GENERAL OVERVIEW

Beware the unknown is a mystery puzzle and escape game. Similar to the show, the main objective is to help Greg and Wirt escape the forest (the unknown) before the beast catches up with them. To escape the unknown successfully, players will have to solve riddles, find clues and defeat enemies all while avoiding the beast.

GAMEPLAY OVERVIEW:

The game will be designed for single player pc gameplay featuring the main characters of the series. It will open in the middle of the unknown with Greg and Wirt, similar to how the show does. The player will be able to control Wirt using their mouse (clicking where they want him to go). Greg will follow behind while holding Mr Frog. As the game progresses, characters will be unlocked and will temporarily travel with the core group. Clicking will interact with the environment as well, allowing for players to move, read clues and hold/ interact with certain items.

LAYOUT AND EXAMPLES

MAP EXAMPLE FROM GAME CALLED "Don't Starve, Reign of Giants:"

The game would be in third person with the camera positioned at an upwards angle showing the map. Characters would be able to move anywhere on the map and use specific objects and map interactions for their benefits. There will be two arrows at either side of the screen to control its movement and players will be able to click on them or scroll to that side of the screen and the camera/ map will follow along.

CONTROLS

CLICK (OR ARROW KEYS)
- MOVE / INTERACT W ENVIRONMENT

ESC
-Pause game

SPACEBAR
USE CHARACTER ABILITY

W
-SWITCH TO NEXT CHARACTER

E
-OPEN INVENTORY

R
-USE ITEM IN HAND

MAPS AND LOCATIONS

1 The Old Grist Mill

2 Pottsfield

3 The Tavern

4 Endicott's mansion

MAPS AND LOCATIONS

5 The Riverboat

6 Adelaide's House

7 The Unknown

Each map effectively functions as its own level. Players will be able to see their progression as they unlock new locations and meet new characters. This will all be tracked using a map that will be acquired at the beginning of the game. This map will stay in the players inventory and can be used to see the overall layout of the unknown as it goes being unlocked.

BACKGROUNDS AND ART STYLE

One of the most notable and iconic features from the art style of Over the Garden Wall are it's ominous and complex backgrounds. For the show, most of the backgrounds are digital paintings and traditional drawings. This will be implemented throughout the game with complex backgrounds in contrast to the simple character designs. The creators original intentions for the shows art style will be carried out through the background as the characters will have an even more simple look.

