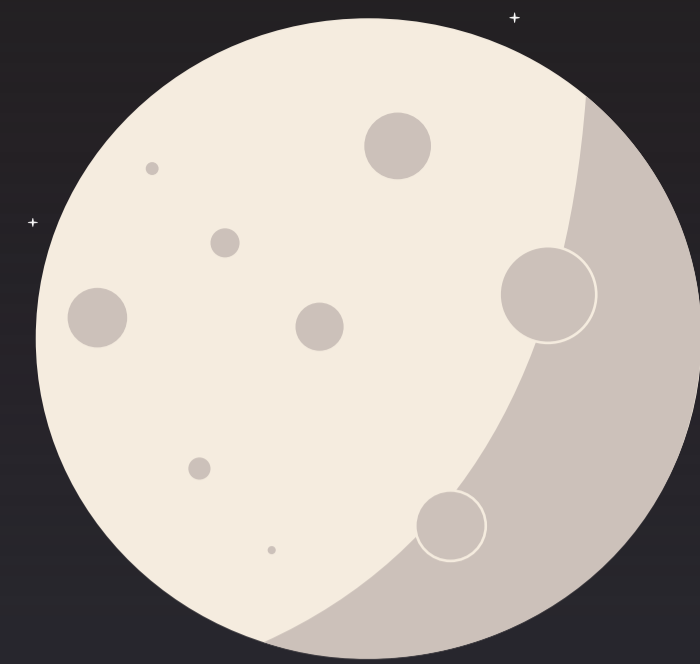


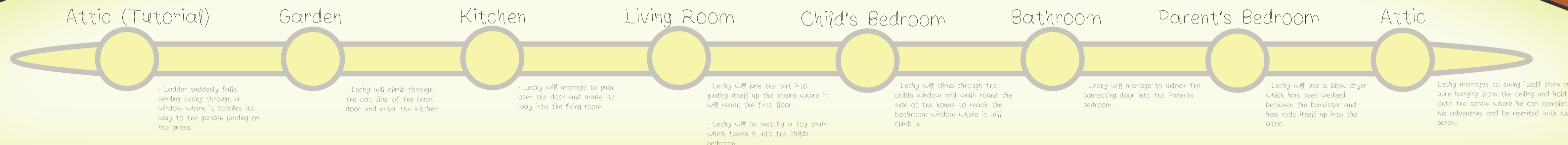
Lechy



Plot

The game begins in a house with multiple light bulbs across lots of different rooms all upbeat and giggling with each other. Then out of nowhere an earthquake erupts, causing all the lightbulbs to unscrew and crash into the floor along with the rest of the house being completely destroyed. The game then focuses on a lone lightbulb named Lechy in the attic who landed on an old duvet and survived the earthquake. Lechy must now travel through the house in this side-scroller adventure puzzle game and make its way back to the screw at the top of the ceiling in the attic using different appliances and equipment along the way.

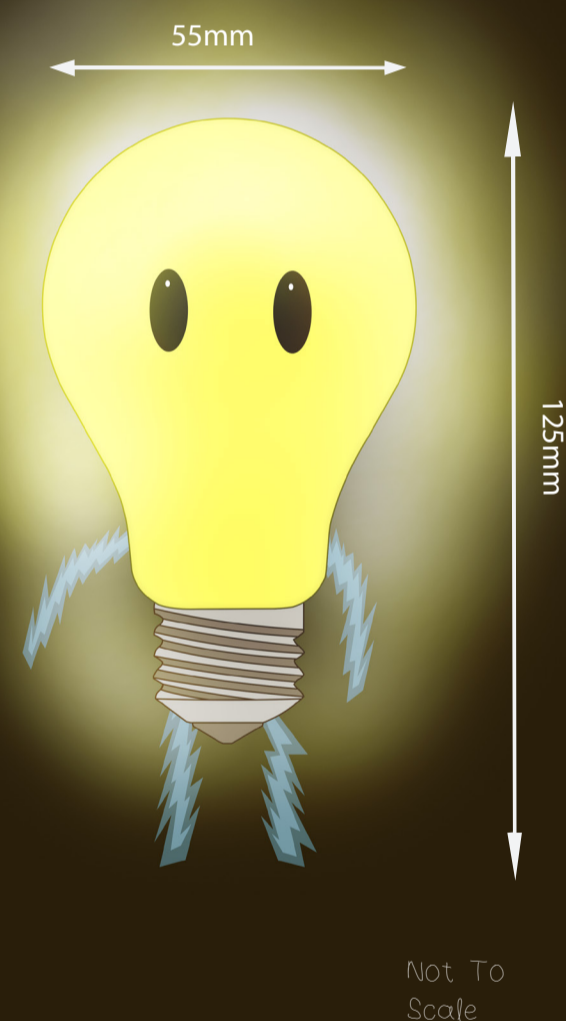
Narrative



About Lechy

- Lechy the lightbulb is an unfortunate victim of an earthquake which has taken place in Sacramento, California where he has fallen from his screw at the top of the attic.

- Lechy has no facial features apart from eyes as these features are not important for the character. Having eyes gives the character some form of identity and personification however by labeling it with too much detail such as other facial features or a gender defines and stricken its personality, which distracts the player from the purpose of the character. Lechy's purpose is to allow the player to feel overwhelmed by the environment and feel like a child being lost in a new alien world. The player can interact with the environment and explore thus giving the player a sense of adventure and freedom which every child desires.



