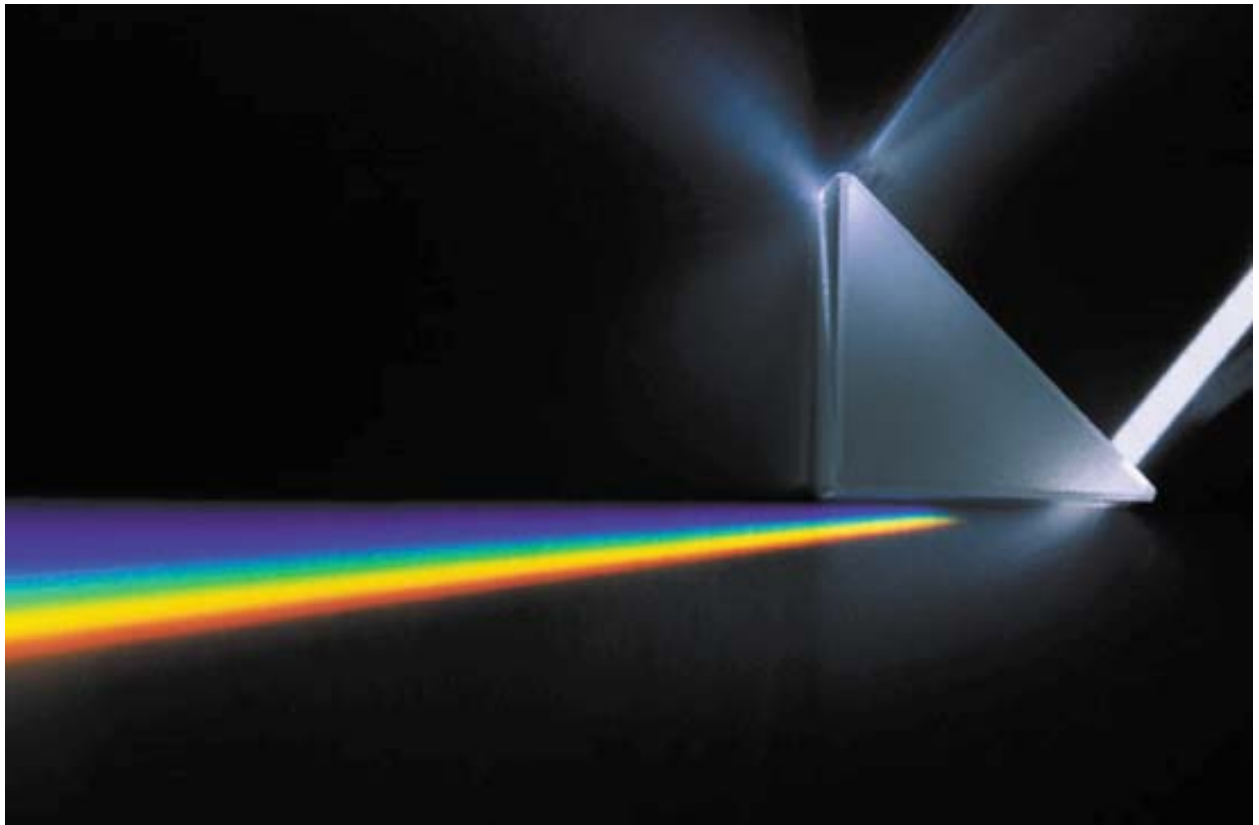


# PRISM

Full Spectrum Fun

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## HIGH CONCEPT OVERVIEW

Prism is a 1<sup>st</sup>/3<sup>rd</sup> person Shooter, Adventure game. You are sent into repair a major planetary Cybernet Mainframe. To do this you are directly interfaced into a nano-robot, and sent into the fiber optic network itself. You will use a combination of views for shooting and platforming as you use the Prism Tool to add or remove spectrums of light to defeat enemies and find other interesting ways to advance closer to and repair the fracture in the network. It's full spectrum fun!

