



GET TO KNOW ME

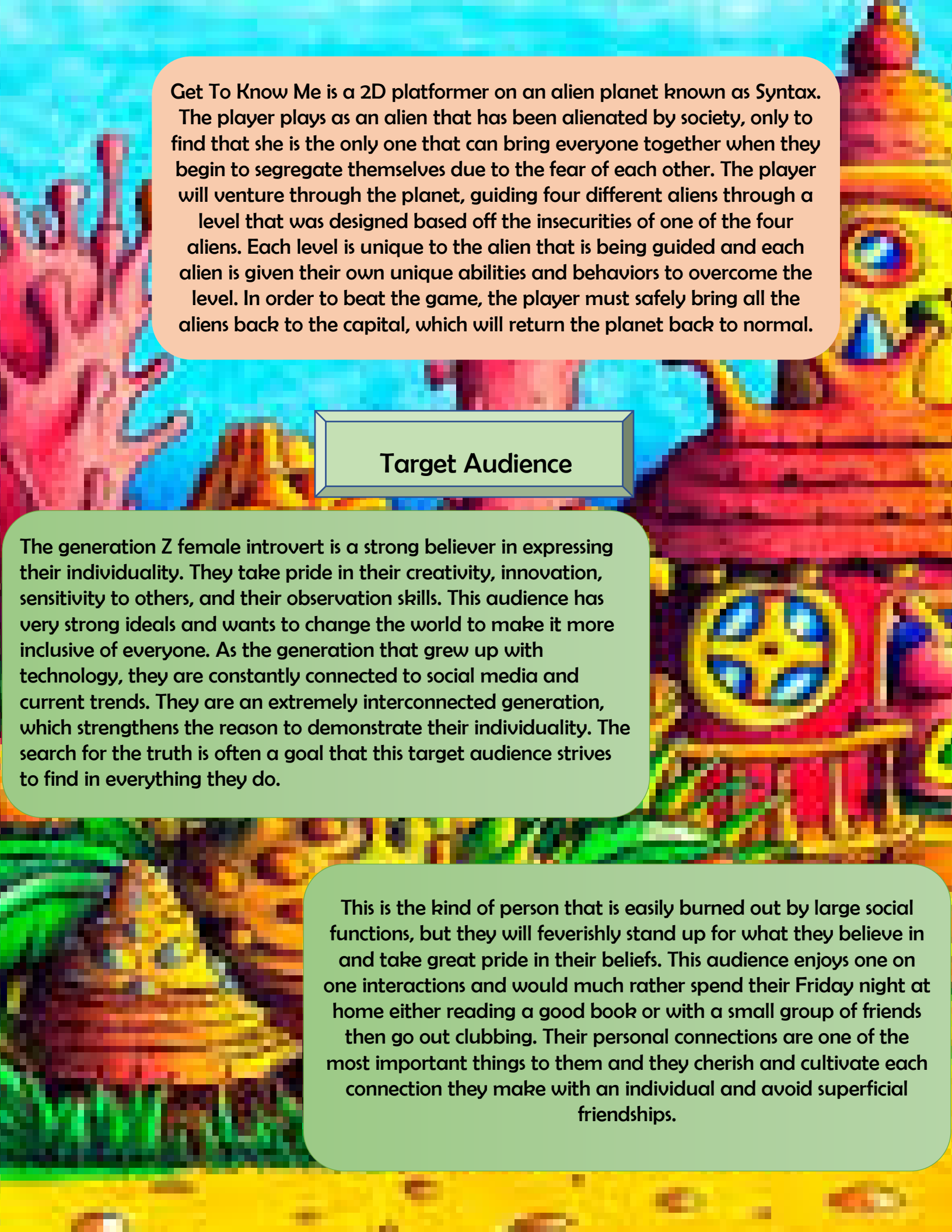


Get to Know Me

On the planet Syntax the aliens unable to communicate with each other because they were scared of each other's own unique abilities. This caused all the aliens to split off into random sections of the planet, causing the planet to morph due to the imbalance in power. Only when the aliens were brought back together would the world return to its original form.

There was one alien named YuoYi who had no abilities at all and was very much an outcast looked down upon by the others. YuoYi did not hate the others, but having been outcast for so long had made her very lonely. YuoYi hoped that bringing everyone together would provide her with the thing it desired most, companionship.

