



## Original Game Concept:

“Say Something!”

# “Say Something!”

## Concept:

- A game that portrays the contrast between wanting to speak & being forced or pressured to.

Type of Game (Genre): Choose your own adventure, interactive, top down game

Number of players: Single player

Mechanics: Speak, Walk, Interact (options)



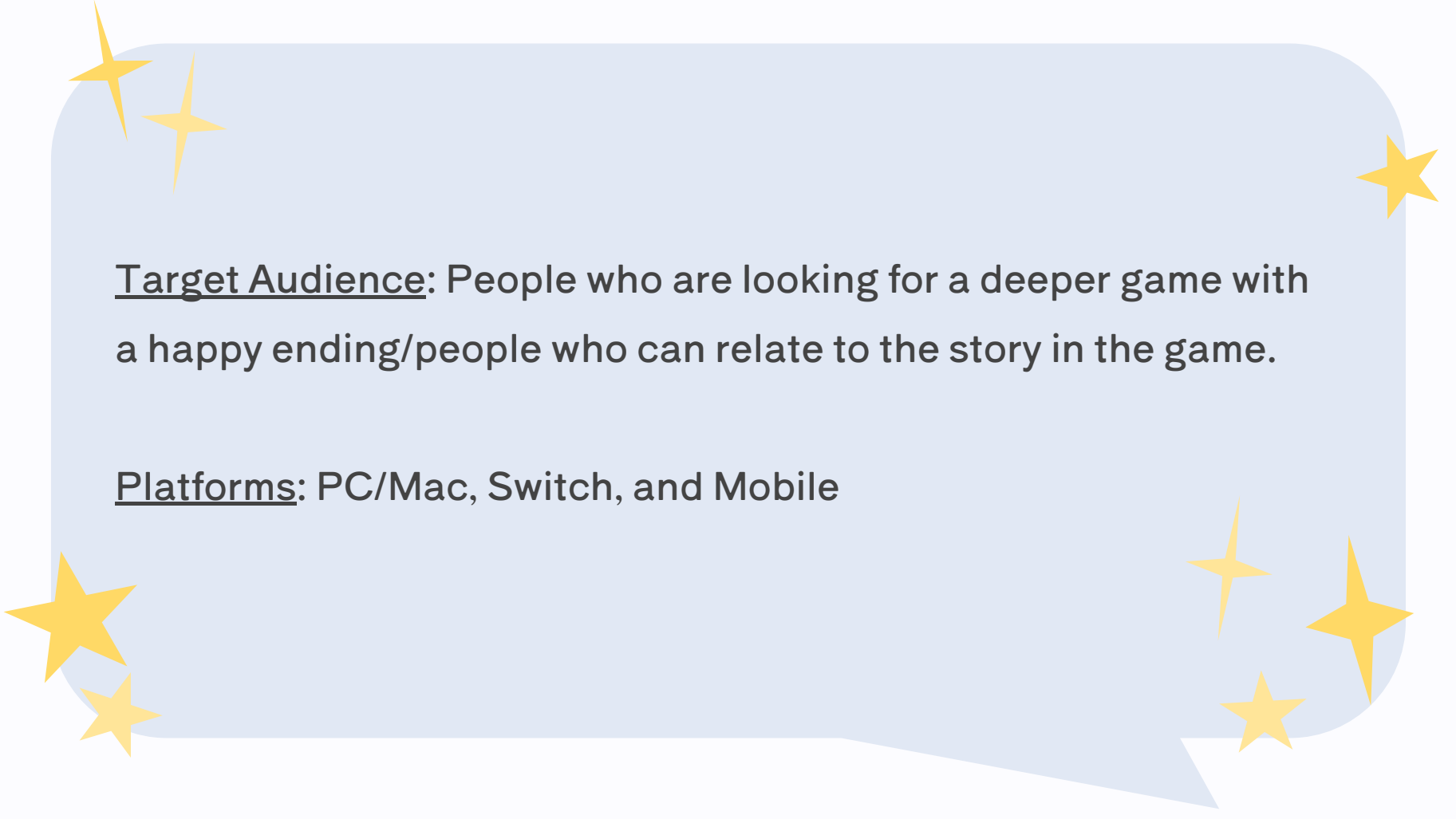
Goal: Find people that understand you and/or will listen to you.

