

Narbacular Drop



GAM400 Project Pitch

Nuclear Monkey Software

www.nuclearmonkeysoftware.com

Team



- Producer - Kim Swift
- Designer - Garret Rickey
- Technical Director - Dave Kircher
- Product Manager - Jeep Barnett

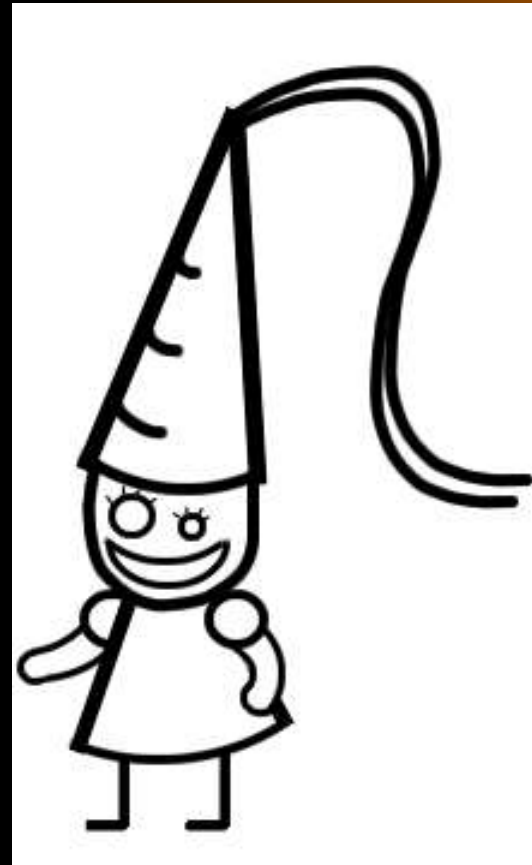
High-Concept



- Environmental puzzle game.
- Fantasy setting.
- First and Third person views.
- Solve puzzles using a Portal System™.

