

SPECTRUM

GamePlay : In Spectrum, the player guides their character through levels, solving puzzles using all manner of objects and interactions within the environment in order to find and open the next doorway. However, the objects you need only exist when viewed through a particular lens. The player must change the lens through which they view the world in order to find their path forward.

Art : The art style is simple and plain when viewed in white light.

When viewed through a lens, the environments become detailed and vibrant.

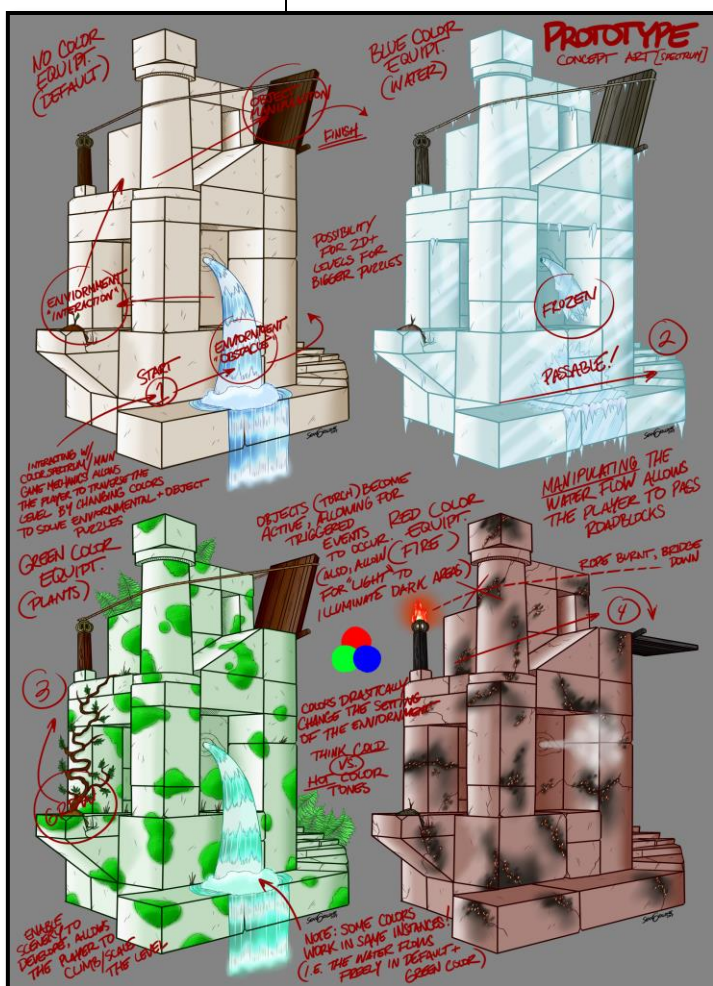
Market : Fans of puzzle games and short, casual experiences are the primary audience for Spectrum. This game will appeal to those who liked Monument Valley, Fez, The Unfinished Swan, etc.

Why it's good :

- Wide range of possibilities in level/puzzle design using the lenses by adding new objects and interactions.
- Game is scalable and could be released on a wide range of platforms, from mobile, to consoles, PC and web.
- Simple controls allow for a large audience.

Controls :

Click/tap on a point in the environment to guide the character and interact with objects. Change lenses by clicking/tapping the colored icon on the screen.



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