



ITGM-356 PITCH

PENTASCOPE PRODUCTIONS

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ANALYSIS

CAPTAIN TOAD: TREASURE TRACKER (2014)

Puzzle Platformer

GOAL:

- Solve Puzzles

- Collect a fixed amount of stars to advance

- Play levels in certain ways to earn achievements

- Save Toadette

PLAYER (SINGLE):

- Turn a traversable world

- Interact with the environment



THREE C'S - CHARACTER

CAPTAIN TOAD:

- Small, cute, simple
- Has heavy backpack preventing jumps
- Distinguishable from other toads

ANIMATION:

- Idle, Walking, Running
- Pulling and Throwing
- Grabbing item fanfare

ABILITIES:

- Walk
- Cannot Jump
- Pull and throw things
- Use pickaxe power up



THREE C'S - CAMERA

3RD PERSON CAMERA:

Rotation on a fixed center axis

Free movement in all directions

Only moves one axis at a time however!

Follows Toad

Primarily zoomed out as to see most of the level

Has a button to zoom in if desired



THREE C'S - CONTROLS

MOVE CAMERA:

Right joystick
Gyroscope Controls
Press X to zoom in on Toad

MOVE TOAD:

Left joystick
Hold B to run

PULL / THROW:

A or B button

INTERACT WITH ENVIRONMENT:

Touch Screen
Gyroscope controls
Blow into mic

TURN ON HEADLIGHT

Y button

PAUSE:

Plus button



HOW TO WIN

GOAL:

Solve Puzzles

Collect a fixed amount of stars to advance

Save Toadette



TOKENIZATION

	Toad												
Toad	X	Lives											
Lives	X	X	Platforms										
Platforms	COLLISION	X	COLLISION	Coins									
Coins	COLLECT	INCREASE / X	X	X	Axe								
Axe	GAIN	X	X	X	X	Enemies							
Enemies	HURT/DEATH	X	COLLISION	X	X	COLLISION	Turnip						
Turnip	GRAB/THROW	X	X	COLLECT	X	ENEMY DEATH / X	X	Star					
Star	ENDSTATE	X	X	X	X	X	X	X	Screen				
Screen	X	X	MOVE / X	X	X	STUN / X	X	X	X	Blocks			
Blocks	COLLISION	X	COLLISION	X	X	COLLISION	COLLISION	X	X	X	Mic		
Mic	X	X	MOVE / X	X	X	X	X	X	X	X	X	Axe Toad	
AxeToad	X	X	COLLISION	COLLECT	X	ENEMY DEATH	X	ENDSTATE	X	SMASH	X	X	



KORÉ

A game by
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KORÉ

Koré is a 3D puzzle game utilizing diorama-esque platforms with the dynamics of two seasons to create a unique and appealing game experience.

Using the traits of a Cloud and Water Nymph coupled with the seasons, the player manipulates the environment to bring these two lovers together.



GENRE AND GAME MODE: Puzzle Campaign

AGE RATING: E

TARGET AUDIENCE:

Those looking for a relaxing puzzle experience

TARGET RATING: Mixed reviews

DURATION: ~5-10 minutes per level

PLATFORM: Windows

BETA RELEASE DATE: 25 May 2020

GAMES OF REFERENCE

Monument Valley

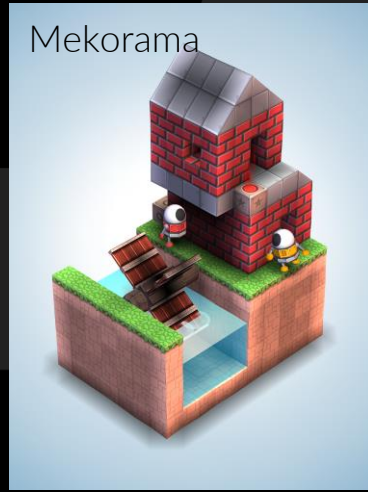


Bad North



Animal Crossing

Mekorama



Loco Roco



Captain Toad: Treasure Tracker

PILLAR 1 - DIORAMA

The level is observable from any angle and has freedom of camera movement as such.