Player XP: To either: sympathize, resonate or relate to the story.

|| Maybe feel the frustration of not being able to be heard or speak.

Scope: 2 main areas:

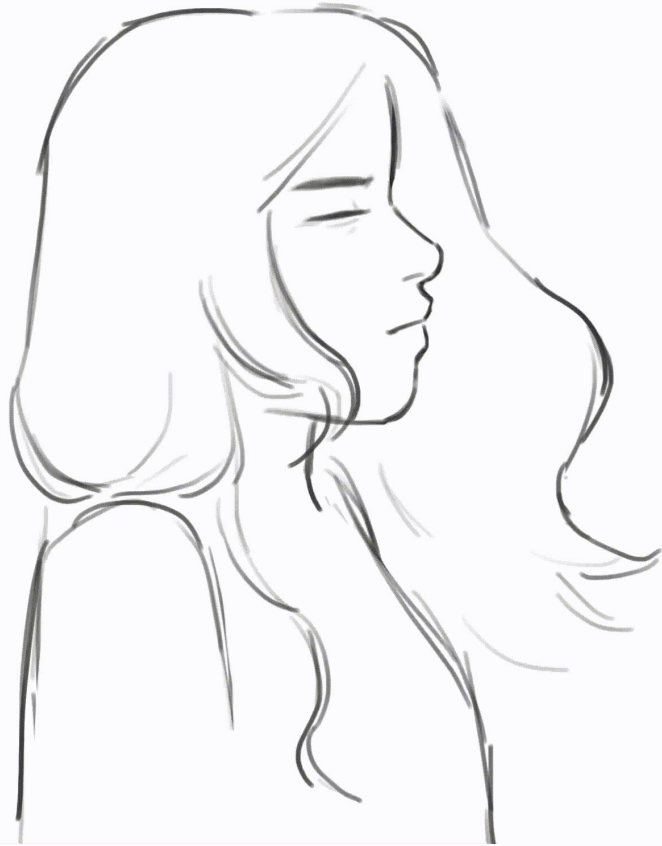
- ❖ Bedroom/Dorm (safe zone?)
- ❖ School/Class



Target Audience: People who are looking for a deeper game with a happy ending/people who can relate to the story in the game.