It's 2073 and the Internet has grown into the Cybernet. The Cybernet is a massive network of almost all of humanities information, knowledge and communications. The massive network is supported at its highest level by the Mainframes. These are the main transfer locations and consist of massive coils of fiber optic cable, linking thousands of smaller distribution networks together. One of the cables deep inside your Mainframe has fractured, data is pouring out the damaged section, and it's causing a spreading data corruption. It must be repaired, and sending you in is the only option. To do this, you will be put in control of a nano-robot, small enough to enter a fiber optic cable. There will be plenty of hazards in there, both environmental and the Artemis Defense Network, the automated defenses of the Mainframe itself. It's too risky to turn Artemis off, so you just have to avoid it. Artemis manifests as nodes inside the mainframe, they take all different sizes and shapes and will be your primary non-passive opposition. They're made up of light, all different colours of it. To defeat one, you just have to remove all of the light with your Prism Tool, this makes it black and defeats it. You control your tiny Nano Robot directly, through a connection into your brain. This provides complete control, however if the robot is destroyed your brain believes that it has died and shuts down. Death is immediate. So be careful, and use your Prism Tool and Mirror Shield to get to the breach and fix it.

## FEATURES

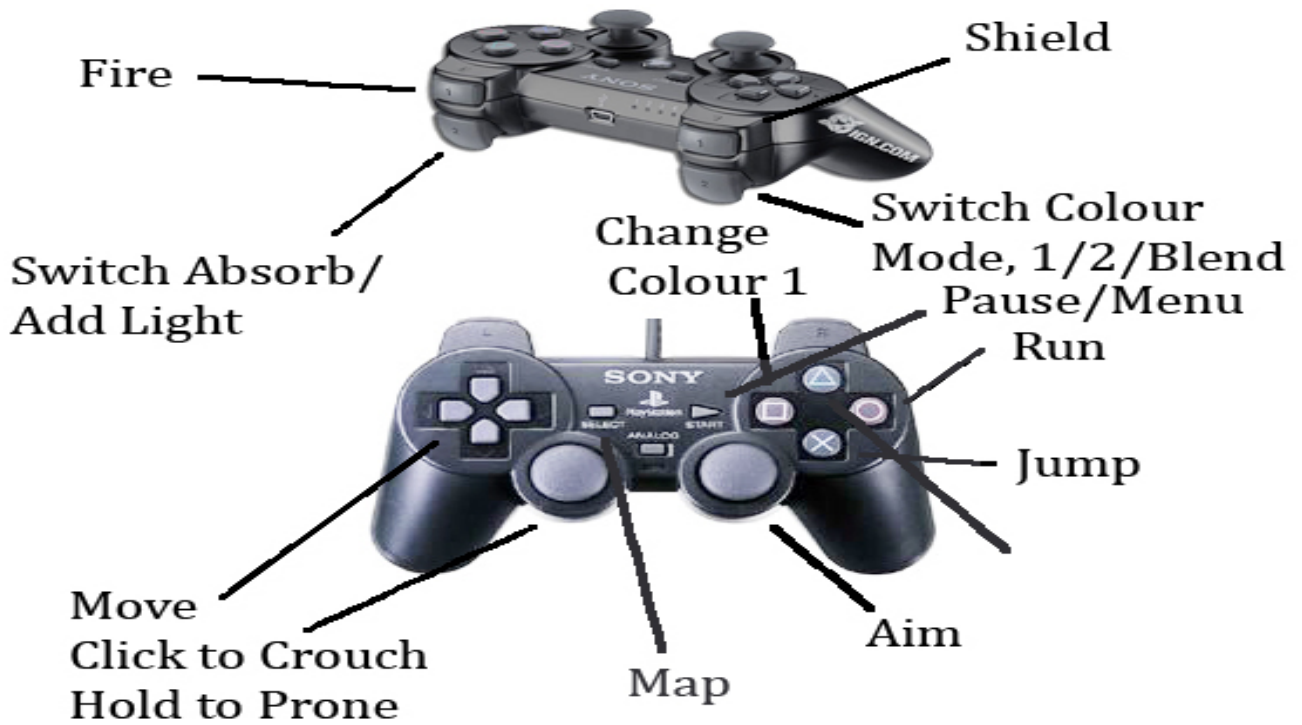
### PRISM GUN AND MIRROR SHIELD

While controlling the robot you use the Prism Tool and the Mirror Shield. The Prism Tool is your primary weapon and tool. It will allow you to project, or absorb a section of the visible light spectrum. The primary form of player interaction involves building a full spectrum to create white, which turns this on, opens doors/chests etc. and removing