PLAYABLE CHARACTERS

WIRT
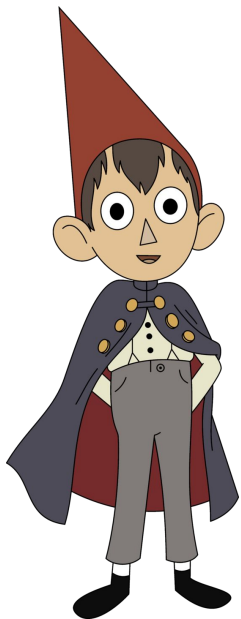
MAIN PLAYABLE
CHARACTER

TALL/ CAN REACH
HIGHER LOCATIONS

LEADS THE ENTIRE
CORE GROUP OF
PEOPLE

GREG

FOLLOWS WIRT
FROM THE
BEGINNING

SMALL/ CAN FIT
INTO SMALL
PLACES OTHERS
CAN'T

HAS HALLOWEEN
CANDY THAT CAN
BE THROWN/
LEAVE A TRAIL
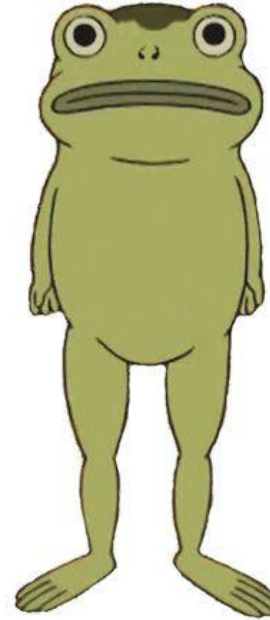
PLAYABLE CHARACTERS

BEATRICE

UNLOCKED AFTER THE OLD GRIST MILL ON THE WAY TO POTSFIELD

CAN FIND HIGH TO REACH CLUES

COMMUNICATE WITH OTHER BIRDS AND CERTAIN ANIMALS IN THE UNKNOWN

THE FROG


KEPT WITH GREG THROUGHOUT GAME

UNLOCKS CHARACTER AFTER THE TUTORIAL

CAN HOP OVER CERTAIN HEIGHTS

SWIM IN WATER AND LIGHT ENOUGH TO JUMP ON LILY PADS

TIMING

At the start of each round, there will be a timer at the top of the screen. A different amount of time will be alloted to completing each individual round or puzzle that will be displayed at the bottom of the lantern clock. The time will count down and once it reaches the end, the beast will finally be powerful enough to attack without being summoned by the lantern. At that point, he will have too much power and will be unstoppable. After time runs out, the scene will cut to the beast and the round will restart from the beginning.
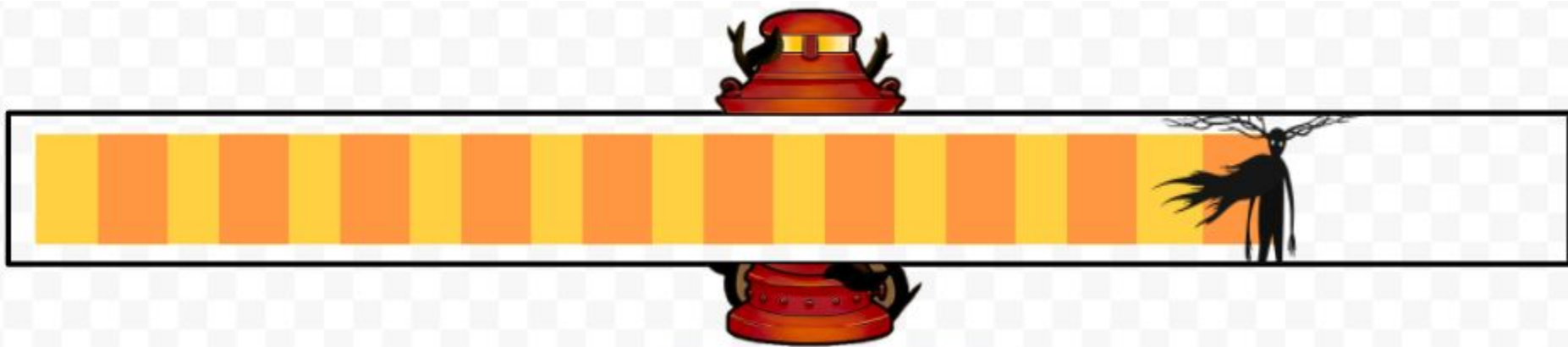
OBJECTIVES; OIL LANTERN / MAP

There will be one piece to the beasts oil lantern that must be acquired at the end of every level to pass. Players will know when a map/ level is completed when they've acquired the respective piece to the oil lamp and it appears in the vault (in the players inventory). They will also know they've successfully finished a level when that location appears on the map in the players inventory. Once each piece of the lamp is acquired by the player and assembled, it will summon the beast for the player to fight as the final level.

(LANTERN EXAMPLE)