YuoYi knew that each of the aliens were struggling with their own personal insecurities, and that was what led to their fear of each other. The planet had been warped to embody these insecurities, and YuoYi felt that if she could help them conquer these manifestations, there would be no reason for the aliens to fear each other anymore.



Get To Know Me is a 2D platformer on an alien planet known as Syntax. The player plays as an alien that has been alienated by society, only to find that she is the only one that can bring everyone together when they begin to segregate themselves due to the fear of each other. The player will venture through the planet, guiding four different aliens through a level that was designed based off the insecurities of one of the four aliens. Each level is unique to the alien that is being guided and each alien is given their own unique abilities and behaviors to overcome the level. In order to beat the game, the player must safely bring all the aliens back to the capital, which will return the planet back to normal.

Target Audience

The generation Z female introvert is a strong believer in expressing their individuality. They take pride in their creativity, innovation, sensitivity to others, and their observation skills. This audience has very strong ideals and wants to change the world to make it more inclusive of everyone. As the generation that grew up with technology, they are constantly connected to social media and current trends. They are an extremely interconnected generation, which strengthens the reason to demonstrate their individuality. The search for the truth is often a goal that this target audience strives to find in everything they do.

This is the kind of person that is easily burned out by large social functions, but they will feverishly stand up for what they believe in and take great pride in their beliefs. This audience enjoys one on one interactions and would much rather spend their Friday night at home either reading a good book or with a small group of friends then go out clubbing. Their personal connections are one of the most important things to them and they cherish and cultivate each connection they make with an individual and avoid superficial friendships.

Gameplay and Mechanics

Environment

Each level is based off common weaknesses and insecurities that many people struggle with day-to-day. The six that will be focused on are difficulty expressing emotion(Monochrome), being risk-prone(The Plunge), missing the bigger picture(The Plunge), being private and reserved(Blackout), unreasonably blaming one's self(The Prison), and disliking commitment(The Prison). Each level will be more complex than the last and incorporate mechanics from each of the levels prior.

Aliens

One new alien is obtained each level, and each alien has its own unique ability to help the player navigate through a designated level. Each alien carries over into the levels following in order to help the player through harder portions of the level.



MonoChrome(First level)

This level represents a person's difficulty in expressing emotion. The entire level is black and white and is completely motionless. This level will be divided into five sub-levels, each of which requires the player to collect three journals. There are platforms and doors that can be moved or opened, but only when the alien with the player tells the player how he feels. The alien will express his emotions once he is given three journals. This will provide color to an area of the map and enable the mechanisms in that area. There will be wilting sunflowers in certain areas of each sublevel that will trigger the mechanisms in that area to move for a set period of time if the player brings the alien over to them. This mechanic will be the main feature of this level and will assist the player in reaching all the journals. Once all five sub levels have been colored in, the level will be cleared and the path to the next area will be revealed.

Monochrome Alien

The monochrome alien is able to revitalize sunflowers which will color in terrain and allow mechanisms such as platforms and gates to move for a short period of time. Once this alien has been given all the journals on the Monochrome level, it gains the ability to plant sunflowers that will color in areas in other levels for a short period of time.



The Plunge(level two)

This level represents the tendency for people to be unable to see the big picture and are risk-prone. The level will be divided into five sub-levels that will each be procedurally generated. There will be four map pieces per sub-level, and each map piece will lock in an area of the sub-level to prevent it from changing. This is to promote the idea that the player is understanding the bigger picture within the level. This level will be filled with cliffs that seemingly feel like dead ends to a stage. Some of these cliffs will require the player to jump down and trust that they chose the right path in order to progress through the level. There will be certain portions of this level that will be monochrome, requiring the Monochrome alien to fill in the color for a period of time by planting a sunflower in the area, which will wilt after a specified amount of time.

There will be sections of this level that are blocked off or obstructed by debris and rocks, which will require the risk alien of the level to remove. This can be a risky move because it might also make the area around the player unstable and cause the level to reset. The risk alien is also attracted to cliffs and will run off them, causing it to randomly spawn in an area of the map reachable to the player. This enforces the idea that the player is responsible for the risk alien and ensure that it does not do anything rash.

Risk-prone alien

This alien can fling itself onto breakable terrain and cause an explosion that will remove obstacles. Unfortunately, because of its risk-prone nature, it is easily distracted by danger and will constantly throw itself off of cliffs if given the chance. If this happens, it will get lost and be placed randomly in a section of the level that the player has already explored. In order to prevent this the player must position themselves to intercept the alien before it jumps.

