

GAME DESIGN DOCUMENT

LIGHTWAY

Embrace The Light

Game Analysis

Lightway is a third person adventure game where the player a celestial being ends up waking up in a mysterious world. The player would have to solve puzzles to escape this mystery land covered in darkness with the help of these bioluminescent creatures which help in lighting up the pathway.

These creatures turn out to be lost souls. The player has the ability to attract these souls and free them up which in turn help him solve the puzzles and grant him special abilities.

Mission Statement

Lightway is a fun fast paced puzzle solving adventure which showcases a vast world with the environment that is designed beautifully making the player feel being in an extraterrestrial world which is filled with fun and attractive puzzles.

The players are free to venture out in the world as the game focuses on adventure first. Later on, to move onto further levels the puzzles have to be solved.

Genre

Adventure, Puzzle, Third Person

Platforms

Windows

Target Audience

The game is suited for all age groups. Teenagers in particular who are interested in adventure exploration and puzzle solving will show keen interest towards the game.

Storyline & Characters

In a world cloaked in eternal darkness, a young girl named Divya found herself lost. Her surroundings were unfamiliar, and the air was thick with an otherworldly silence. A soft glow shined from peculiar luminescent creatures that floated nearby. Divya soon realized she was not alone; these celestial bioluminescence beings were the only company in this mysterious realm.


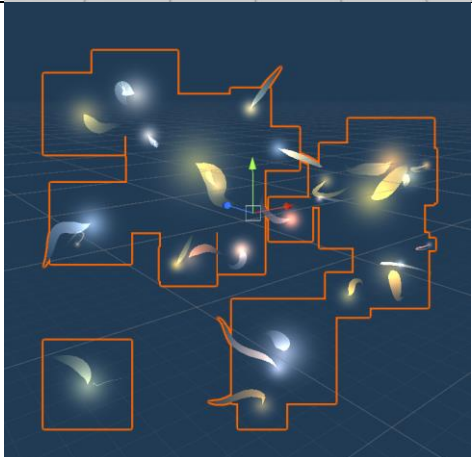
As Divya cautiously ventured forward, the luminescent creatures gathered around her, casting a gentle light on her path. The creatures seemed drawn to her, and she discovered an innate ability to attract them with a simple gesture. Intrigued, Divya experimented with her newfound power, guiding the lost souls through the dark landscape.

As the luminescent beings followed her, their soft light revealed the beauty of the strange world. Divya stumbled upon forgotten ruins and ancient puzzles, seemingly designed to keep the lost soul's captive. Determined to uncover the secrets of this realm, she began to solve the puzzles with the help of her glowing companions.

With each puzzle solved, the luminescent creatures released a beautiful melody, their gentle hum resonating through the desolate land. Divya soon realized that these luminescent beings were lost souls seeking liberation. They thanked her with a flicker of light before ascending into the unknown.

Driven by compassion and a desire to understand her surroundings, Divya pressed on. The puzzles became more complex, requiring her to use the unique abilities of the luminescent souls she had freed. Some could illuminate hidden passages of the dark world.

As the last broken seal fades away, the world transformed into a vibrant tapestry of colors and life. Divya stood at the center, surrounded by the now-free luminous souls who formed a radiant halo around her. With a final burst of light, they dissipated, leaving Divya alone in a world reborn.

Character	Description	Characteristics	Misc. Info
<p data-bbox="203 283 277 315">Divya</p> 	<p data-bbox="732 283 943 394">A smart girl lost in the world of darkness.</p>	<p data-bbox="971 283 1198 394">Kind, Clever, Courageous and Adventurous.</p>	<p data-bbox="1227 283 1341 352">Lost her parents.</p>
	<p data-bbox="732 846 919 999">Mysterious luminescent creatures emitting light.</p>	<p data-bbox="971 846 1198 957">Lost and captured souls seeking freedom.</p>	<p data-bbox="1227 846 1390 1041">Being held captured by some unknown entity.</p>

Gameplay

Overview of Gameplay

Lightway is a third person adventure puzzle game which is similar to most of the third person adventure games in terms of exploration. Lightway is unique in its own way of showcasing the world environment and puzzle solving techniques.

A beautiful story uncovering in a mysterious unique world to explore with unique abilities.

Player Experience

You are initially greeted with the Main Menu provided with two options to start the game.

Upon starting the game, you are greeted with this vast beautiful world. In the distance you catch a glimpse of these luminescent creatures emitting light in darkness. These captured souls are attracted towards you and form a pathway leading to them. Upon reaching the souls you feel this warm welcome to accept them. By collecting all the souls now, you will be able to unlock the sealed barrier that is blocking the way.

Gameplay Guidelines

The player is limited in exploration of the world to focus both on adventure and as well as solving the puzzles. This helps the player to have the feeling of freedom and the objective in focus.

