

Summer

Genre: Third-person action adventure open world game

Platform: PC

Market: +15, some mysteries will include mature topics

Story

The school year is ending. It is summer 2004 and kids have holidays. No school, just fun and freedom. A group of kids is living in the French countryside and they are ready for adventure. During the last day of school sirens started warning people that something happened. Old swords and other artefacts were stolen from a local museum. This part of the country has a rich history and the price of stolen things is enormous. But they are nowhere to be found. No one left the area with them, no one was seen. The kids decide to unravel this mystery and become heroes of local school.

Selling points

Environment: French and Europe generally is not very used in open world video games. Especially the countryside. The game market is oversaturated with American settings.

Perspective: The game is played from a perspective of a kid, doing kids activities and having different problems. It might feel restrictive, but there are not many games from this point of view.

Mechanics: Playing as a kid opens doors for new mechanics and gameplay. Friendships, biking, building shelters, painting fences, doing chores and enjoying feasts with fun activities, but also earning respect from other kids. These mechanics could be annoying in other games, but they fit a theme, make sense and create possibilities to be funny.

Gameplay

As the story progresses the player must earn money from favors and chores. They use the money to buy tickets to feasts, cinema, museum, train, buying food or things. By doing all the activities it opens new dialogue options and gives them interests to talk about. Relationships are part of the game and they are based on mutual interest. The player is also forced to earn money to get to certain places to uncover more of the story and other mysteries. One of the goals, the main one, is to earn respect between kids and in school which will be mainly gained at the end of the main story.

Mechanics

Relationships and respect: The kids make relationships between each other and with adults. By doing jobs, favors and chores they earn respect with money and unlock more jobs, stories and possibilities. To keep relationships the interest must be mutual. The player has to care about others. By doing some activities the players can unlock more dialogue options.

Traveling: Biking is the best transport activity. Other traveling possibilities are trains and skates.

Building shelters: The kids build shelters in different places and own the area. They can destroy other shelters or create alliances with different kid groups.

Fighting: The kids get into fights sometimes. Because of disputes and rivalry. But also nature is dangerous and they have to fight with stones, sticks, bow and fire or run from bears and other dangerous animals.

Other mechanics:

- reward system
- friendships
- chores
- favors
- exploring
- story
- mysteries
- events
- inventory
- dialogues
- traveling
- stealth
- customizations

Game environment and story points

The game is set in the French countryside in a big village as the main center with small villages, fields, plantations, small factories, old buildings, ruins, lakes, mountains and rivers. The game starts after the school ends and the kids group meet together and start planning. Players can choose what they will do on a certain day. Activities and stories push time forward.

The first point of the story is gathering information about the robbery. This can already include stealth.

Another point of the story and chosen for the level design demo map is when the kids go through forest. The player is attacked by a boar and pushed from a slope. Other kids ran away and did not notice the fall. The player has to go through the area, follow a river, get through a maze and old house to escape this area. This part of the game unlocks the kid's shelters.

The kids have to attend a festival. It gives lots of fun activities, also forces the player to earn money naturally and move the story forward.

At the end of the game the player unravels the mystery of the missing artefacts and earns the respect of the whole city as they also saved someone's life.