REDACTED

Our Team!

Producer/Sound Designer: Muireann

Writer/Artist: Amy

Artist: Emily

Coder/Writer: Kiki

Lead Coder: Diana

Coder: Deeva

Coder: Vidhisha

Coder: Riyaam

Coder: Sumaya

Redacted is a 2D point-to-click puzzle game where you play as a nameless prisoner trapped within an in-escapable tower, who has no memory of their crime.

With no escape, your only chance of freedom is to obey the commands of a dubiously trustworthy narrator, who instructs you to unearth a buried secret deep within a series of magical paintings, capable of transporting you to the scene they depict.

In order to unearth this hidden truth, you will solve puzzles, converse and eavesdrop, while attempting to avoid doing irreversible damage to the histories these paintings represent.

Game Concept

Core Mechanics

Point and Click: One of the main features is the pointing and clicking of the game, to search around a room and interact with different objects.

Puzzles: Another feature is putting together (using drag and drop method) puzzles, whether it is a fixing shattered glass, setting a table or sorting books. You can interact and impact the world around you.

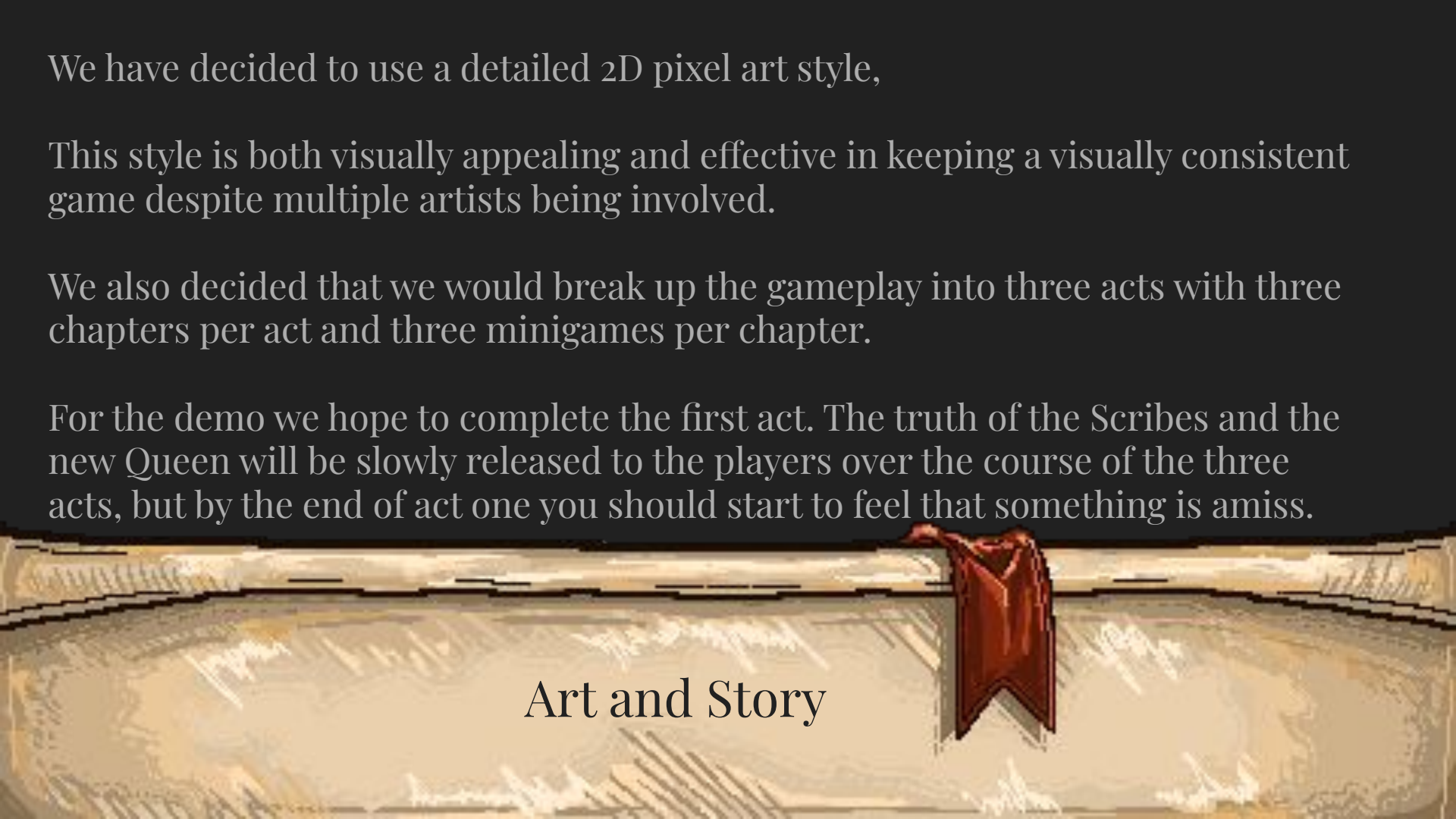
Story Branching: Being a story based game, your decisions can affect the outcome and can give show you new dialogue.

We have decided to use a detailed 2D pixel art style,

This style is both visually appealing and effective in keeping a visually consistent game despite multiple artists being involved.

We also decided that we would break up the gameplay into three acts with three chapters per act and three minigames per chapter.

For the demo we hope to complete the first act. The truth of the Scribes and the new Queen will be slowly released to the players over the course of the three acts, but by the end of act one you should start to feel that something is amiss.



Art and Story

Timeline

Week 5-9:
Implement Core Features

Week 10-12:
Implement Finished Assets

Week 9:
Working Proof of Concept

Week 12:
Upload finished demo of Act 1

In the end of the day, we believe in this game. We are certain there is a demographic of people who would love to play this game- people who enjoy ‘Slay the Princess’, ‘Franbow’ and ‘Little Misfortune’ would certainly enjoy this game for its story and gameplay.

Not to mention, our game will appeal to anyone who enjoys the old 2D pixel art.