They won't be able to harm any of the creatures in the game to prevent any form of violence.

Game Objectives & Rewards

The player will start by gathering all the souls to break the sealed barrier obstructing the path. Upon successful demolition of each barrier the player is granted with a special ability.

Rewards	Penalties	Difficulty Levels
Gathering souls to escape	Obstruction from obstacles and unknown powered entities	Progressive difficulty
Breaking the barriers to gain special abilities	Stuck in the world forever	Progressive difficulty
Special abilities to jump high and sprint fast	Limited usage	

Gameplay Mechanics

Movement:

The player uses the movement keys to move the character and look around with the help of mouse movement in a third person view.

Interaction:

Upon looking towards an interactable or collectable item from the set distance the player will be able to collect or interact with the item.

Abilities:

The player will be able to use their special abilities once they are unlocked through progression. Fast movement is possible with the help of sprint key and high jumps can be performed which boosts the player to higher grounds.

Character Attributes	
Character	Movement Abilities / Actions Available
Divya	<ul style="list-style-type: none"> • Move through the world. • Interact/Collect action to pick up or collect items. • Sprint to run with a burst of speed. • Jump to reach heights or jump over obstacles.
Captured Souls	Move freely in the air around the world.
Game Modes	
Puzzle solving / Easy	Has to collect the captured souls by making way through dangerous obstacles in order to break the sealed barrier.
Scoring System	
Points/Coins/Stars/Grades/Etc.	How it's Awarded & Benefits
Each captured soul provides a point	Collecting all the points of the level will be awarded with a special ability and move onto the next level/puzzle.

Level Design

The game's first level is divided into 3 parts where the player will be able to learn and solve puzzles each with their own objectives and progressive difficulty.

Levels	
Part 1	<p>The first part of the level is designed to be a short tutorial for the player to get used with the movement and camera movement.</p> <p>The navigation type used here is light navigation where the player is attracted to a light source pointed to go towards it.</p>
Part 2	<p>The second part of the level is about making use of the gained special ability of sprint.</p> <p>Here the souls are placed very far apart from each other so that the player has to make use of the sprint ability to get around and reach them.</p>
Part 3	<p>The third part of the level is surrounded by a river so the player has to make use of the second special ability jump to go towards the level.</p> <p>Within the level the souls are fenced and placed in small islands of water so the player has to make use of both the abilities to reach them.</p>

Control Scheme

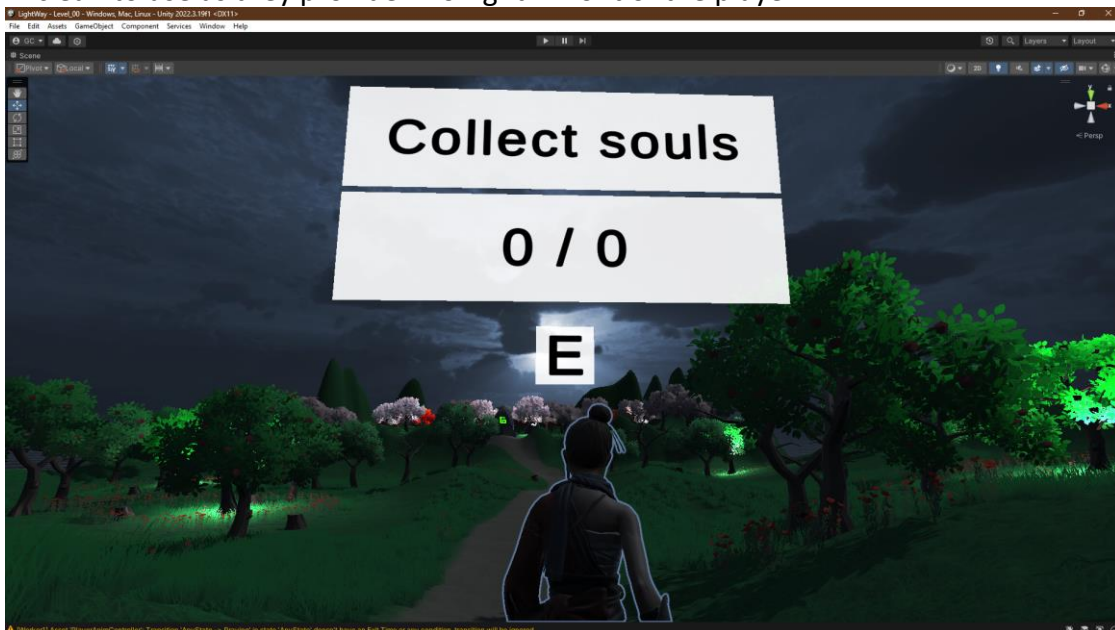
The game supports both Keyboard and mouse with a limited support for consoles as the primary platform of the game is windows.