MAP OF THE UNKNOWN
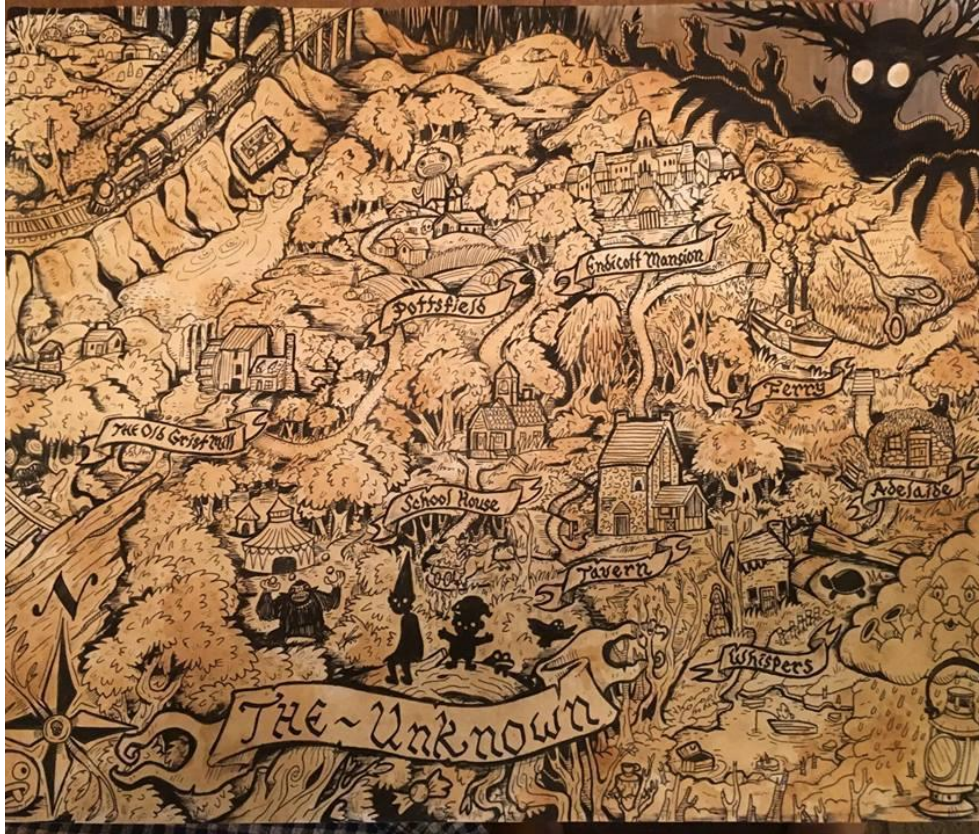
A blank map of the unknown will be available to every player in their inventory. As players complete levels, that part of the map will begin to appear in color. This will allow for players to know exactly where they have and haven't visited and assist with the overall flow of the game. Additionally, the map will be able to be used to revisit already complete levels by clicking on their corresponding icon on the map. Players will be teleported to the starting location however the level will still be completed.

OPENING MENU

The website opens with a full screen of the unknown covered in fog. There is a very foggy forest in toned down colors and it is difficult to see anything

After a couple seconds of scrolling through the terrain, lightning suddenly flashes as it reveals the silhouette of the protagonists on the rock in bottom left corner of the screen. The piano will begin to play as this transitions to the title screen.


(Drawings by me)

TITLE SCREEN

After the initial flash of lightning, there will be a pause and then the screen will go black. The music will climax as the title card fades in saying "Over The Garden Wall." The lightning will flash one more time and the screen will turn completely white for a second.