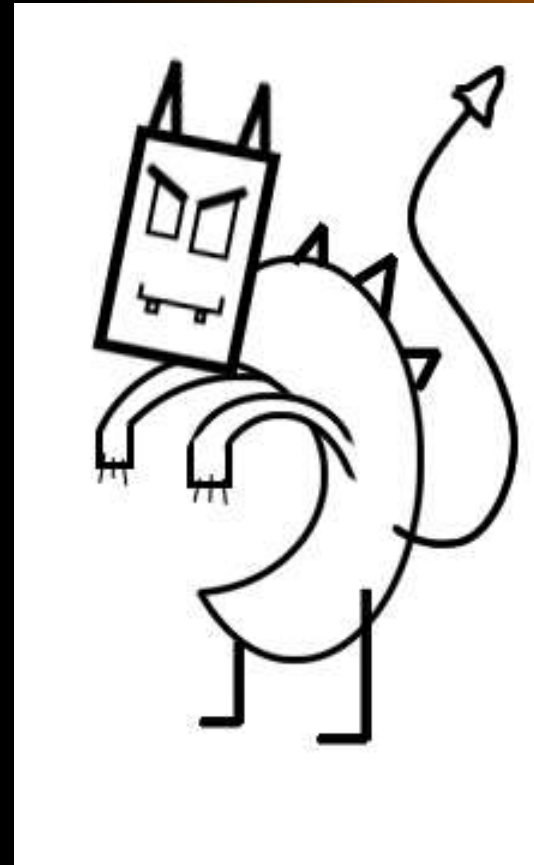
Characters

- No-Knees the Princess
- Main Character
- Goal: Escape the
Dungeon



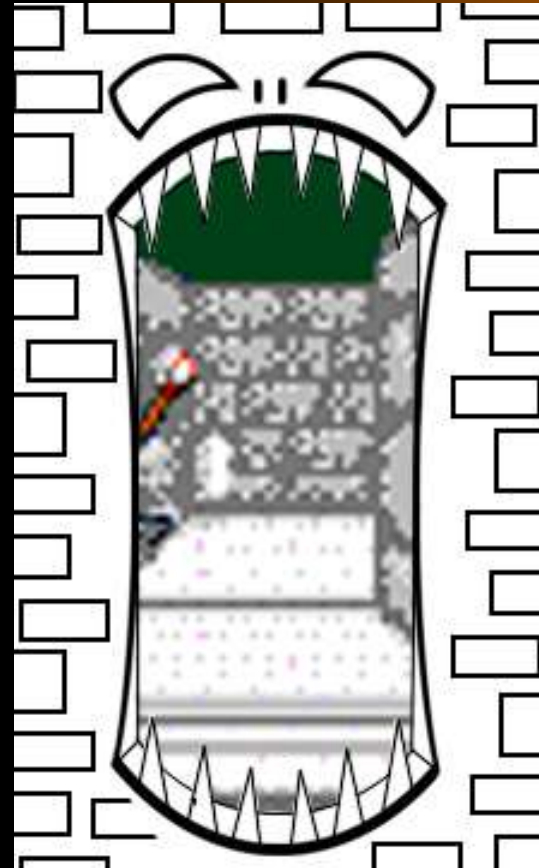
Characters

- Demon
- Captured No-Knees
- Lives in Wally, the Dungeon.
- End Boss



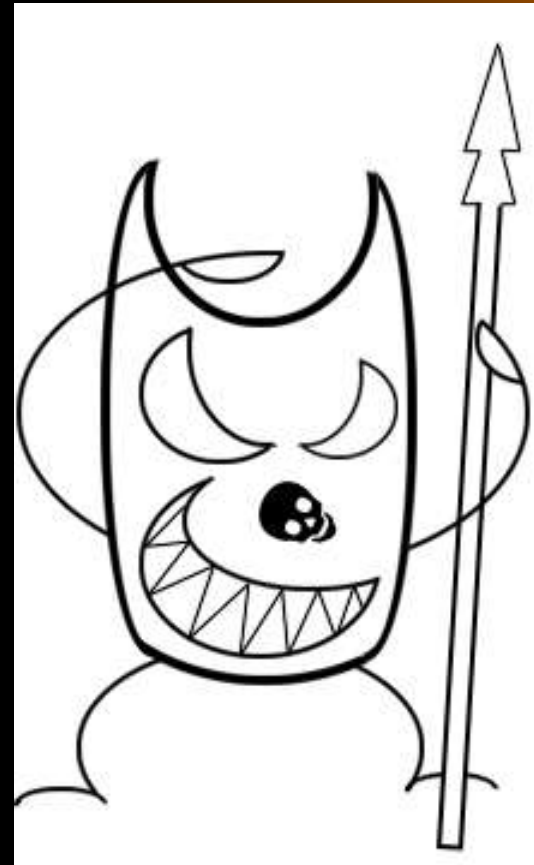
Characters

- Wally the Dungeon
- Can open portals on his walls
- Can't see, but can communicate.
- Wants to be free from Demon.



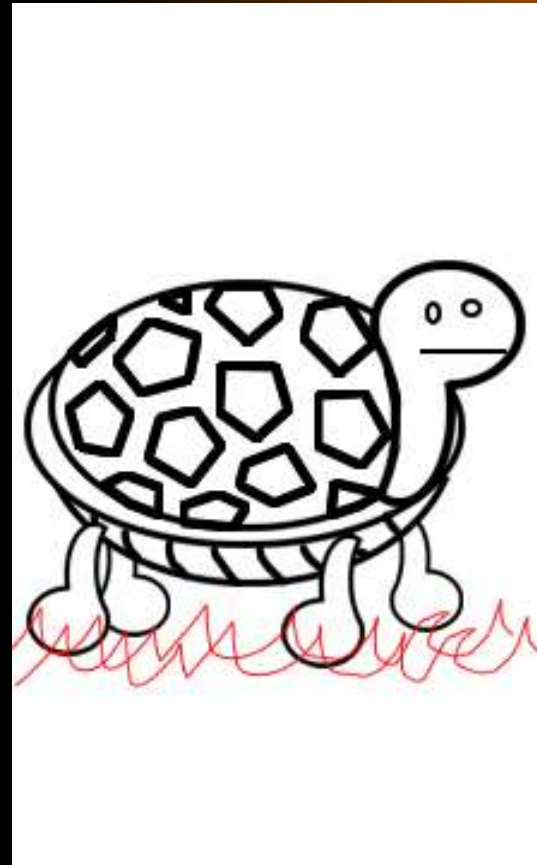
Characters

- Impy the Imp
- One of Demon's minions
- Janitor of the dungeon
- Used in a puzzle, Player tries to catch Impy



Characters

- Lava Turtle
- Walks on lava
- Can be stood upon safely
- Looks really cute



Setting Information

- Princess No-Knees is trapped in the infamous dungeon Wally, home of the evil Demon.
- Use Portals to pass through the various traps and puzzles in the dungeon.
- Guide No-Knees through the dungeon and defeat Demon.

The Portal System

- New idea, never been the focus of a game before.
- Player controlled portals which interconnect.
- Fun visual effect, lots of interaction with the environment.
- Make your own fun.

