

“Me Too” Game Design

Basic Idea:

A puzzle game where you use a mirror dimension to help you solve mysteries the game have to offer. In the mirror dimension you will be able to control your counterpart. The player and the counterpart must face own challenges and help each other to be able to proceed.

Futures:

- * A mirror dimension, you will be able to control your counterpart

- * The counterpart and the player will both have own set of puzzles but they need to help each other to be able to finish

Goal:

The player will have a set of puzzles to solve but the player will have to use the mirror dimension and control the counterpart to be able to solve, Both the player and the counterpart must both solve own set of puzzles to be able to continue. The player and the counterpart must help each other to solve them.

Common Puzzles Ideas:

- * A laser that need to be redirected in order to reach the end point, the laser will be able to enter the mirror dimension but while the laser enters the mirror, it will be unavailable to the player.

- * A box that can only be moved in the mirror or normal dimension. If moved, it will change in both the normal and mirror dimension.

Mirror Dimension:

The mirror dimension is where the counterpart exists, and mirror to the player that he will be able to control. To enter the mirror dimension, the player must first find a mirror to enter. Once inside, the player will be able to control the counterpart if it would be the player itself. With the counterpart help, the player will be able to solve puzzle from his side and the counterpart will have help from the player to solve puzzles in the mirror dimension.

Camera:

The camera will have a basic movement where it will follow the player or the counterpart