After, the words "Beware the Unknown" and the play button will both appear. It will wait on this screen until the player presses play. The screen will then go black and the game will begin.
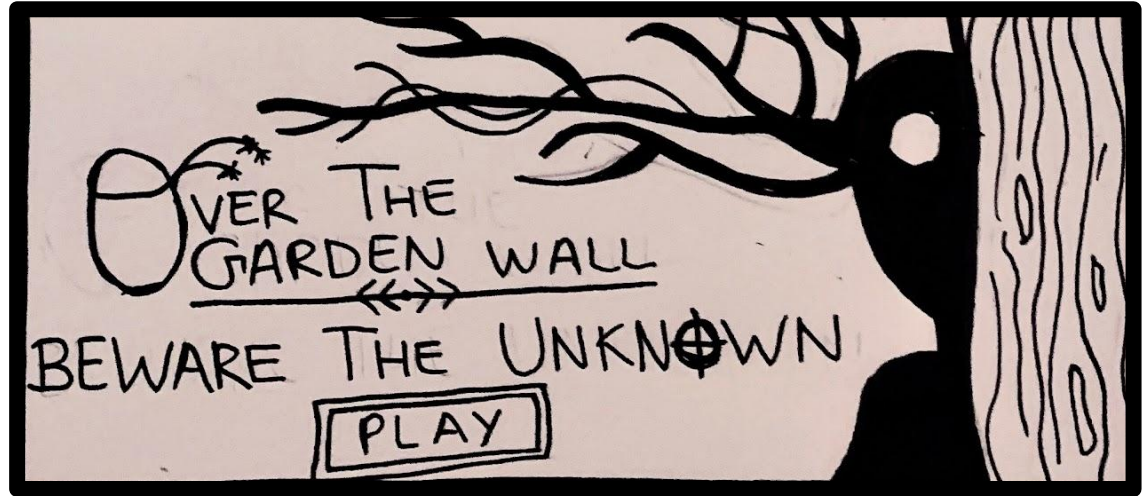
HELP MENU / TUTORIAL

Tutorial and narration done by Frog throughout cutscenes similar to the show. During the first seconds of gameplay, when learning the controls of the game, the frog will explain to players the mechanics.

USE HINT 100 COINS
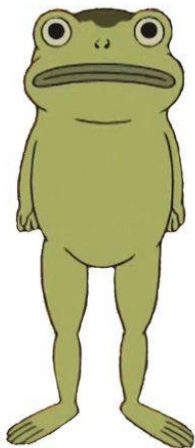
Hints will cost 100 coins and can be used on specific puzzle that players get stuck on. They can be purchased using in game currency which will be accumulated throughout gameplay by successfully solving certain puzzles or finding hidden piles of coins around the map. Players can also choose to purchase more in game currency using real money.
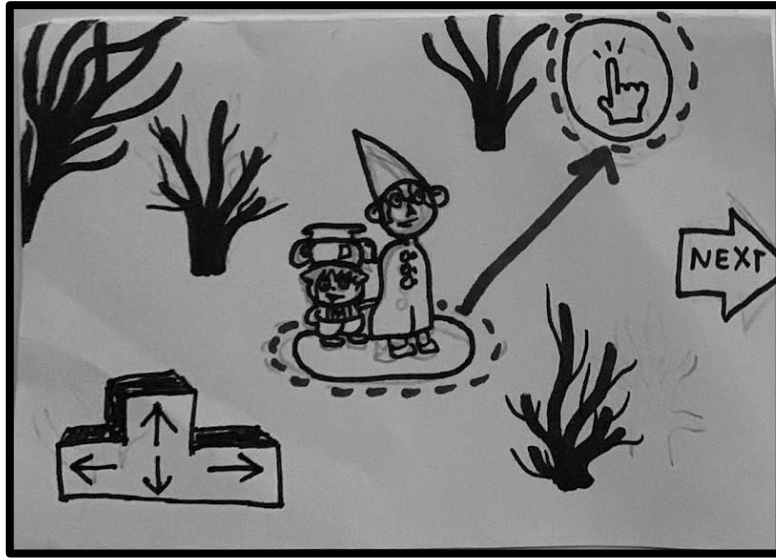
TUTORIAL/BEGINNING GAMEPLAY
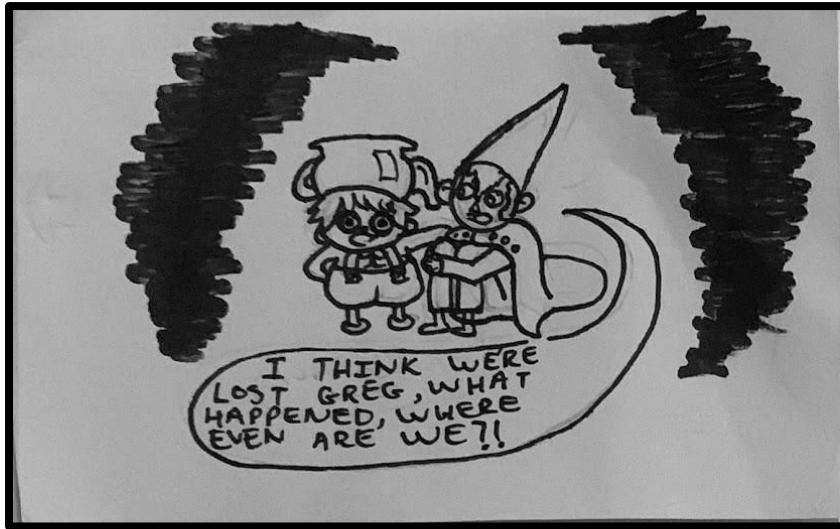
This will catapult the characters into the storyline as they start by waking up in the middle of the forest with no memory.