the entire spectrum to create black, turning things off, removing enemies. The player eventually gains the ability to fire and absorb all 3 base colours (RGB), and then to selecting two of them to fire one, the other or a 50/50 blend of the two. The other item the player gets is the mirror shield. This shield will reflect any light shot at it, including many enemy attacks, and environmental hazards. This is useful for both defense or solving puzzles require a spectrum of light your Prism Tools doesn't have yet. The Mirror Shield allows the player to reflect any light that hits his forward 45° arc, this works on many enemy attacks and on many environmental sources, harmful and not. Using these tools the player can turn switches on and off, defeat enemies and effect their environment. However the Prism Tool and Mirror Shield share a have a limited power supply, they will recharge very quickly, but if depleted, they must be given a second to recharge.

### COMBAT AND PUZZLES

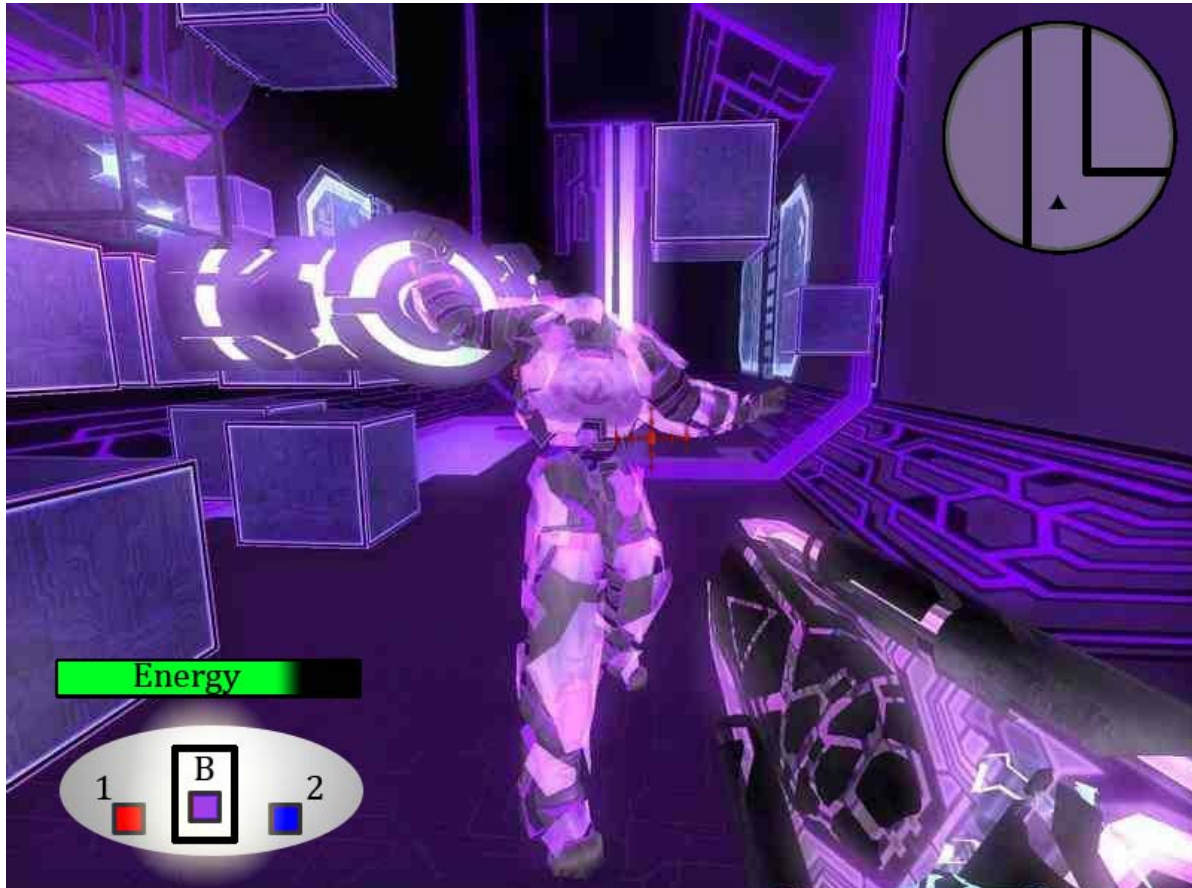
For combat and puzzles you use a similar on/off mechanic. If an object in the game is black, it has had its entire spectrum removed; it turns off/disappears/is destroyed, whatever is appropriate for that object. The opposite effect is also true. If you complete the entire spectrum you get white, this activates/creates/moves, again whichever is appropriate. You will be able to use a combination of both 1<sup>st</sup> and 3<sup>rd</sup> person views to be able to platform and shoot effectively as you traverse the Mainframe. These views along with the map give you a complete view of the area, allowing you to solve puzzles by using different properties of light: reflection, refractions, diffuse, focus, colour, opacity and transparency, to open doors and create a path for you to progress. Failure on puzzles will either cause death, some form of disadvantage for a section of the level, or loss of access to some powerups.

