

(Project) Path to Deity

The 'X'

A single player first-person exploration puzzle game for consoles and PC. Set in a world filled with vibrant colour, explore the landscape for the 8 unique special abilities, placed in shrines, before using them to take on the ultimate test to reach top of tower and become the light of the world.

The Pillars

Beautifully hand-crafted open landscape.
Witness style colour scheme and aesthetic.
Collect and master 8 unique abilities in shrines.
Zelda B.O.T.W style shrine and puzzle system.
Master the abilities to prepare for the final test.
Signposted to locations over lined way points.
Pokémon style gym progression system.



Other information

Deals with themes such as Gods and religion.
World filled with secrets, shrines and abilities
Distinctly coloured sub sections in the landscape.
Focal points, signposting and lighting guides players.
Clearly shown shrines, integrated into the world
space signal which have/ not been explored.
Enjoyable exploration and interesting adventures.

The players piece

Son/ daughter of the current entity, giving their soul to give light/ good unto the world through the Deity.
Find clues about the world whilst exploring
Collect abilities to gain the power to climb the tower and gain the throne from their father.
Currently a mere mortal, learn to become powerful throughout the game and complete the ultimate sacrifice from mortal to demigod.. if proven worthy.

Demographic

Males and Females
Lovers of adventures, puzzles and exploration
Explorer/ Achiever player types
Players who enjoy bright stylised visuals

Mechanics

9 core mechanics for deeper exploration:
Time manipulation: Control every second
Grappling hook: Grapple to the highest points
Reverse time: Rewind to a better past
Crouch: Get low to find the nethermost secrets
Sprint: Cross the landscape as fast as possible
Wall teleportation: Suddenly walls are pathways
Triple jump: High/ far ledges are not a problem
Carry items: Pick up and drop objects
Inspect objects: Discover secrets about this mysterious and dynamic landscape

Goals, Win/ Lose states

As next of kin, it's the players responsibility to take the reigns, the highest honour the Deity gives.
Access the final tower when all puzzles complete.
Players will win by reaching the top of the tower.
Players will fail, if the top of the tower is not reached, causing darkness to rule over the world.