A vibrant, colorful landscape with a large tree on the left and a structure on the right. The scene is bright and saturated with colors like red, orange, yellow, and green. The tree has a thick trunk and many branches. The structure on the right has a yellow circular element with a blue cross-like shape inside. The ground is a mix of green and yellow, suggesting grass and dirt.

Blackout(level three)

This level is shrouded in darkness and is designed around the ideas of not liking commitment and shutting people out. This level will feature a procedural generated area that will occasionally close off the correct path by removing a platform from the level or blocking off the path with a wall of darkness. In order to overcome these obstacles, the player must entice the Glow alien to the region that has been affected, which will repair the platforms and remove walls of darkness. In order to entice the Glow alien, there will be fruit hanging from trees that the player will be able to pick up and throw to lead the Glow alien. Because the entire map is shrouded, the player must utilize the glow alien to light the way and light lanterns to unshroud areas of the map. This can be done by corralling the Glow alien to a lantern, which will then light it for a set period of time. This level will also include the frozen platforms of the Monochrome level and breakable terrain from the Plunge level.

Glow alien

The glow alien is able to light up lanterns in a region, reconstruct platforms that have been destroyed, and dispel walls of darkness. The Glow alien can be lured by fruit and will move in the direction of a piece of fruit as long as it is in sight. The Glow alien is easily distracted and will wander off if the player isn't periodically enticing it with fruit. At the start of the level the alien is able to light up a very large portion of the level, but as it progresses through each sub level it gets dimmer and dimmer to symbolize its fear of commitment.



The Prison (last level)

This level is a representation of unreasonably blaming one's self for problems that occur. People that feel this way often feel imprisoned and crushed by the weight of their own shortcomings, therefore this level should be complex and challenging to the player. The aesthetics of this level should resemble a prison cell. This level has unlockable doors that will slightly alter the level and make it easier to traverse. These doors can only be unlocked by the Judge alien. Each of these doors is randomly generated, and when the player dies, the path to that specific door is changed. This level will reset and bring the player back to the beginning if the player happens to make a mistake. Unlike the other levels, this level will not contain any sublevels, in order to not overly frustrate the player. The level should feel like climbing up a mountain, where the player is rewarded with the pride of clearing a seemingly impossible task. There will be trapped characters that will have certain dialogues related to why they are locked up. Once the player talks to them, the Judge alien will be able to unlock one door. This level will also include mechanics from all the previous levels, which will portray the idea that overcoming this oppressive level is done through relying on others.

Judge alien

This alien is judgmental and often blames themselves for everything. Because of this, when a player talks to a character in the prison level, this will cause the Judge alien to feel remorse and be able to unlock one door per prisoner talked to. Due to the fact that this alien blames itself for everything, should the player die during the level, it will run off and it is up to the player to catch it and bring it back. Opening prison doors leads to alternate versions of the level that may contain



Death

The player can die if they spend too much time away from an alien that gets lost or if they happen to fall past a certain height. Because this game is a platformer, there will naturally be areas with spikes or pits that the player must avoid.



Finale

once the player clears the final level, they will be brought to a ball room where they will see all their alien friends cheering them and a path leading to a simple chair at the end. This is meant to embody the importance that making connections with each alien had and letting the player know that they should take pride in the wealth of companions that they have gained on their journey. Once the player reaches the chair, four other chairs appear next to it and the aliens that the player met on their journey will be happily sitting in each. There will be a short cinematic scene at this point where the player's character will finally take their seat and it will be emblazoned with a myriad of colors, with each of the aliens laughing happily at the spectacle, after which the game will end.



Character Customization

throughout each of the levels are optional customizable pieces that can be equipped to the player's alien. These pieces are purely cosmetic, and are designed to give the player a sense of individuality. It is important to the target audience that they can take a sense of pride from the individual customization of their character. The further the player gets through the level, the more customizations they will be able to equip onto their character.

Platform

This game is not very long and is relatively simple, therefore the mobile platform would be best. Mobile games also are more affective at reaching the target audience.

Special Considerations

this game does have the ability to release expansions and new content that could help monetize the game because there are many insecurities and weaknesses that were not expressed in this game design.