



Void is a third person action exploration game that integrates three unique environments each with their own physical character state.

### Characters

There are three different states to the character (neutral, heavy and floating), each one allowing the player to progress through the spaces.

### Environments

#### Anemone Sea

This space is designed to optimise game-play for the characters neutral state to advance through the area. It is populated with orange pads that sit on top of a bed of sea anemones, which undulate similar to the waves of the sea.

#### Emerald Cavern

The state change the character obtains within this space increases its size and weight allowing it to push heavy rocks and take advantage of its weight to drop from a height onto bounce-pads that propel the character to a pre-defined location. This area is constructed from rocks and crystals giving it a more solid feel. The space provides contrast between the dark open expanse of the cavern and the emerald illumination produced by the crystal plates.

#### Shimmering Towers

It uses the floating state change which involves the player manoeuvring in-between pillars projected by air currents that will force the character up or down. The avatar slowly descends downwards towards an underlying mist which hides a sea of anemones.

#### The Reef

The final space it is a culmination of the previous three environments, layering the mechanics of each physical state and interlaying them into a single playable space. In turn optimising the environment to produce a spectacle of contrast, scale, colour and pacing. This allows us to create a diverse meaningful play that can increase the difficulty curve of the game due to the multilayered facets of the environment interactions that have been previously established.

### Contact Details

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