

Paradise Lost

X Statement:

"I am Legend meets Space Odyssey: The game."

One Sentence Statement:

Paradise Lost is a horror adventure Wii game where players take the role of Jack Churchill and investigate what happened aboard the sleeper ship Daedalus.

Unique Selling Feature:

Experience. Paradise Lost is a game focused on the experience of possibly being the last human alive, utilizing the Wii mechanics to its fullest extent in order to make players dive deep in it.

Setting:

The whole game is set aboard the sleeper ship Daedalus. Sleeper ship is the nomenclature used to specify the kind of ship where the crew and passengers are put into suspended animation through the duration of the journey. Disaster struck Daedalus during its maiden voyage. With all the other stasis chambers apparently empty, Jack Churchill is presumed to be the last human aboard the spaceship, and must explore it and investigate just what happened.



Camera:

The camera type selected for the game is First-Person, since it allows for more immersion into the game world. First-person camera increases the horror factor felt by the player during gameplay due to not being able to see in a 360 degree angle around him, and due to the game's slow paced nature and lack of platforming puzzle, it is a perfect choice for the horror-adventure genre in this game. There's also the fact that there aren't many first-person titles on the Wii, increasing it's selling point and helping it stand out from the rest.

Character:

-Protagonist: The protagonist is Jack Churchill, a regular joe selected for the journey due to his skills with mechanics. Since he's not part of the crew, but a passenger, it will be easier for the players to identify with him and assume his identify while playing, thus increasing the immersion level in the experience. He also possesses an extensive backstory, which includes his reason for taking part in the voyage, which will be unveiled as the player progresses through the game.

-Antagonist: The antagonist is the spaceship itself, and whatever caused the event that apparently wiped out the passengers and crew members. Jack Churchill's memories will also come alive to haunt him.

Control:

The control is divided into two sections, movement and action.



-Movement: Movement is handled by the Nunchuk extension of the Wii remote with players using the analog stick to move in any direction they choose. Pressing the Z button on it allows the player to strafe instead of turning. Moving the whole nunchuk sideways quickly makes use of the accelerometer feature and allows the player to quickly move sideways in order to dodge.

-Action: Action is handled by the Wii remote. Players start the game with nothing but a special flashlight. The flashlight, as well as other tools, are handled and directed by pointing the Wii remote at the screen. Pressing and holding the B button allows players to hold or drop an item. Pressing the A button allows players to activate the object they're holding or interact with the world around them. Moving the Wii remote in a throwing motion allows the player to throw objects around.



Gameplay:

Typical gameplay involves the player searching for logs, documents, clues and hints spread across the many sections of the massive ship. There is a certain element of stealth, as players will also have to attempt to avoid the ghosts that have taken possession of the ship. Combination puzzles, where players have to find an item to place in a piece of machinery to open a door or effect some other action, also feature heavily.

The player must make choices as he progresses through the game. These choices impact on the game finale as well as the path the player will take. However, these choices aren't so obvious and are not divided into a "good and evil" alignment, as such players will not really know the true outcome of these actions until he reaches the finale. The game features a series of finales, ranging from the player realizing that the entire human race has been exterminated on Earth to the player waking up from a terrible nightmare inside the stasis capsule, with no catastrophic event having taken place.

Target Audience:

The game is targeted at hardcore gamers, Wii owners who are looking for a more mature game, fans of Dead Space, Amnesia, Doom, Resident Evil, Silent Hill, Science Fiction enthusiasts, fans of the horror-adventure genre. Gamers familiar with both novels, I am Legend and Space Odyssey, will also be interested in the game.