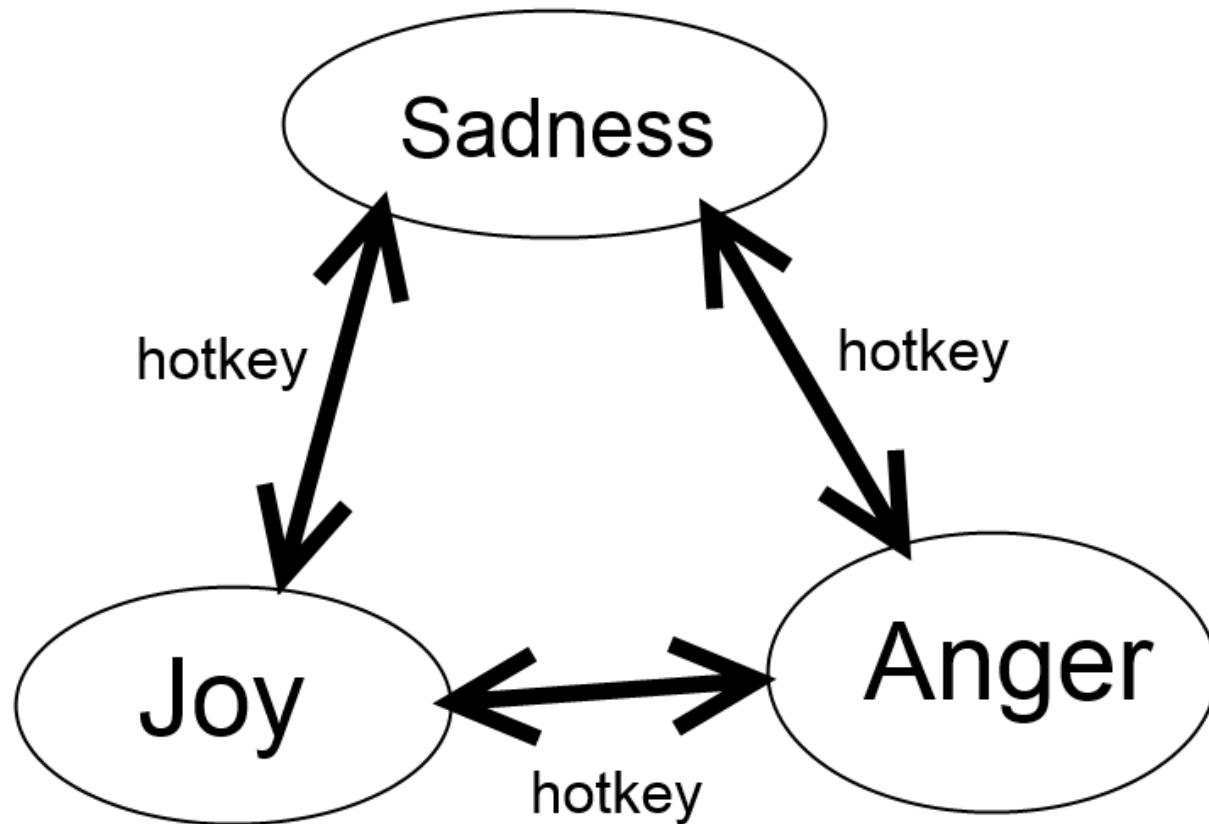
Game Concept

- Emotion is one of the most influential and natural phenomena that humans experience. But what if one person could control all the emotions of not only humans but of Mother Nature too? You will gain this power and must find out the secrets of the Yuto tribe before it's too late!

Emotion as a mechanic

- The player will be able to switch between the three major emotions at anytime.
- Emotions: Joy, Sadness, Anger
- When in an emotional state, the whole world changes; NPCs and environment alike.
- Characters will reveal different information or give you different items depending on the mood
- The aesthetic of the game will match emotion (i.e. duller colors, vibrant colors)

Emotion states



Genre & Style

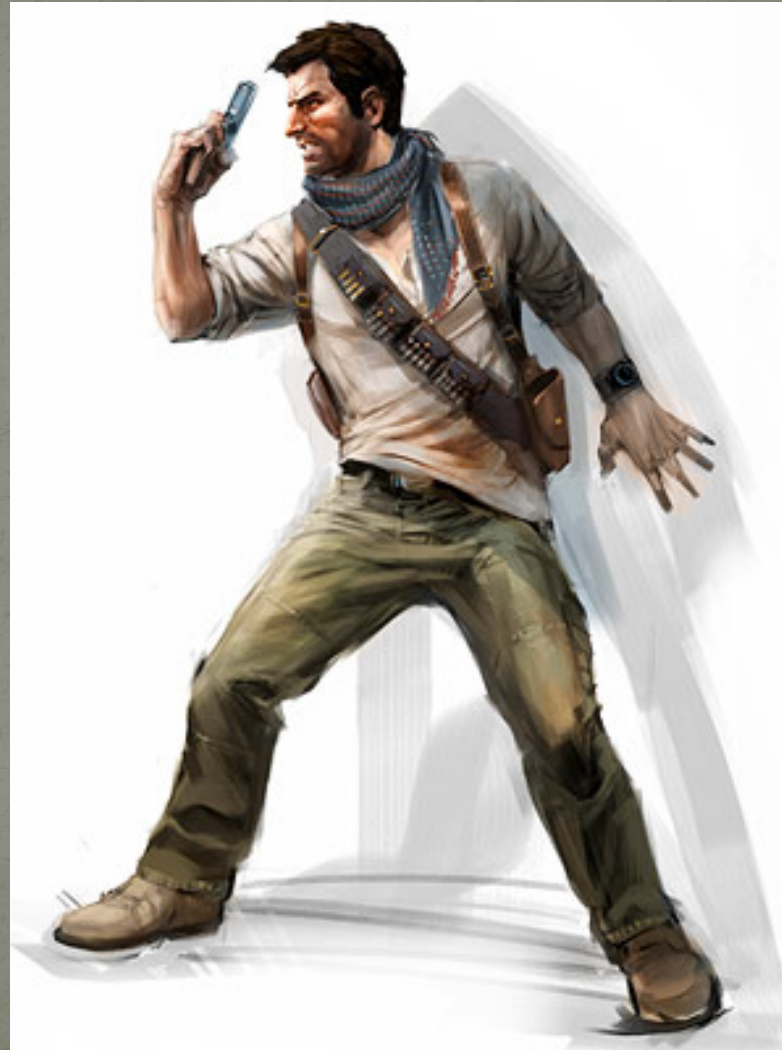
- First-person adventure puzzle game
- Emphasis on exploration and problem-solving rather than combat
- Immersive experience that makes the player feel like they have a god-give power
- Mostly realistic attitude...aside from the whole “control emotions thing”

Target & Competition

- Any type of gamer; casual and hardcore. 13-30 year olds. Anyone that enjoys exploration and puzzle-solving
- Competition: *Myst*, *Far Cry*, *Fallout*, *Uncharted*, *Nancy Drew*, and *Perry's Galactic Adventure*

Main Character

- Young, aspiring researcher
- Medical degree but would rather study anthropology
- Smart and good on his feet



Game World

- Small, tropical island in the Pacific Ocean that the Yuto tribe refer to as “Mother”
- Radical geography that varies between plains, jungles, and volcanic terrain
- Semi-linear gameplay limits on world
- Absolutely beautiful

Visual Aesthetic