CONTROLS



## UI AND ART STYLE

In Prism you are sent into a world consisting almost entirely of energy. The art style reflects this, giving high contrast between light and dark, as well as a lot of apparent energy with glowing highly saturated objects. Objects will also have a tendency to leave slight trails behind them as they move especially at high speed. The art style borrows heavily from TRON to help accomplish this world brimming with energy feel.



## GOALS REWARDS AND PENALTIES

- Short Term Goals:
  - Solve the Puzzle
  - Advance to the Next Room
  - Defeat the Enemies
  - Find an Optimum Path
- Med Range Goals:
  - Gain new modes, upgrades and colours for the Prism Tool
  - Gain the Mirror Shield
  - Beat the Level
- Long Range Goals:
  - Repair the Mainframe
  - Beat the Game
  - Survive

- Rewards:
  - Solving puzzles can provide easier routes
  - Powerups (Health Packs, etc)
  - Upgrades for the Prism Tool
- Penalties:
  - Death (start puzzle over, section of puzzle if large puzzle)
  - Taking inefficient route makes fights more difficult
  - Stage Long Penalties, failure to complete certain obstacles will not always cause death, sometimes it causes disadvantages for the rest of the stage.

## COMPETITIVE ANALYSIS

Prism's main competitors are likely to come from either the shooter or the adventure genre. The first game that comes to mind is Tomb Raider.

	<b>Prism</b>	<b>Tomb Raider</b>
Strengths	-Innovative Prism Tool and Mirror Shield. -Platforming and Shooting -Puzzle solving or straight up combat -Strong Story Element -1 <sup>st</sup> and 3 <sup>rd</sup> person views available, makes it easy to shoot and platform.	-Established title and fan base -Platforming and Shooting -Some Puzzles
Weaknesses	-New Game	-Game can quickly become just a straight up run and gun -Puzzles Tend to be very simplistic

The next game that comes to mind is Portal.

	<b>Prism</b>	<b>Portal</b>
Strengths	- Innovative Prism Tool and Mirror Shield. -Platforming and Shooting -Puzzle solving or straight up combat -Strong Story Element -1 <sup>st</sup> and 3 <sup>rd</sup> person views available, makes it easy to shoot and platform.	-Innovative portal mechanic -Interesting Puzzles
Weaknesses	-New Game	-No Combat -Little real story -Just a series of Isolated puzzle rooms -Short

Once again Prism is more than competitive, with its own new weapon/tool and mechanic, along with its strong storyline and combat.

## CONTACT INFO

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