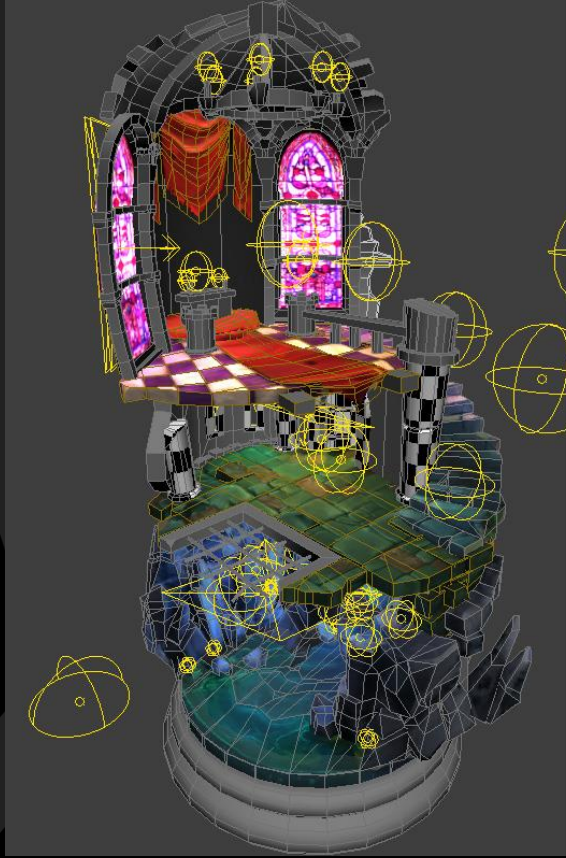
Self contained spaces; as the player you have a god's eye view of the entire space.

This diorama directly affects the design of the puzzles and this, along with the free camera, is how they may be solved.

The player is able to manipulate this environment and the characters in the form of possessing certain objects in the environment.



3D DIORAMA EXAMPLES



TOY DIORAMA EXAMPLES

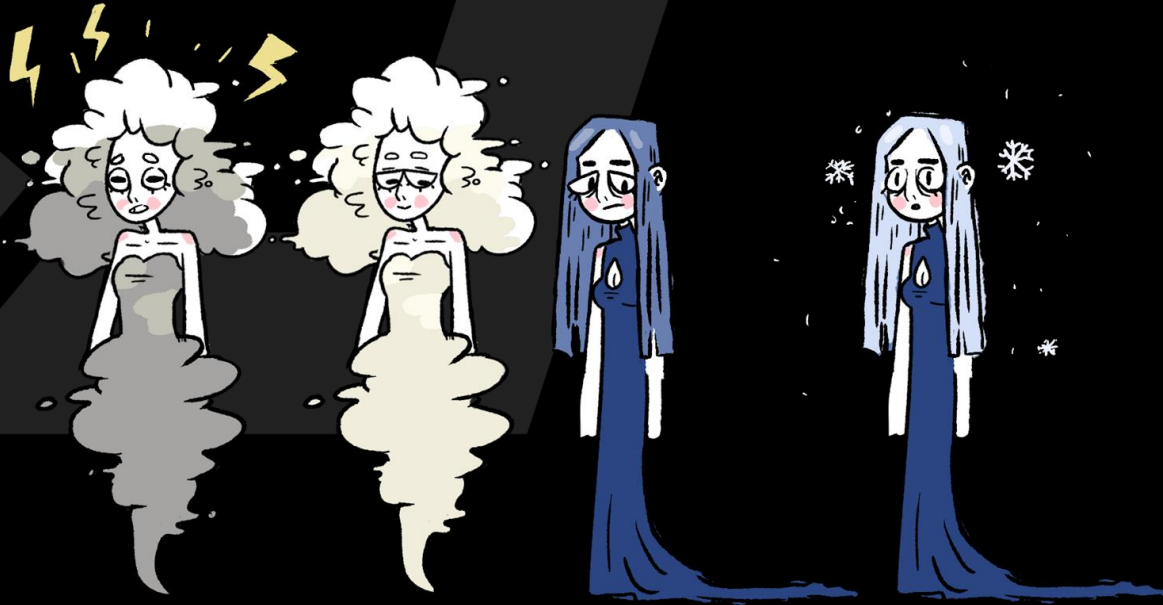


PILLAR 2 - CHANGE OF SEASONS

The player can scroll between Summer and Winter at any time, which will open up new ways to interact with the environment.

For example, a river will be flowing in summer, but when changed to winter, it will freeze up and be traversable.

The characters themselves are directly affected by these seasons as well, such as the Water Nymph freezing up and becoming unable to move during winter, just like the river.



PILLAR 2 - CHANGE OF SEASONS



[CLICK HERE](#) FOR FULL SIZE



PILLAR 3 - CHARACTER TRAITS

As these characters represent a Nephele and Naiad, they have slightly different properties which make them unique.

NEPHELE, the cloud nymph

- In Winter, she has the ability of wind, which she can blow lighter objects along the ground.
- In Summer, she is hindered by the frequency of storms and lightning, having limited mobility.

NAIAD, the water nymph

- In Summer, the water is clear and she can swim.
- In Winter, she is hindered by the cold and is frozen with limited mobility.