Platforms: PC/Mac, Switch, and Mobile

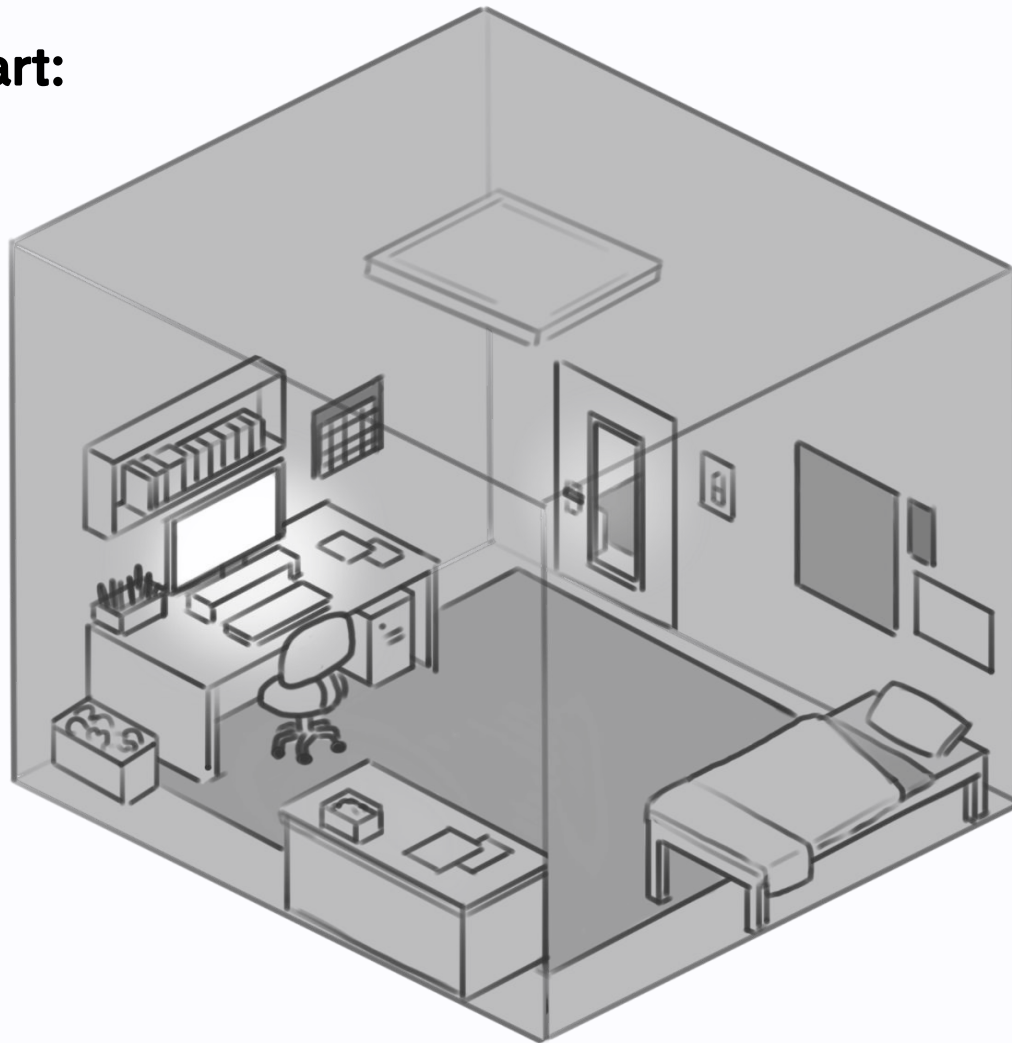
## character concept art:

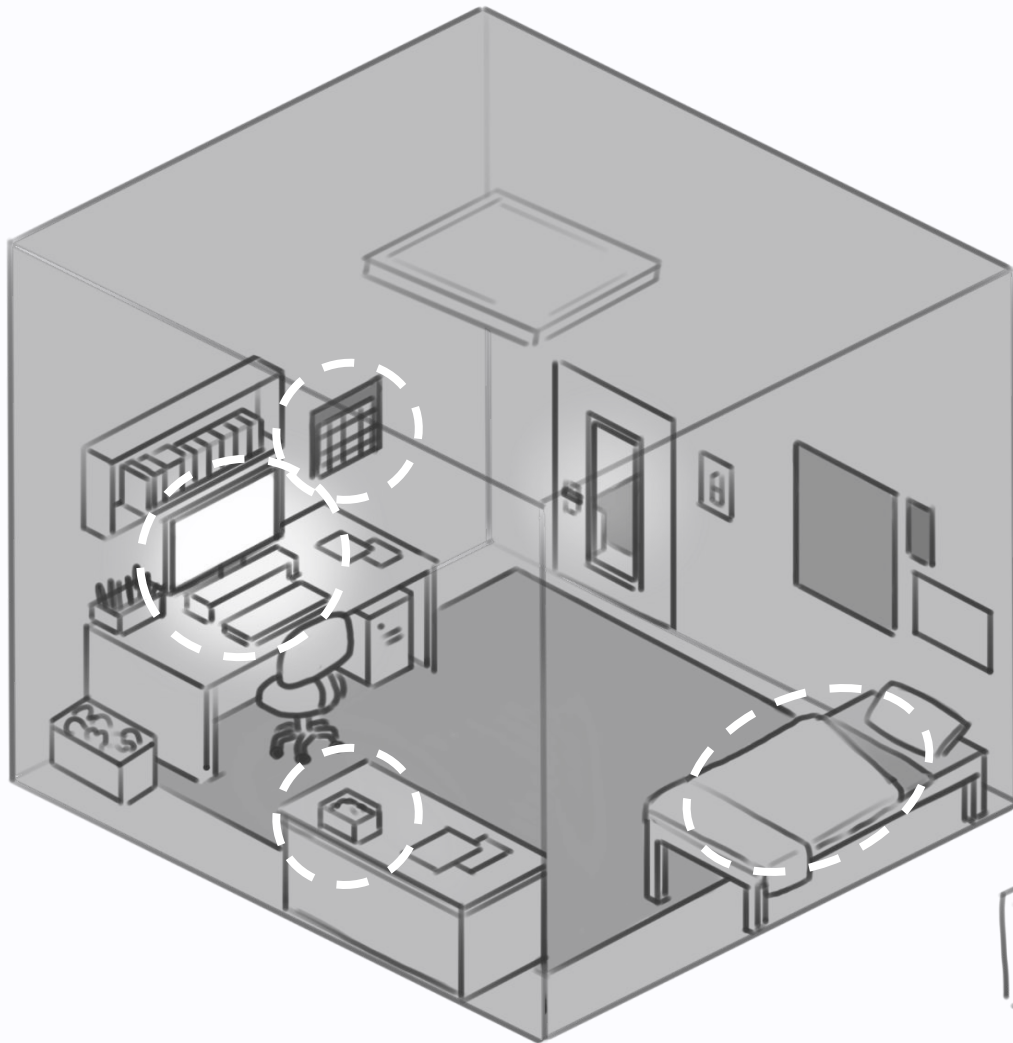


**(in game) character concept  
art:**



**room concept art:**





SELECT MUSIC:  
CHANGES MOOD(?)

- CALM = STRESS ↓
- HAPPY = MOOD ↑
- UPEAT = CONFIDENCE ↑



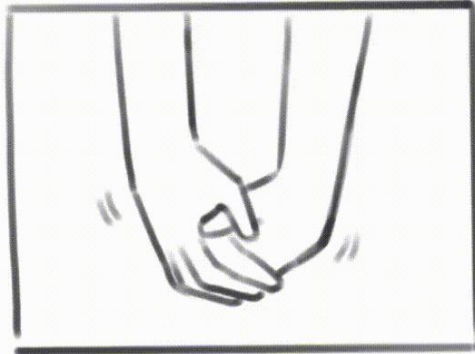
SAVES PROG.

- PROGRESSES TO NEXT DAY
- ? : DREAM SEQUENCE / MSG

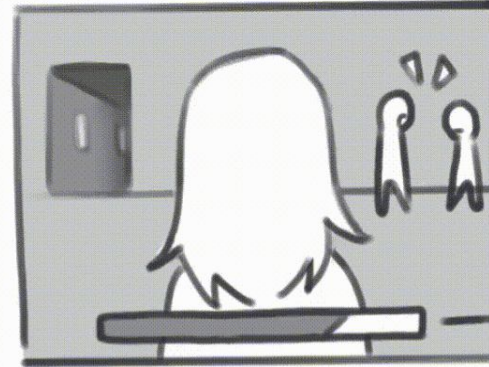


• GROWS A LITTLE  
EACH DAY

## Example of a possible ending:



YOU'RE INTIMIDATED BY THE CROWD.



DO YOU:

- LEAVE.
- STAY + SEE WHAT HAPPENS...

BREATHING  
HEAVY

TIME TO CHOOSE



ARE YOU LEAVING?  
OH! UM, YEAH...



• PLAY W HAIR / NERVOUS



ISSS... IT OK IF I JOIN?  
HEH  
EVENTS LIKE THIS AREN'T  
MY THING.

## ENDING CONCEPTS:

• TRY TALKING / REACHING OUT • SHE REACHES OUT



chi. food lol

• BASED ON MEMORIES FROM SCHOOL



. SHE REACHES OUT





**Thank you!**