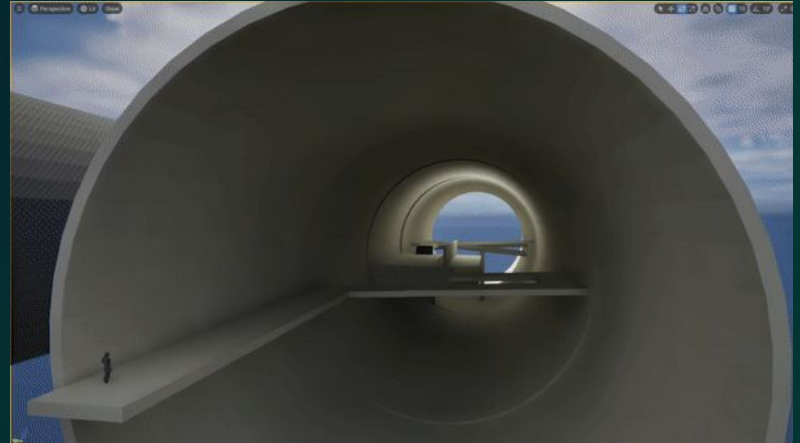Echoing tunnel

Introduction

- Name Echoing Tunnel (WIP)

- **Genre:** First-person puzzle exploration

- **Unique Setting:** Mystical temple-mechanical hybrid structure

- **Core Gameplay:** Rotating cylinder sections to solve puzzles and navigate

Inspiration from Architecture

- Inspiration from monumental

  architecture

- Spaces that feel "not meant for humans"

  - massive, industrial, surreal
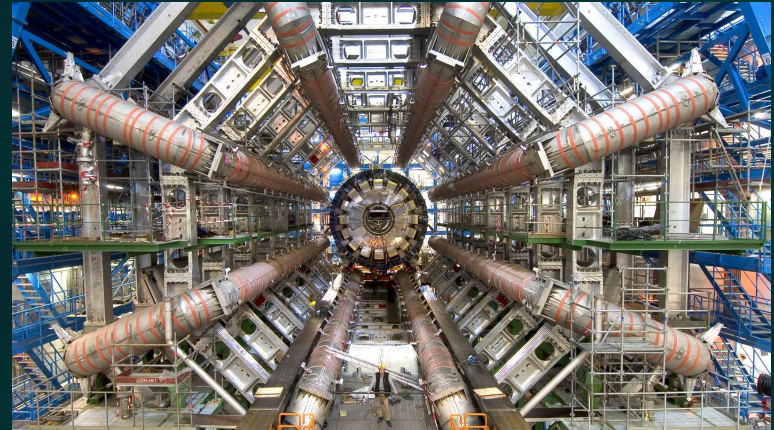
Konark Temple Wheel – Architectural Symbolism

- Konark Sun Temple's intricate wheel design

- Symbolizes cycles, time, and ancient craftsmanship

- Inspiration for rotating mechanisms in the game

Game Environment: The Cylinder Temple

- Main environment: a horizontally oriented cylinder

- Mix of industrial and mystical architectural design

- Early levels are simple; complexity builds gradually
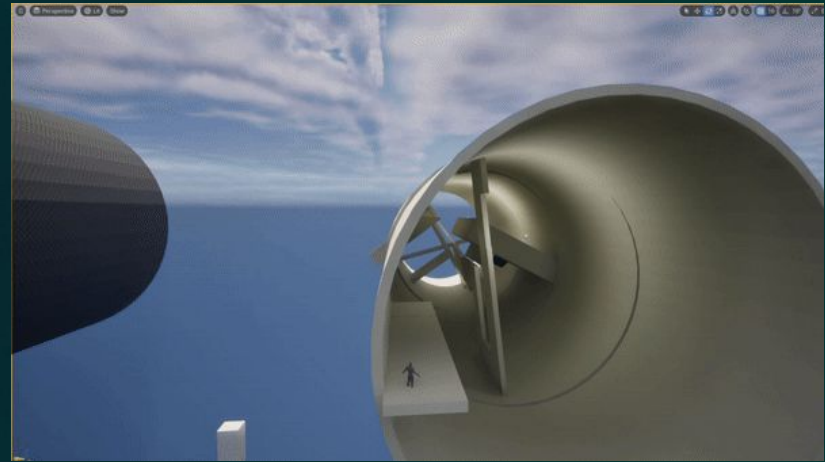
Core Mechanic: Cylinder Rotation and Player Interaction

