

Tesseract Concept Document

Story:

Tesseract is a first person puzzler and action/adventure game set in an ancient medieval fantasy era where a brave warrior stumbles across a strange metal construct, vaguely Aztec in design and labyrinthine in nature. It is a horrendously twisted, ever-shifting maze known only as the Tesseract. Deep within the Tesseract, ancient and warped machinations challenge all those who would find their way into its inner chambers. Amongst these foul creatures are giant rodents, spiders and even humanoid figures, all constructed out of whirring gyros and weathered bronze. Each and every one bears a blue crystal, powered by a mysterious arcane energy that surges through the temple walls. When Govenek, master hunter-tracker of the great Cornovii tribe, finds himself stranded deep in the heart of the Tesseract, he must use his wits, speed and strength to fight his way from puzzle to puzzle in order to escape. But for all his martial prowess and quick thinking he must realise that only hope can set him free.

Level Design:

The majority of the game takes place within the Tesseract, a large temple with hints of both Mayan and alien architecture. It is split up into four quadrants, each with a specific set of puzzles relative to an item Govenek will find along his journey. The first will require a gauntlet-mounted glowing compass known as 'The Guiding Light' to allow him to navigate a twisting labyrinth. The second utilises a sword named 'Ruinblade' that also acts as a key and lever, causing Govenek to have to complete certain areas without being able to efficiently fight back against the hostile creatures. The third area needs arcane magnet-boots referred to as 'Planeswalkers' that allow Govenek to walk on metal surfaces within the Tesseract.

The fourth and final puzzle quadrant will utilise all the items that Govenek has collected on his quest along with the 'Hope Amulet', an item he starts the game with and is only used to open the doors to each quadrant. As he does so, it charges up - visibly notable by beams of light appearing in the sapphire. This continues until the fourth area where it has achieved enough arcane power to telekinetically move large objects and thus will be vital to that areas puzzle segment. The game will end when all four areas are cleared and Govenek places the amulet in its slot back in the heart of the temple, where a final battle with a large temple guardian will ensue, and Govenek will be freed.

Character Design:

- The character is an ancient Cornish hunter-tracker.
- He is named Govenek, ancient Cornish word for hope.
- He is very logical and a master of both stealth and combat.
- His array of skills allow for multiple play styles.
- He starts with basic gear, including a sword, armoured gauntlet, various offensive and defensive traps and a concealing cloak.
- As he progresses, he retrieves artefacts that both increase his combat proficiency and allows him to solve more puzzles.
- Silent protagonist, play style chosen by the player, allows the player to project themselves upon him.
- Large and gruff, but visibly nimble, very all-rounder.
- Low health but high damage, very rogue-like, attribute points can be spent to upgrade various aspects of him as the player progresses.

Gameplay:

The Gameplay is fairly simple but has a great depth to it if the player wishes. Govenek is both a fighter and master of stealth with skill trees for both. As the player levels up they can choose to put more points into either and decide on an aggressive and combat based 'Hunter' play style or a passive and stealth based 'Tracker' play style. Each tree offers unique buffs like the ability to do more melee damage in combat for Hunter or mark enemies and observe them through walls for Tracker. The combat itself will revolve around fast-paced sword play, with the ability to parry enemies or stun them with a swift punch from the armoured gauntlet. In between NPC combat sections are areas that employ puzzle solving elements, which require the player to think very logically and use the various items they have gathered to solve a variety of puzzles to progress, some whilst fighting simultaneously. Once the player has collected all the artefacts, fully levelled Govenek and escaped the temple, they are victorious.

Enemies:

The enemies in Tesseract are collectively known as Ruin Sentinels. They are of an unknown origin that is unravelled as the player learns more about the temple through the story. All Sentinels are made out of bronze, with masses of whirring and clicking cogs and gyros. Each has a Power Crystal which is fuelled by the arcane energy that mysteriously courses through the temple. The enemy types include:

- **Rats** - Fairly large rodent-like constructs that do little damage but hunt in large packs. These are easy to hide from

in shadowy areas and cannot follow Govenek up walls and on ceilings.

- **Stalkers** - Mechanical spiders roughly the size of a male lion. These terrifying enemies stalk Govenek in the shadows and can pursue him on vertical surfaces. Do reasonable damage but are only found alone or in pairs.
- **Sentries** - Immobile sentient javelin launchers positioned in areas guarding treasure or artefacts. Fire large harpoons with long reload times but do heavy damage and inflict a bleed effect.
- **Temple Guard** - Clockwork humanoid guardians and the hardest enemies for Govenek to dispatch with force. They relentlessly patrol the temple corridors alone or in groups of three. Skilled with sharp bronze swords and have a stunning 'screech' attack. The exposed Power Crystal in their spines is their weak point.
- **Bronze Golems** - The rarest enemy type. A gargantuan collection of bronze slabs suspended by bolts of blue arcane energy. Able to pick up and throw boulders and are very tough but very slow. They are dim-witted and easy to lead into traps.

Environment:

The game takes place in the Tesseract - an enormous and mysterious structure that from the exterior appears to be made of some kind of metal. From the outside, it appears to strongly resemble a gargantuan Mayan temple of some description, its architecture bearing resemblance to both Aztec and eldritch, otherworldly edifices. It looks as if it has been dormant for millennia, as rust, vines and an assortment of foliage curls up its walls and across its floors. On the inside, the Tesseract appears even larger, with multiple themed areas; overgrown forests, alien-like metal corridors and monolithic stone halls to name a few. Each quadrant of the temple has a variety of

themed puzzle areas, from dark labyrinths to ancient lost cities with artificial sunlight. The general all-encompassing theme however is that of ancient, rusted metal in square blocks, engraved with odd eldritch runes and symbols and covered with vines, complete with a blue crackling energy that runs through the cracks.