Similar to the show, the frog will not only act as a playable character (unlocked after tutorial) But will also serve to narrate and guide the players

TUTORIAL/BEGINNING GAMEPLAY 2

After initially waking up, the frog will pop up and show players the controls of the game. Similarly, the controls list will also appear on the screen. The NEXT button on the right will appear after players successfully move around the terrain

After learning to move and pressing NEXT, players will come to an uncrossable chasm. Players have to walk up to the tree where they will be prompted and walked through a mini game.

TUTORIAL/BEGINNING GAMEPLAY 3

THAT'S A PRETTY SMALL LOG, SOMEONE TINY IS GONNA HAVE TO GO THROUGH, W
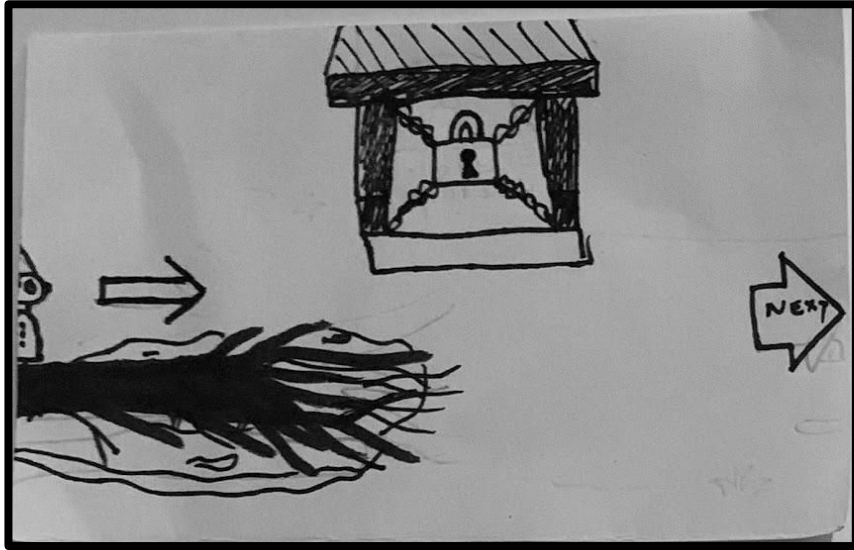
If players are able to successfully stop the axe directly in front of the tree, Wirt will successfully cut the tree down granting them both safe passage. After, the group will come to a door, there will be no way to unlock it on this page meaning they must progress through the tutorial and explore the map for clues

Players will eventually come to the next page where they will see a fallen tree. The game will not allow for Wirt to go through because he's too big. This is how players will be taught to switch characters. After switching into Greg using **W** players can enter the tree and get the key.

