

# GAM713 Experimental Game Design

## Surrealist Meditation Game by Avi Virendra Parmar

### Concept

A surrealist meditation game that helps the creative brain

### Plot

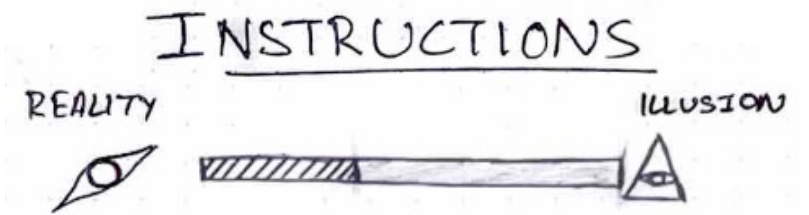
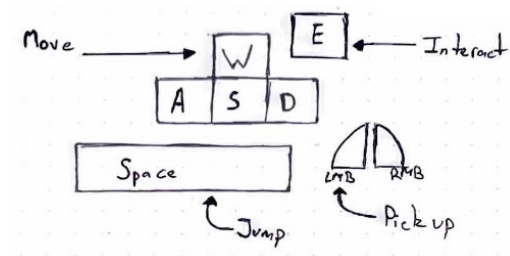
In the beginning, when there was only darkness, and a cosmic potential.

Then, came illusion, and reality. Creation is real, and reality is an illusion.

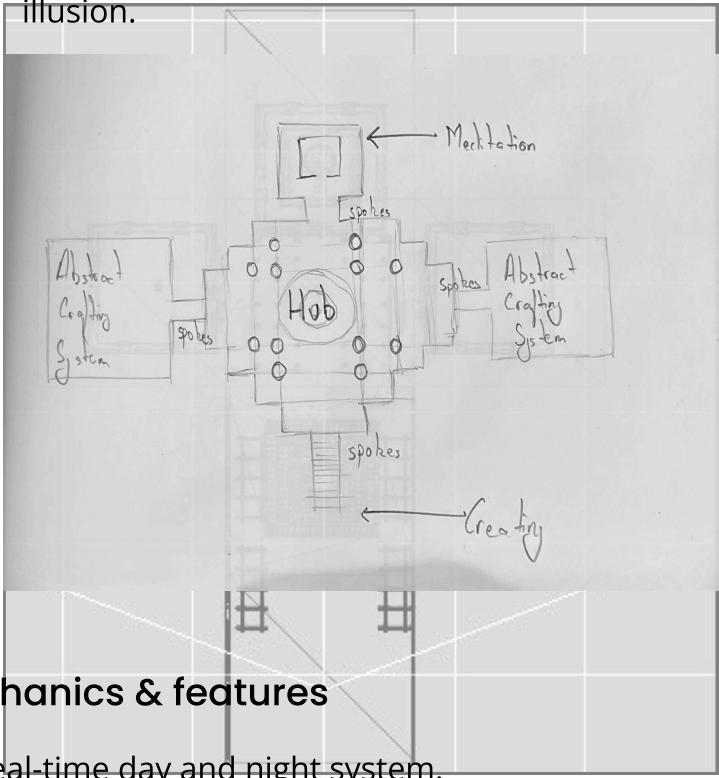
You are a god. Through mind, matter and spirit, you create a temple of your work.

### Controls

First person game with interaction, holding and jump mechanics



- Keep reality and illusion balanced.
- Meditate to increase reality, create art to increase illusion.



### Mechanics & features

- Real-time day and night system.
- seasons change after every meditation session.
- Randomly spawned furniture object after every meditation session.
- High jump zone in the step well architecture, to provide a birds eye view of the entire temple
- Atmospheric changes that react to point system (fog and contrast)

### Reality



- Meditation helps increase Reality points.
- The player can meditate in the shrine room at the end of the temple.
- The scaffolding on meditation decreases as the player meditates more, from a clip with all the instructions down to a clip with just a timer.

### Illusion



- Creating art increases Illusion points.
- The player can create art on the rooms located left and right from the main hall.
- The crafting table represents an 'abstract crafting system', with instructions from popular surrealist games, asking the player to capture, and upload it to the device.
- The art produced can be hung around the temple anywhere, although shelves have also been provided