

# Gnome Man's Land

By:

**SHENANIGAMES**

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# Story Line

Join Reddy the Gnome as he attempts to escape his country side backyard, and create a mess in the process

Solve unique puzzles as you explore.

**Theme:** Mischievous side scrolling puzzle adventure



# 01

## Objective

Explore the backyard and solve puzzles, and interact with objects to escape.

# 03

## Rules

Interact with the world through

- The [action] key
- Player movement
- Mouse
- Storing items

Solve the puzzles in each section of the yard to escape!

# 02

## Plot

Reddy wants to escape the yard, and wreck more mischievous havoc in the world.

# 04

## Characters



Reddy



NPC Gnome

- Playable: Reddy
- Possible Background: Garden, other gnomes, maybe animals

# Gameplay

- Explore the current stage, and figure out triggers for progression
  - Triggers could be: moving an object, growing plants, pressing button, etc.
- We plan to have multiple areas to the backyard
  - Go between areas via platforms and exploration
- For puzzles and platformers, think of Pikuniku and Celeste



Pikuniku

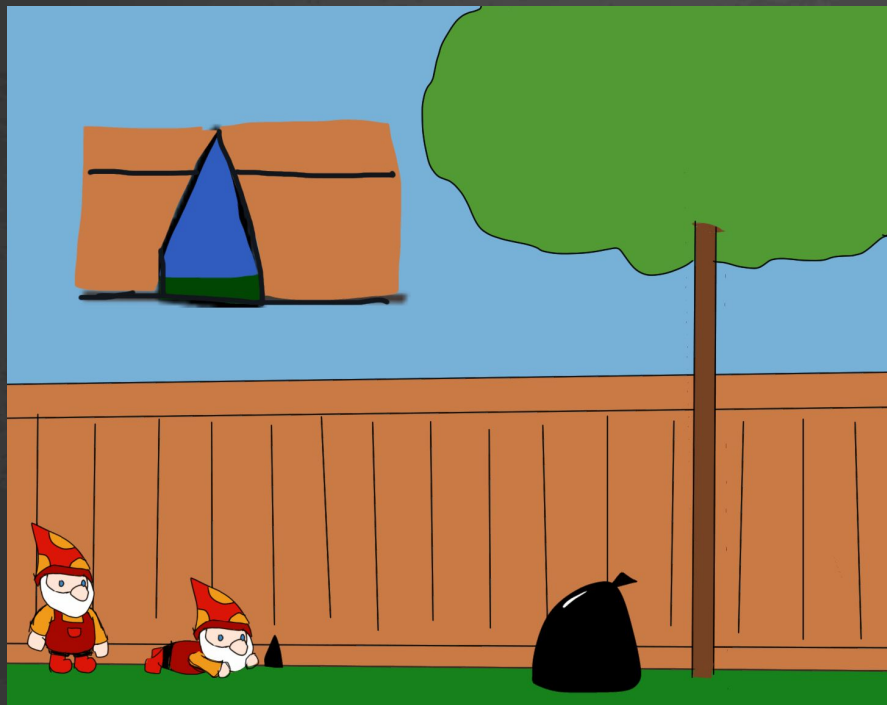


Celeste

# Player experience goals:

- accomplishment for their problem solving skills
- clever for figuring out how to finish the level
- engaged in the environment and the theme
- gameplay is funny and lighthearted
- relaxed while playing