TUTORIAL/BEGINNING GAMEPLAY 4
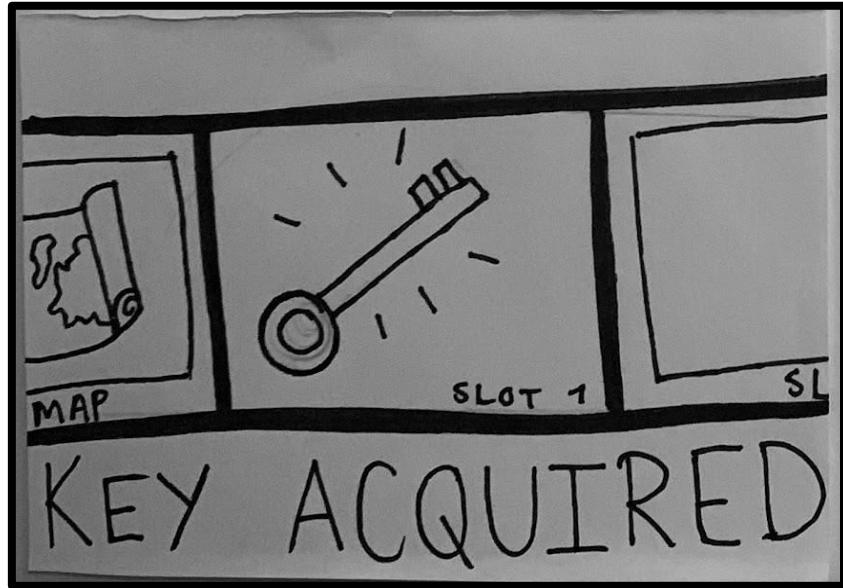
Once the key is acquired, it will go into slot 1 of the players inventory. This will also be used as a chance to explain how the inventory works, what can be carried and that the **E** button is used to open the inventory.
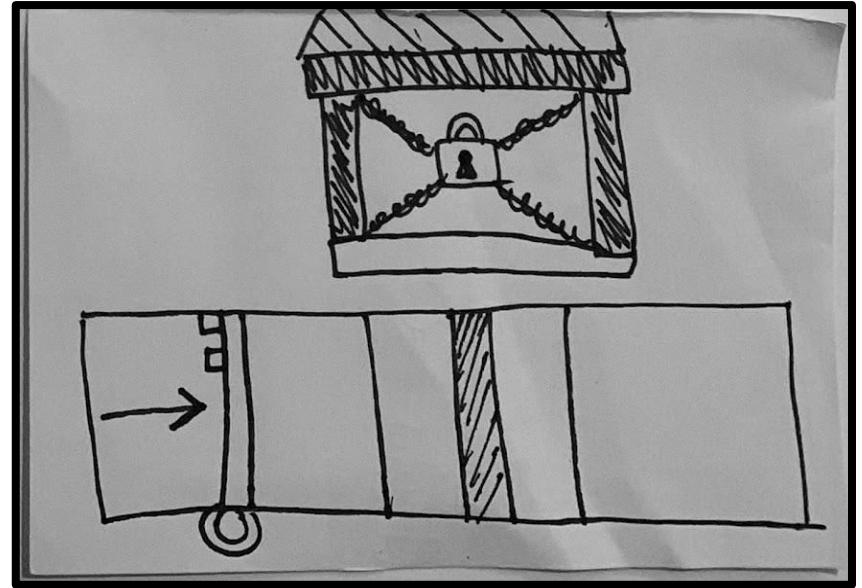