Button/ Touch Input	Action it Performs
W, A, S, D	Move player in the specified direction
Mouse	To point towards interactable/collectables and move the third person camera to look around the world
E	Interact or Collect items
Shift	Sudden burst of speed to movement
Space	Jump over obstacles

Game Aesthetics & User Interface

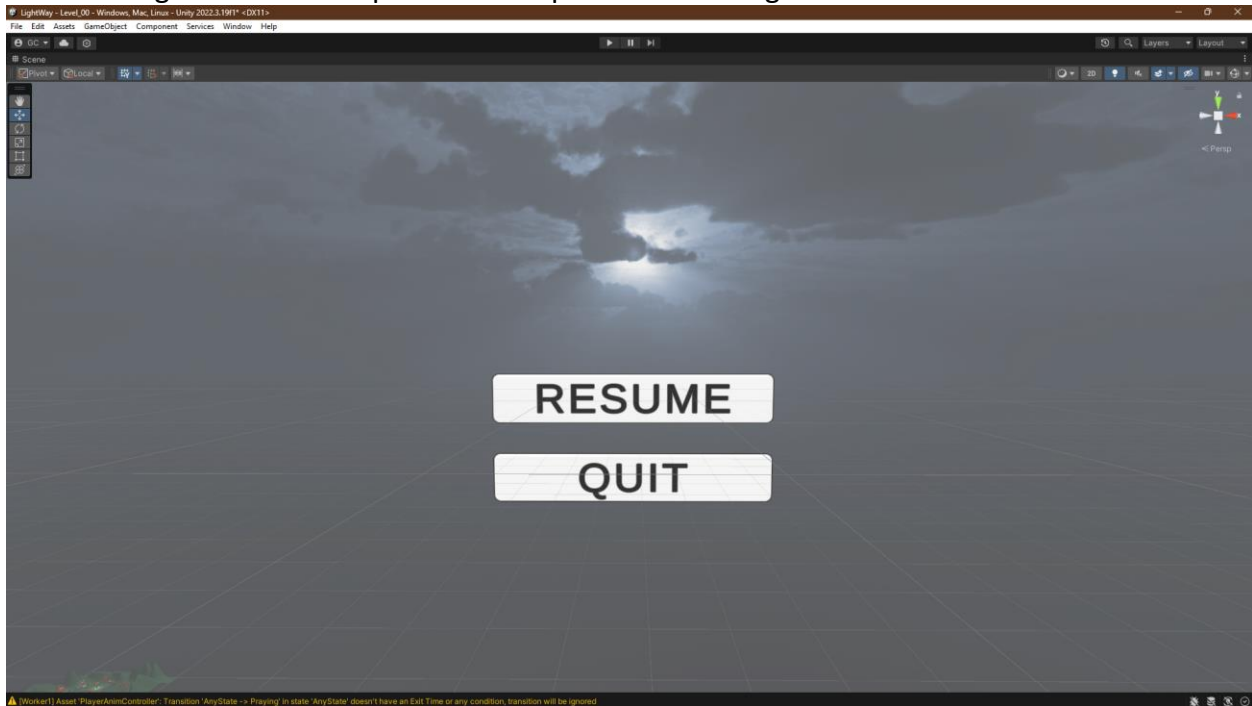
Floating UI / HUD menus:

The in-game menus are shown above the head level of the player in a floating window. These windows only appear for a set amount of time to convey a message or info and disappear to not cause any view obstructions. These types of menus are friendly and clean to use as they provide info right in front of the player.