IDEAL SCOPE

MECHANICS:

- Seasons changing system

 - 2 seasons

- 2 character special abilities

- Possession function

- 1 Tutorial level, 3 regular levels

ENVIRONMENT:

- 200 x 200 blocks for modular use

- Trees/Foliage

- Flowing water

- Architecture

- 2 sets of textures for some objects

- Drizzle rain for summer

- Snow

CHARACTERS:

- 2 models

- 2 sets of textures for each

- Rigging and small animation

AUDIO:

- Background music

- Sound FX

UI:

- Main Menu

- Pause Menu

- Season Indicator Picture (~if we want~)

TOKENIZATION

	Water Nymph Naiad								
Water Nymph Naiad	X	Cloud Nymph Nephele							
Cloud Nymph Nephele	WINSTATE	X	Ground						
Ground	COLLISION	COLLISION	COLLISION	Summer					
Summer	CAN SWIM / X	STORMS / X	X	X	Winter				
Winter	FREEZES / X	CAN GUST / X	X	X	X	Water			
Water	SWIM	COLLISION	COLLISION	X / NORMAL	X / FREEZES	X	Cursor		
Cursor	POSSESS	POSSESS	X	X	X	X	X	Switch (Toggle objects)	
Switch (Toggle objects)	X	X	X	X	X	X	POSSESS	X	Platform
Platform	COLLISION	COLLISION	COLLISION	X	X	X	POSSESS	X	COLLISION

THREE C'S - CHARACTER(s)

CLOUD AND WATER:

Round and slim contrast
Blue and white

ANIMATION:

Float (C)
Blow (C)
Walk (W)
Swim (W)
Soul entering/leaving

MOVEMENT:

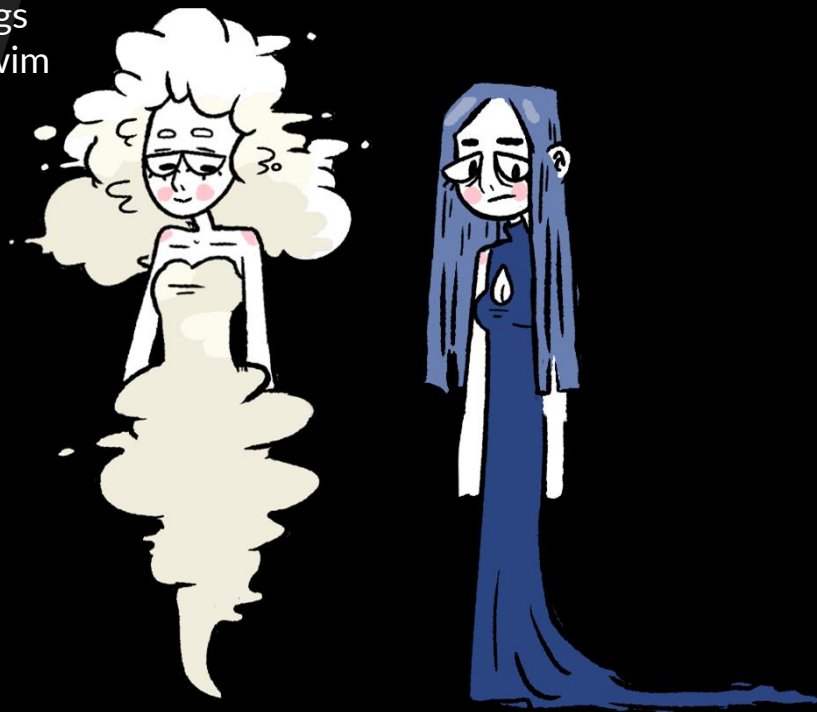
Walk
Run

CLOUD ABILITIES:

Blow things
Cannot swim

WATER ABILITIES:

Swim
Freezes



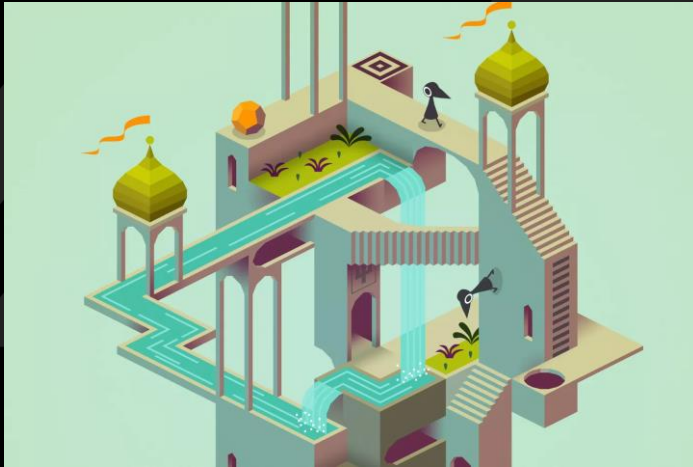
THREE C'S - CAMERA

3RD PERSON CAMERA:

Rotation on a fixed center axis

Free movement in all directions

Primarily zoomed out as to see most of the level



THREE C'S - CONTROLS

MOVE CAMERA:
Right joystick

POSSESSION TOGGLE:
A / Circle

CLOUD BLOW:
B / X

MOVE (character and cursor):
Left joystick

SEASON CHANGE:
Left and right trigger





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