Lastly, to complete the tutorial and unlock the door, players will have to complete a more difficult version of the initial puzzle. The key will be moving a lot faster this time. Once solved, the tutorial will end and players will be guided to the first location on their map; The Old Grist Mill
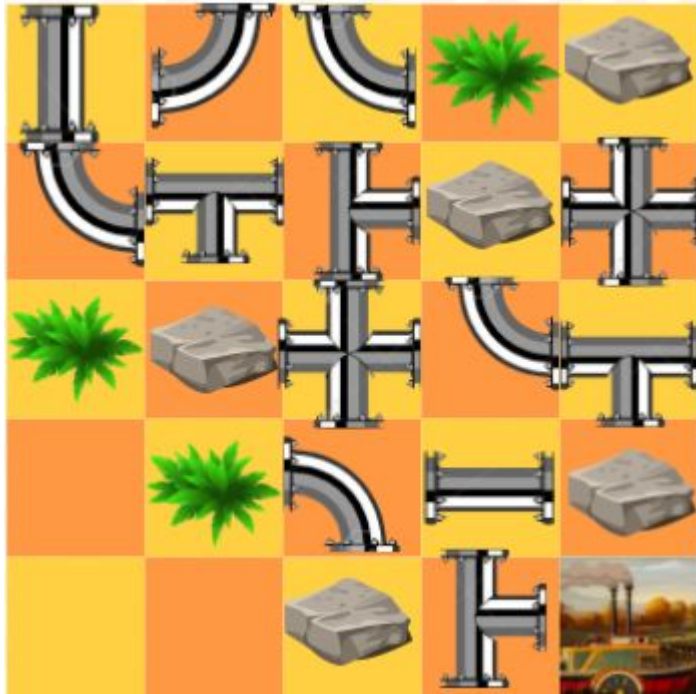
USER INTERFACE

