# THE INVENTOR

## ONE MAN'S TRASH IS ANOTHER MAN'S ADVENTURE...

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This document details the specifications for "The Inventor"

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Vision:

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**Vision**: The Inventor is a fluid and beautifully styled casual platformer for Xbox One set in 1930's Parisian streets. Players assume the role of Etienne, an inventive boy who will stop at nothing to find the only friend he ever had, Shelly, after she is taken from him by a barely human man of the name Adrian Noir.

When Etienne uncovers and steals Adrians 'Rift suit', he will get more than he bargained for. Players will activate their formidable inventions to find Shelly and go against a seedy criminal underworld. **Glide, dash, slam** and **riftwarp** your way through an ever evolving world unlike any seen in the console space.

**3 Key Concepts**:

*Choice*: Players will always have a choice where to go next through the environment and allow unique interactions empowering the player as a result.

*Changing Environment*: Deformation in the environment will play a key role in the player experience. Chose to **dash** through a weak support pillar to draw a building down on your enemies. **Dash** through the enemies themselves and string kills together to increase your bonuses and rewards. **Riftwarp** back in time to **dash** through the supports of a structure and watch your enemies fall away when you **riftwarp** back to the present. Change the past to affect the present.

*Upgrades*: Use rewards(ghosts) in a upgrade system which will evolve your inventions as you play through promoting a sense of achievement and driving the player to replay levels to collect all the ghosts they can use with upgrades.

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**Controls:**
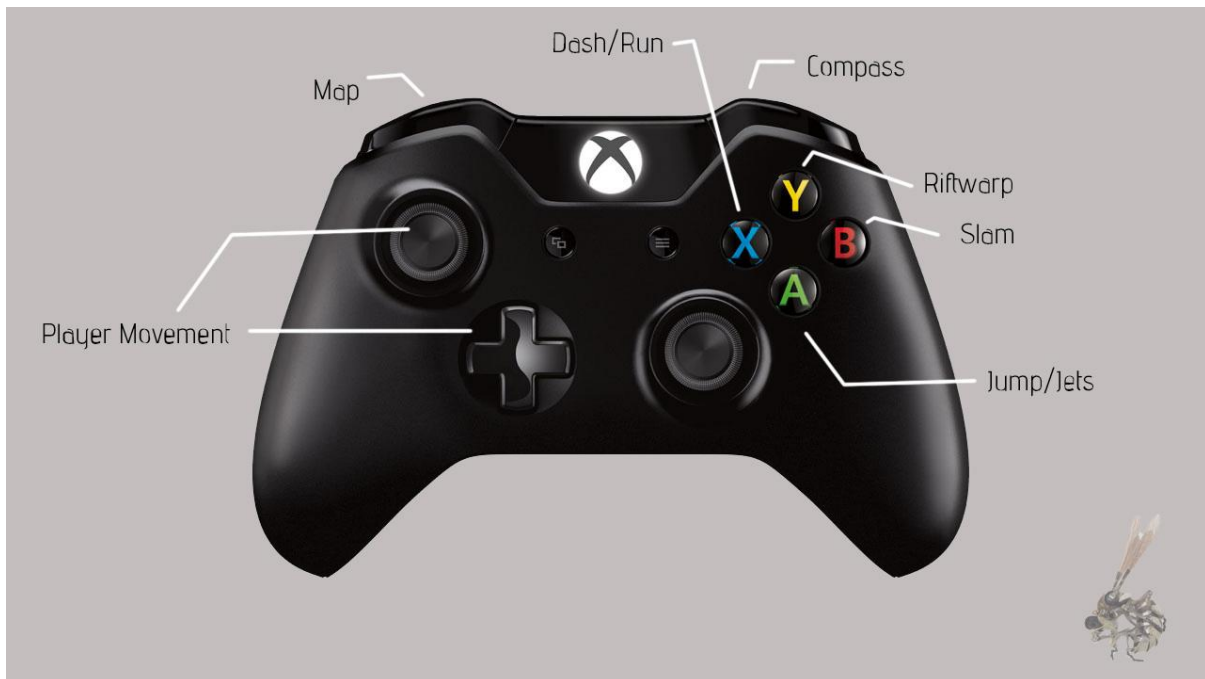


## Bumble Bee Boots

**Jet Jump (Jump):** Perform a jump through the environment or use jet boosters to get over large gaps. Feather the button to land softly using jets.

- Trigger jets from your boots to float gracefully across hazards or gaps.

## Rift Suit

Etienne's goggles and rift suit allow him to create a rift. This allows access to surfaces from another time. They exist as ghostly time and space matter that only Etienne can see. They meld both past and present Parisian streets into the same game world. Be careful what mayhem you inflict in the past as it will have a lasting effect in the future.

## Dash:

Holding the Dash button in combination with any other movement will speed it up.

## Slam:

Pushing the slam button will allow the player to smash through obstacles or come slamming down on enemies below them,

**Story Premise:**

Etienne had never fit in. His mother had always told him he was special and that other children wouldn't accept him if they knew how different he was. She worried he would never have friends and often remarked that he should try to blend in and hide his talents. Later she would reinforce however, that he should never be ashamed of who he was.

Etienne, saw things differently.. Where others saw a old dusty broken watch, Etienne saw broken down components ripe for harvesting. By the age of 5, he had created his own watch from rusty components pilfered from around his school and near his local bus stop. Unlike most watches, Etienne's housed a button that allowed the watch hands to raise up and merge together, creating a compass.

At 7 Etienne began experimenting with explosive compounds. Ever since his mother had taken him to see an "*Armée de l'Air*" he'd been obsessed with flight. Unlike most boys who would be content with an ill fated and supremely brief caped adventure at a break neck speed off the porch to earth; Etienne had set about creating his own set of boots to allow him to fly. He dubbed them, the bumble bee boots.

The prototype he created allowed him to hover, but as yet, it didn't allow continual flight. His maiden test led him to meet Shelly. As he perched on the branch of an old elm at the back of the school feathering the boosters, a pair of crystal blue eyes looked on through a fence paling.

Etienne took off from the branch with a solid boost applied from his hand fed ignition thrusters. He sailed across the grass blasting small pebbles and debris away as he sailed towards the fence. Shelly looked on in utter awe at the invention. As Etienne arrived at the fence he saw Shelly's eyes fix on him from below; her piercing blue gaze was enough for him to lose concentration completely. The thrusters cut away and he plummeted sharply to earth, landing just behind her, rolling into a dusty unceremonious heap.

Shelly cooly moved over to his battered form,

"I'm Shelly, please to meet you."

She extended a hand to Etienne who looked up at her from his dusty pile on the ground.

"nice to meet you too Shelly" Etienne replied as he extended his hand and was yanked with surprising force to his feet by Shelly.

"cool boots!" Shelly exclaimed.

And that was it, they were inseparable from that point on.