- Lechy travels and interacts in the game with his arms and legs which are made out of electricity. With these features it allows Lechy to use the electricity to interact with different appliances within the house. I took the influence of this from the character Phantom Virus from the movie Scooby-Doo and the Cyber Chase as I felt the clear portrayal of electricity from the character yet simple movement fit Lechy well.

- Lechy has a bright glow emitting from him throughout the game as it is set at night and whilst the player walks through the game the character will light up the way for the player.

- I wanted Lechy to look cute and innocent much like a child so I took influence from the character Toad from the Mario series as I felt that he portrays this look fittingly.



How To Play

Controls



- Movement
- Jump
- Interact
- Grip

The game will be for console specifically with PlayStation in mind as I feel a console allows a user to feel more relaxed and prepared for nostalgia as most people used consoles when they were younger. Considering this game is a side-scroller I felt as though the controls can be fairly basic as the game does not require any complex combos and there a few buttons necessary. The movement will be between the left joystick and D-Pad allowing the player to take preference in movement. The down arrow of the D-pad will allow the player to crouch with the up arrow serving no purpose due to the X button being used for jump. Δ is used for all interactions in the game with other appliances and objects. An example of an interaction would be Lechy using his electricity to turn on an appliance such as a blow dryer. The only interaction which has its own button is R2 for grip which allows the player to push/pull. I felt as though this deserved its own button as it requires to be held down and so it would be more comfortable for the player.

Tutorial Level

A dim light will begin to emerge from the black screen lighting up the area around the player slightly as the tutorial level begins. The player will then move forward in a side-scroller format where they are introduced to the controls of the game and the interactions which will coach the player through the level allowing them to get closer to the top of the attic. Through doing this the player will understand the simple controls and quickly move on past the tutorial level to begin the game where the more challenging and thought-provoking puzzles and scenarios begin. A problem with many tutorial levels is that players can find them boring and a chore. To make sure this isn't the case I think the tutorial should also be an introduction to the story of the game and an introduction to Lechy and so by having the tutorial contribute to the story, I feel as though players would be satisfied with the tutorial level and be engulfed in the game.

Environment

The game will be set in a home environment to give the game a more relaxing and enjoyable experience. By doing this the player will be able to relate more to Lechy the lightbulb as in this environment he symbolises a child much more clearly. It also allows for the levels to still be very creative yet stay within the theme and make the game more believable rather than having levels in clashing environments. The most beneficial factor of having a home environment however I believe is how by using a home environment and equipment to create the different levels and puzzles it captures the idea of a child using their imagination when they're younger and so it embodies this childlike adventurous mindset everyone speaks about when they think back to their fond childhood memories.

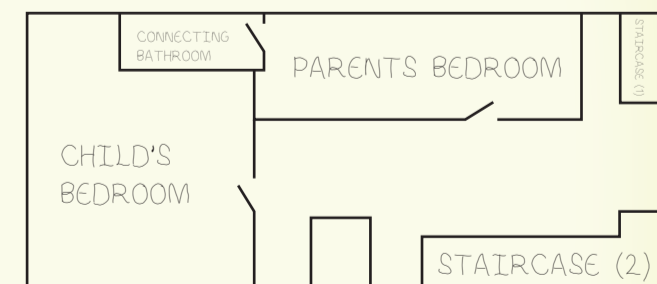
Art-Style

When I forsee this game I don't want the game to be cartoonish and gimmicky as the game is not specified for children. If the game is pure cartoon then I feel it won't be taken as seriously in terms of the meaning behind the game and so the game will have a more realistic art style. With the game being more realistic and having the unusual and crazy scenarios it would have, it would portray a more believable and relatable level design which captures the imagination the game is trying to imitate.

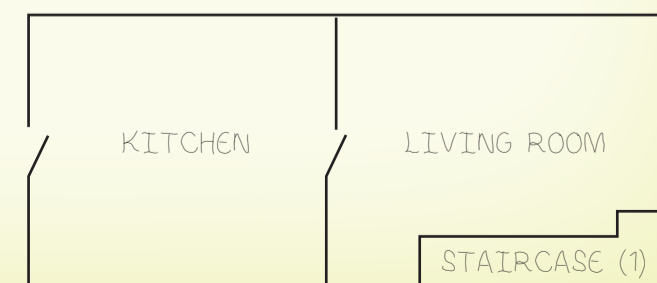
Attic



Second Floor



Bottom Floor



Influences from other games



Unravel was the main influence towards my game as I loved the nostalgic trip the game takes you down. The game revolves around a small yarn made character named Yarny who goes on an adventure in the wilderness which takes the player through the owner of the toys memories and allowing for an emotional and adventurous experience. This influenced Lechy to allow the player to feel like they're a child again and explore the house like its an adventure and fulfill a sense of nostalgia. Furthermore, the character Lechy shares similarities with Yarny as they're both designed as cute featureless characters to allow all people to relate to the character and put more focus on the level design and small details.

In Shadow of the Colossus, the character is consistently towered by the colossi and the environment making the player feel overwhelmed throughout. I feel this aspect works well with Lechy as I want the player to feel small and an underdog in their scenario throughout. This will make the player feel like a hero, meaning just completing a level will feel like a genuine and accomplishment. In Shadow of the Colossus, this is accomplished through figuring out how to conquer each different colossi in comparison to Lechy where the player must figure out how to progress through the house despite the odds being against the player.