*BOTTOM LEFT CORNER SHOWS CHARACTER PLAYERS CURRENTLY PLAYING AND THE NEXT IN ROTATION TO SWITCH TO

*MAP CAN CONSTANTLY BE ACCESSED FROM INVENTORY

*HEALTH BAR RESTORES AFTER TIME

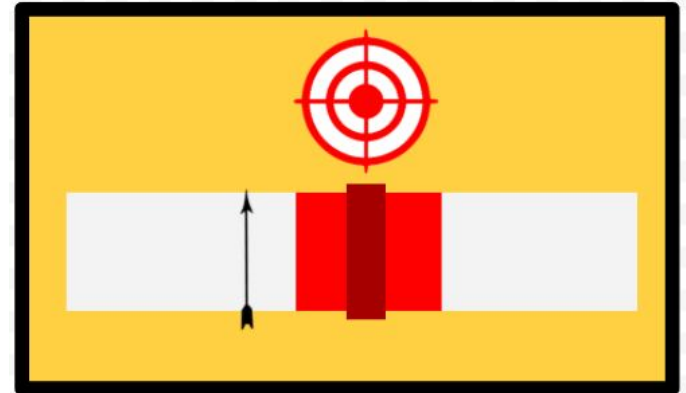250

3/8

USE HINT
100 COINS
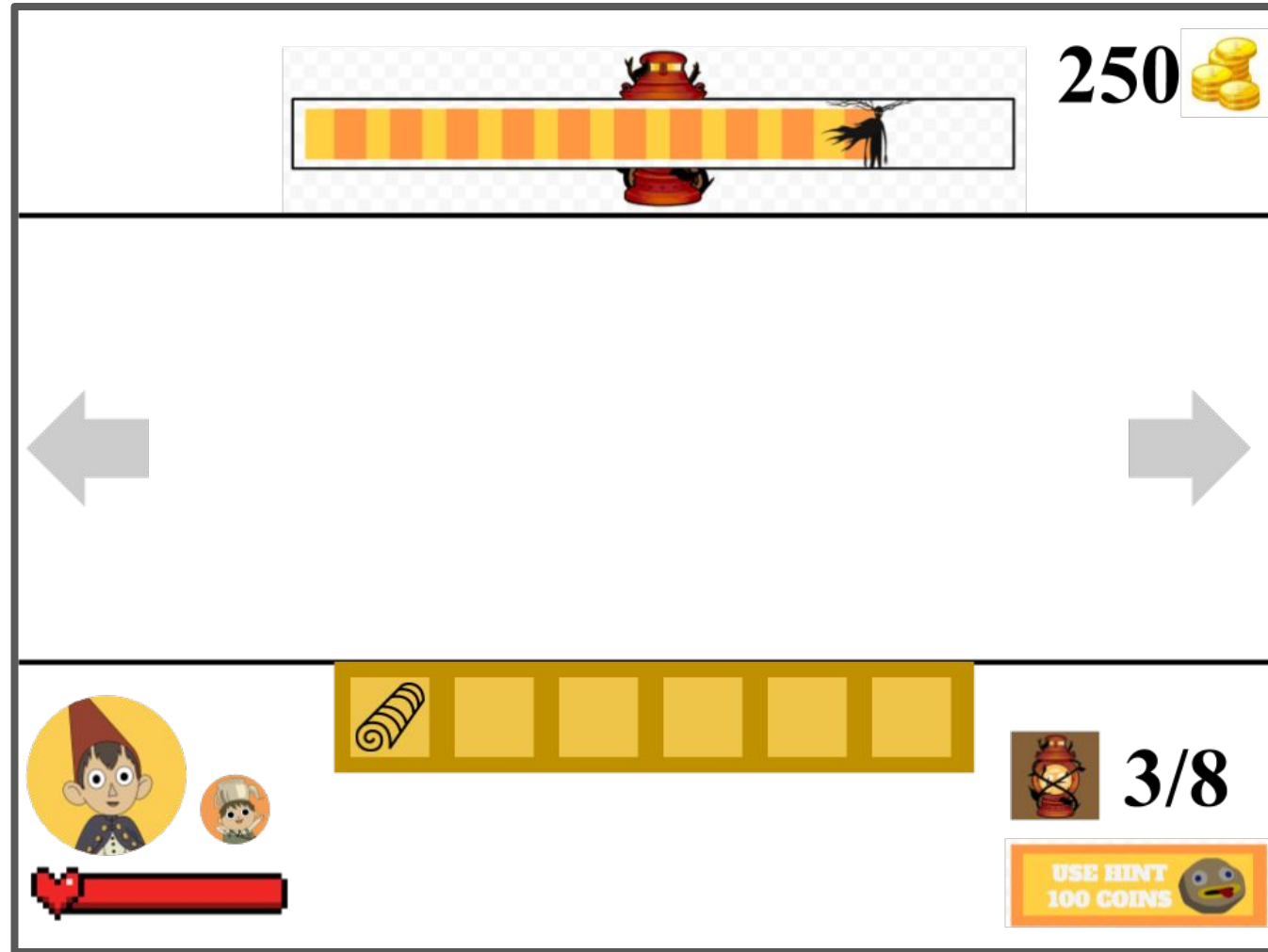
PUZZLE EXAMPLES

GAMEPLAY FROM MAP 5 RIVERBOAT
Get the water to the boat in time to make it begin sailing

Timing puzzles for unlocking doors and launching arrows

Using spacebar, pause the key/ arrow when aligned with the target/ key hole

DATA COLLECTED

TUTORIAL	
How long did it take players to complete	How many times each puzzle was attempted vs completed
How many times players check the controls	Were any cutscenes skipped
If anybody stopped playing or didn't progress	When did the player choose to skip
Time spent on each individual puzzle	Did the player watch any other cut scenes after that

OVERALL GAME	
How long it takes players in each individual location	Where players quit or take a break from playing the game
The amount of time and location of pauses	How much total money is collected and spent from players
How many times each level is attempted vs passed	Where and when people are buying and using hints
Time differential between level solved with/ without hint	How long each character is used, where changes are made

MONETIZATION OPTIONS

Although the game will be free to play, there will be a couple different ways in which money will be raised to support the game. Firstly, between some of the levels and at the beginning loading screens there will be spots for advertisements. Companies will be able to pay to have their product advertisements featured throughout parts of the game. Additionally, another form of generating revenue will be thru in app purchases. More specifically, hints throughout levels will be sold in the shop. When a players inventory is opened, they will have an option to buy level hints for money. These hints will guide characters in the right direction and will be strategically bought at difficult stages throughout different levels to help the player. Lastly, the third way of monetization for my game will be through the addition of new characters and cut scenes. There will be an expansion pack available that contains new characters and cut scenes that won't be accessible with the free version of the game. This will include a special map and special characters that will now be able to travel with the core group.