# Game Style



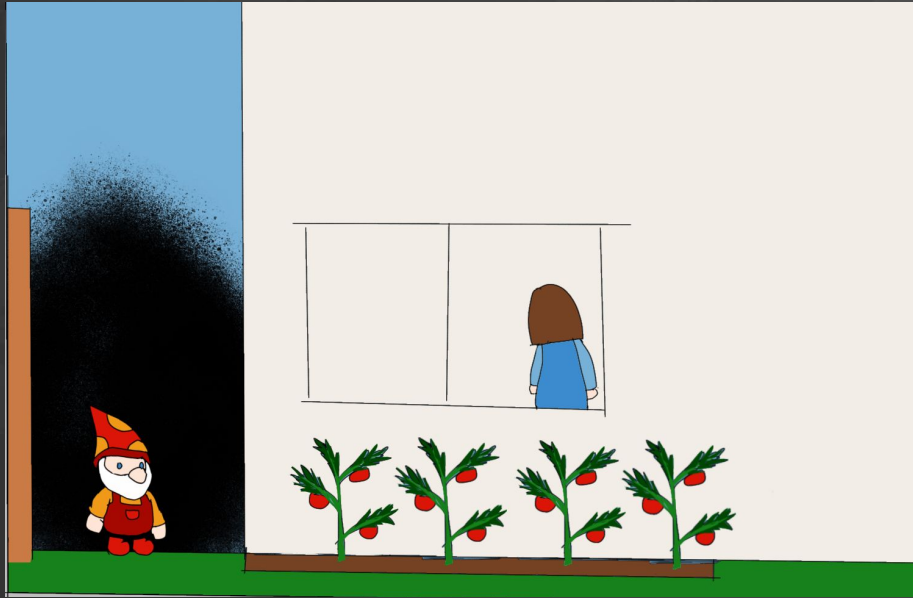
Objective: Get over the fence

Solve the puzzle to get the chest



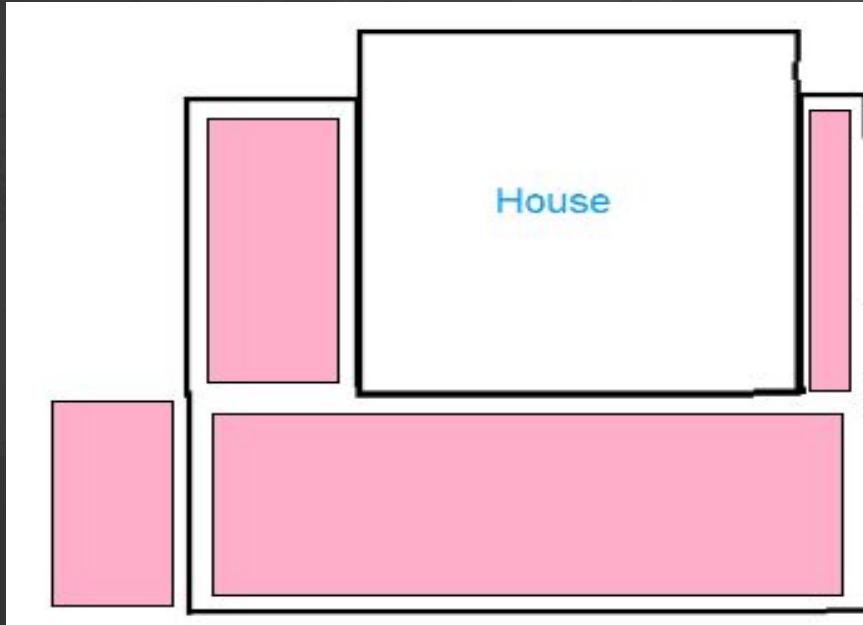
The chest needs a key! Find it.

# Game style





# Layout of Game



Pink box: playable areas



Example of the style we are going for



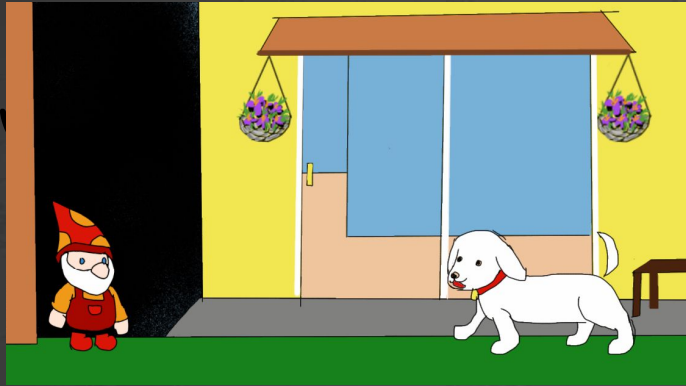
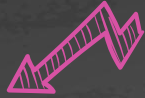


# Prototypes to work on

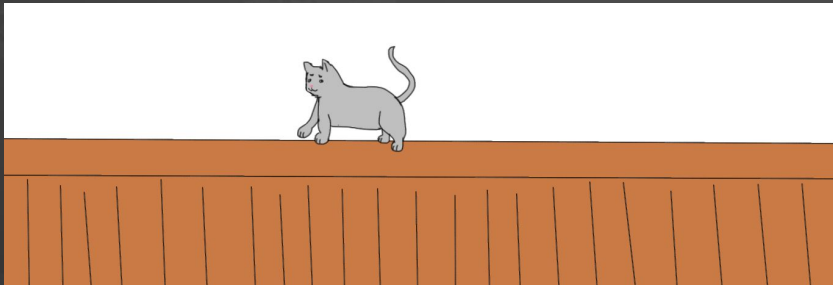
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- Player movement: Jump, left/right, camera tracking
- Side scrolling in world scene (2d movement, animations, npcs)
- Simple object interaction from world scene (picking up and using)
- Puzzle object interaction: pressing button does something, flower grows, etc.
- Accessing and transitioning to different stages in and out of world scene
- Storage pocket

# WishList



- Collectable Items for entertainment/achievement
- More characters (humans, squirrel, dog, cat, other gnomes, etc)
- Hidden levels only found with game scene analysis or insider knowledge
- Change in difficulty of game with puzzles
- Hidden cosmetics items or changing your avatar
- More areas to explore



# Thanks!

Do you have any questions?



Presented by:

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Sources:

[\[Pikuniku screenshot\]](#)

[\[Celeste game\]](#)

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