

General Information:

Working Title: Digging

Game Title: Imly

Platform: PC or Console, developed for mobile. Intended for ipad release.

Engine: UDK ios

Genre: Adventure, Single-Player

Gameplay: Puzzle/Quest Game

Target Audience: Teens/12+

Estimated Play Time: 30hrs full, 10 mins for vert. slice

Art Style: The Secret of Kells meets LoZ : Windwaker meets Mary Blair.

Reference: The Secret of Kells, WoW, Fable, Zelda series, The Black Cauldron, Willow, Disney's Sleeping Beauty, Disney's Alice in Wonderland, Stardust, Lost Odyssey

Gameplay Breakdown:

Player starts digging.

Grave/staircase discovered and Ghosts revealed.

Ghosts give Player the task of collecting items/artifacts.

Player goes collecting artifacts.

Ghosts give Player clues per item found.

When all items found, family health and honor restored, Ghosts RIP.

Player wins game.

Mechanics:

Searching for clues, puzzle solving, breaking barriers,

Detailed Synopsis:

Imly's family lives at the top of a very large, tall hill on the outskirts of town. Their house is a 3 story tower, rumored to be the remains of her ancestors' castle. She is 17 and training to be a musician. Her mother is a weaver, her father is a blacksmith, and her younger brother is a 13 year old history buff.

The top of the hill flattens to a plateau, with the house at the center, and a smaller building towards the back which serves as her father's forge. A well and a chicken coop also lie on top of the property.

The story begins when the family decides to move a large stone behind the house. Imly begins digging around the stone and discovers a staircase to a grave. Three ghosts are waiting to guide her. The ghosts explain that they are brothers and her ancestors. To lift the curse they are under, restore the honor to her family, and let the ghosts pass on in peace, Imly is charged with collecting the family heirlooms that the three brothers lost when they were alive.

Imly must collect the lost heirlooms, hidden in the castle within one day. She must use her own skills, as well as the clues and tools given to her by her ghostly guides.

As the the heirlooms are recovered, Imly's humble shovel is transformed by the ghosts into different tools. She uses them to solve further puzzles, and discovers they quickly unearth the rest of the family home, buried within the hill.

Their honor restored, Imly and her family can now enjoy their health, prosperity, and new home. Her ghostly guardians can now rest in peace.

Ghost—Traits—Magic Gift--Transformation

Ardal: Courage, Leadership, -- Staff --Harp

Barhart: Wit, Logic, Wisdom, --Mirror-- Key

Tomaltock: Strength, Perseverance, --Bell—Torch

How this is going to work:

THE GROTTO and THE FIRST ROOM

Imly finds the Ghost's Grotto/Ghosts find Imly

Imly takes her shovel to Tomaltock, master of the forge, to transform it into a torch so she can light her way and avert the lesser shadows.

Imly goes to the Library. The lesser shadows barricading the doorway are turned back by the light of the torch.

She sees a desk and reads an inscription in the wood. The words describe a short story. The story is pictured in 5 different paintings behind the desk. They are out of order. She put them in the right order and the inscription in the desk opens to reveal a scroll and a book.

The scroll has another poem. The poem's first line is the title of the book. She must find the other books with the corresponding titles to each poem's lines.

As each book is lifted off the shelves in the correct order, a button is triggered, (we hear a click or something) and the book floats to the desk.

After the final book is lifted, a secret door opens in one of the walls.

She climbs the stairs to reveal a room with a mirror inside.

As she takes the mirror, we hear a great cracking/rumbling noise, and the earth and dirt and rocks are blown away from that area of the castle.

She goes back down the stairs and the ghosts are now in the Library.

Barhart goes to the torch (shovel) in the scone where Imly left it, and transforms it into a key.

The ghosts explain that she will need both the mirror and the key to break the barrier to the next room, the Lord's audience chamber.

Imly has to reflect the sunlight from the castle to the door of the next room with the mirror. Only then is the light strong enough to turn the shadows away.

Second Room: The Audience Chamber to The Treasury

The Garden

Third Room: The Armory/Forge

Back to the Garden --The End