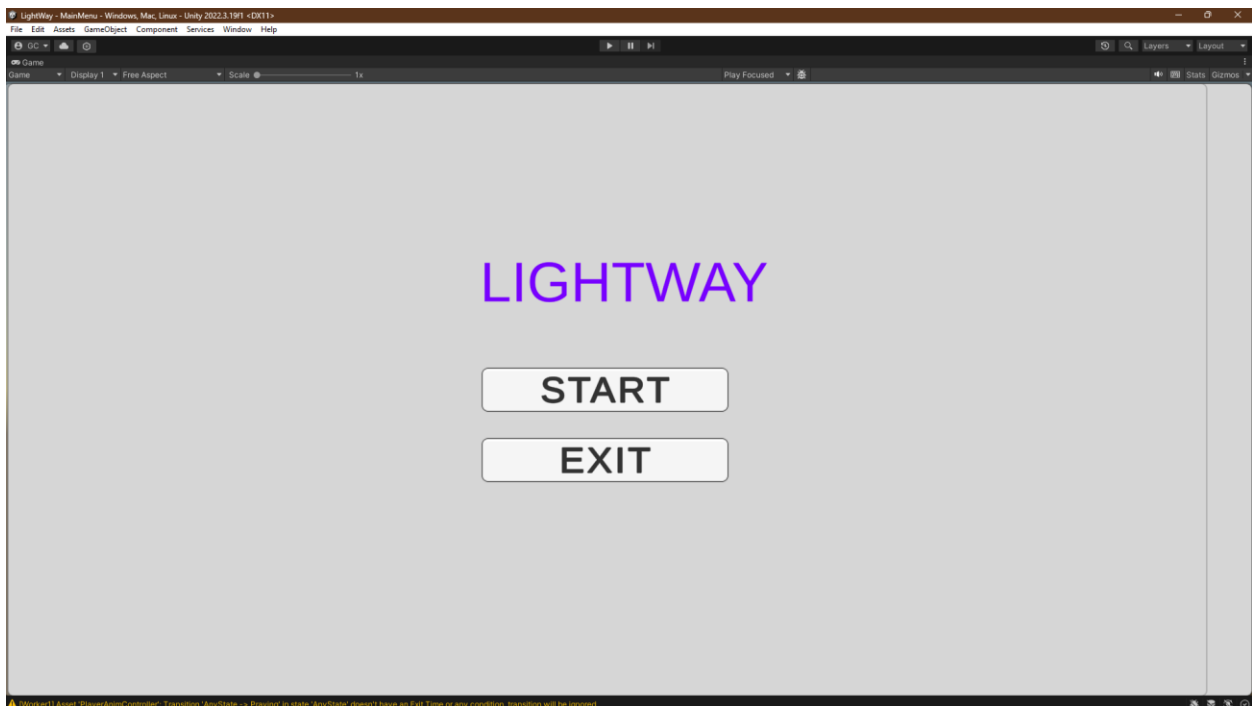


Basic menus:

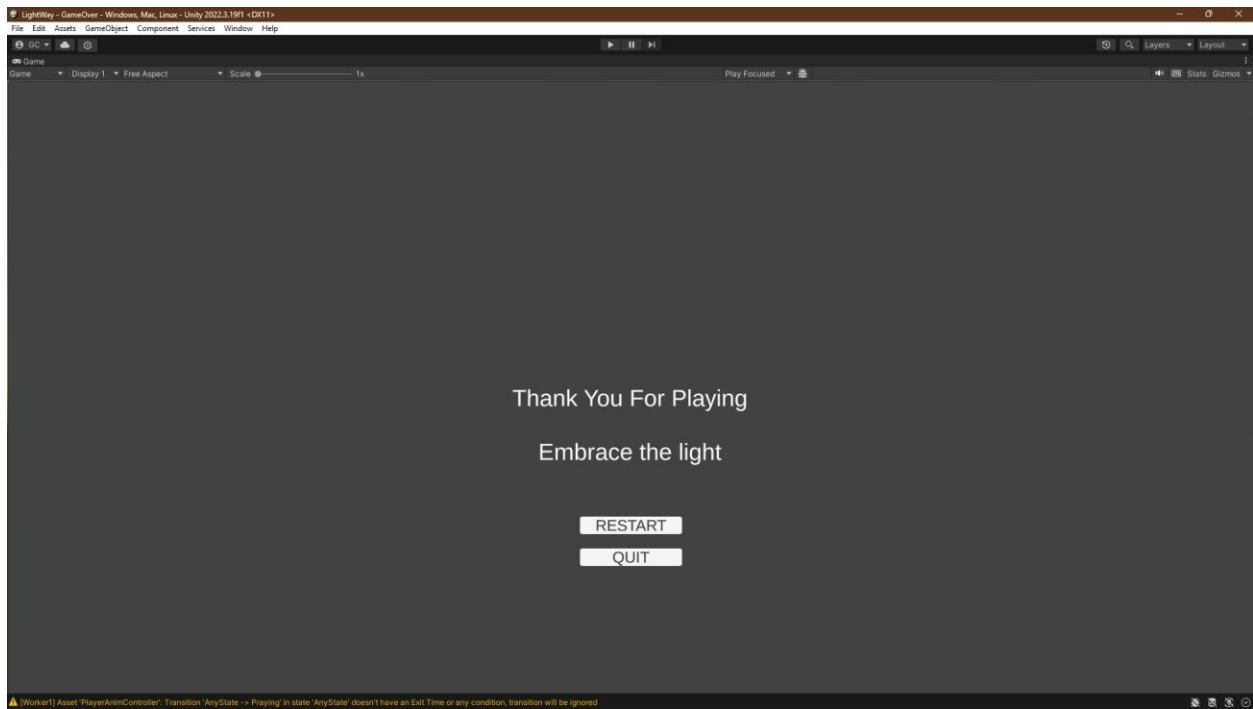
These are used for the main menus, pause and game over screens. Completely blocks the game as these are to be specially interacted with for known purposes. It has buttons designated to accomplish the task provided in a single word.



Pause menu



Main menu



Game over