Portal Demo



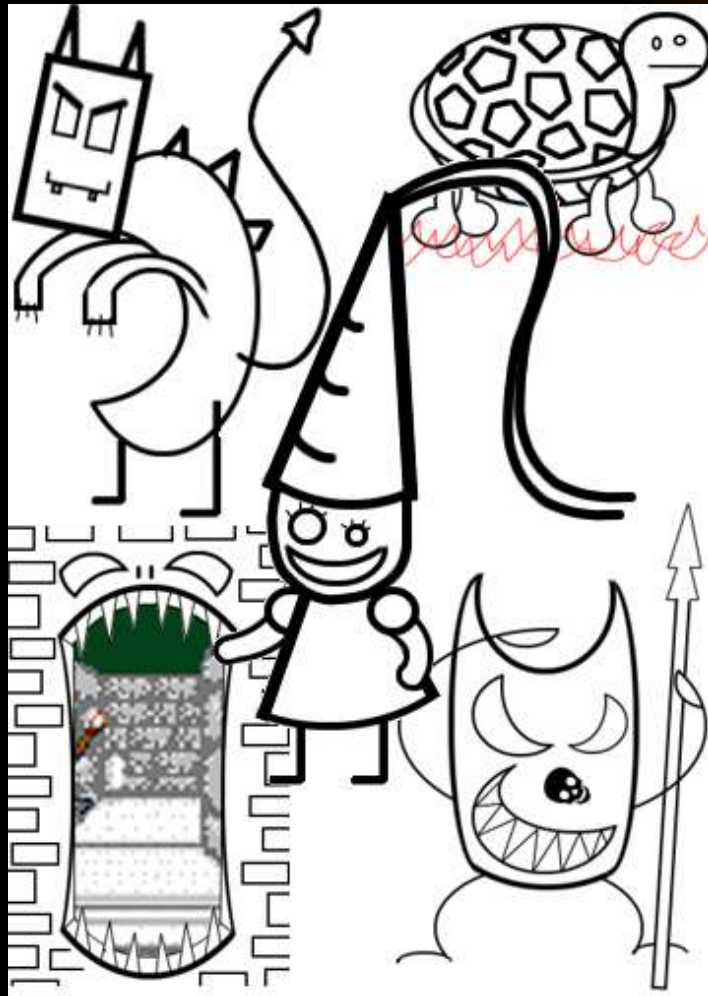
- Here is a basic demo of the Portal Concept created in ProjectFUN.

Simple, Fun Gameplay



- Intuitive interface
- Short learning curve
- Unique puzzle solving system
- Non violent, Digipen friendly.

Please give us art



Art Style

- Okage: Shadow King



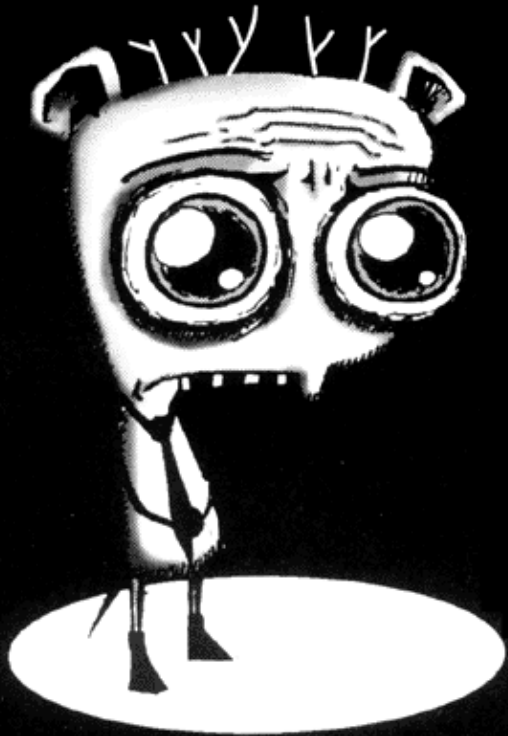
Art Style

- Nightmare Before Christmas (Oogie's Revenge)



Art Style

- Johnny The Homicidal Maniac



Art Style

- Stretch Panic



Art Style

- Invader Zim



General Notes

- Unless specified, all models should have their origin (0,0,0) at the center of mass.
- The general scale of the game is to assume that No-Knees fits in a 1x1x1 meter cube.
- Models must be exported as X files with texture coordinates and lighting normals.
- Polygon counts refer to triangles (not quads).
- Polygons have back face culling.
- Unless specified, all texture bit depths are 24bit (rgb)

Polygon and Texture limits

- 2000 polygons for main character, 500-1000 for other animated characters, 50-100 for non-animated scene objects.
- 512x512 texture space for models and wall textures, 256x256 for non-animated scene objects.
- Specifics available in art asset documentation.