

Andrew Didiano

Professor Bertozzi

GDD 210

6 November 2019

### *Legend of the Lenses Game Pitch*

**Game Design:** *Legend of the Lenses* will be a simple 2D platformer where the player will take control of someone trapped inside their dreams. Throughout the levels, the player will discover different lenses that, when equipped, allow the player to see different pathways that they can take to get through the level in a multitude of ways. Upon entering these pathways, a new scene will load with a whole new section of the level. This will allow for a different experience up until the player has found every pathway. The gameplay will also involve environmental interaction. This will include using different blocks to reach different areas and they will also interact with the environment to find hidden lenses to see different paths. The player will not come across enemies until they get further into the game, as the game will be focused more on a narrative between the player and his own thoughts.

This game feels different to me because of the mechanic of the lenses. I have not played many games that open new pathways based on an object like the lenses in *Legend of the Lenses*. This mechanic will encourage the player to explore the environment so they can discover the many different pathways, making each experience different than the last. My favorite part of a game is its narrative and making a game with a compelling narrative is always something I have wanted to do.

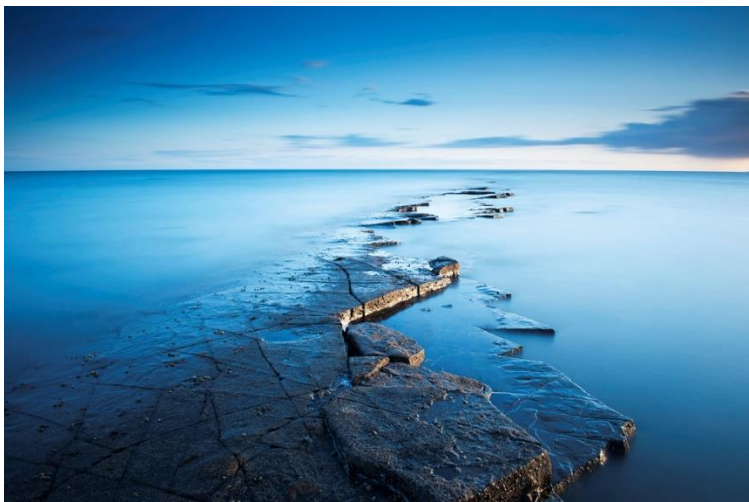
**Visual Design:** Below, I have provided a rough sketch, color swatches, and pictures that depict what *Legend of the Lenses* may look like.



---

*The levels in “Legend of the Lenses” will have a rather simple look. These pictures represent the possible colors and surrounding areas that this game will have.*

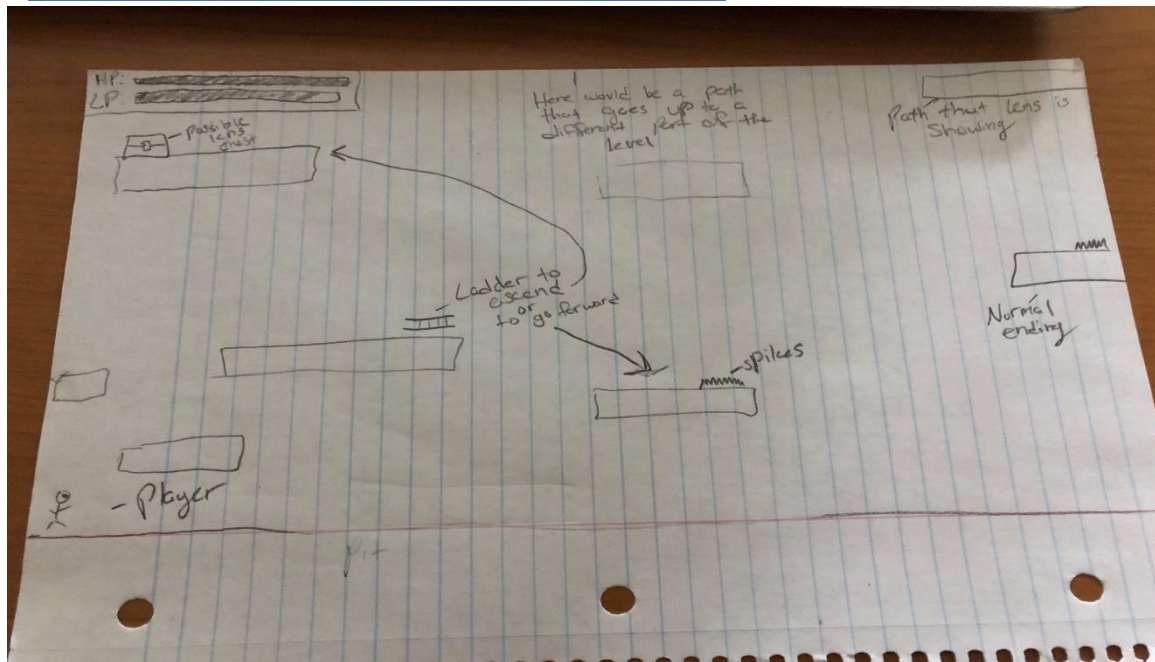
---



I want the colors to represent dream worlds while also seeming calm and sophisticated. This includes purples, blues, grays, and other light and dark colors that give a sense of calmness.



These color swatches show off some of the colors that I want "Legend of the Lenses" to include.



This sketch shows what one level of *Legend of the Lenses* may look like in brief detail.

The camera will be following the player through the level so the player will not be able to see the whole level at once like they can in this sketch. In the top left corner is the health bar for the player and below is the meter that represents the power that the lens will have. There are also paths that go off into different parts of the level. The player can also interact with the environment. This is shown by the ladder in the sketch. The player can either go right or up.

I think that creating *Legend of the Lenses* is going to be a fun challenge to create. I feel like the mechanic of using a medium, like lenses, to see hidden parts of a level is going to be interesting and will hopefully turn out to be fun.

Works Cited

Hopler, Whitney. "What Color Means in Dream Messages." *Learn Religions*, Learn Religions, 18 Jan. 2019, [www.learnreligions.com/dream-messages-god-and-angels-colors-123928](http://www.learnreligions.com/dream-messages-god-and-angels-colors-123928).

"Join the Pros- Landscapes- Dorset." *Brand*, [nikonschool.co.uk/course/5626/join-the-pros-landscapes-dorset/7165](http://nikonschool.co.uk/course/5626/join-the-pros-landscapes-dorset/7165).