- Main mechanic: rotating the cylinder to align pathways

- Gyroscope interaction on PS5 – tilt controller to rotate

- Mouse wheel rotation for PC
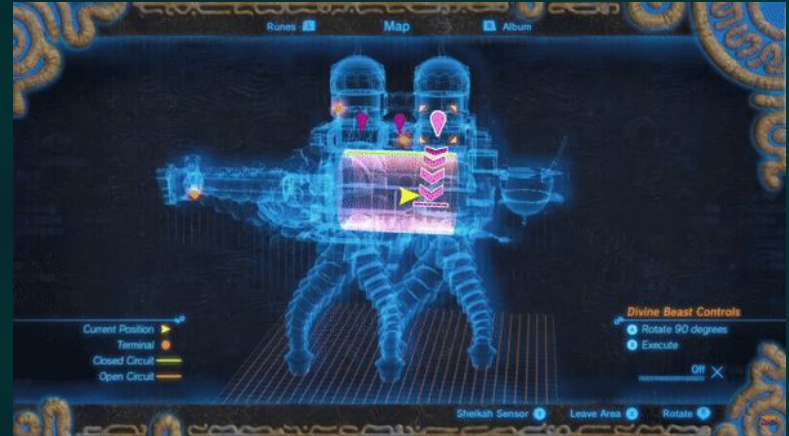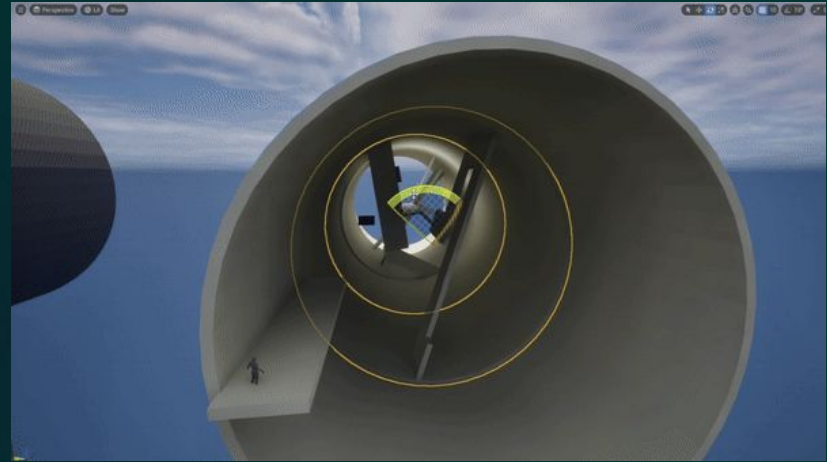
Puzzle Design and Progression

- Progression from basic alignment puzzles to complex, multi-step challenges

- Increasing difficulty with added cranks, gears, and sequences

- PS5 touchpad interaction for fine-tuning and crank adjustments
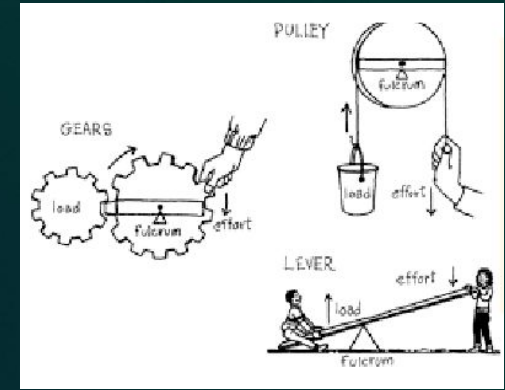
Platforming and Movement

- Vertical shafts and holes allow for multi-level exploration

- Combination of platforming and puzzle-solving

- Dynamic pathways created by cylinder rotation
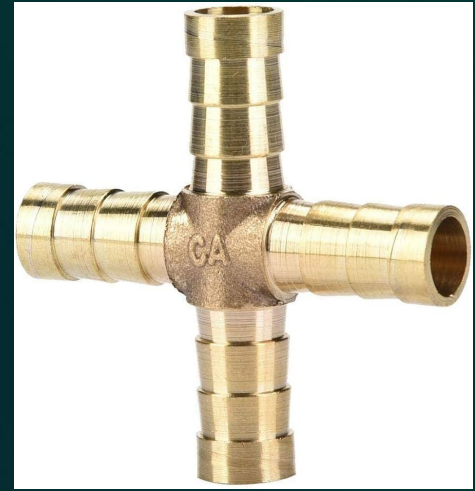
Conclusion and Vision

- Blend of monumental architecture, immersive mechanics, and evolving puzzles

- Future potential: expanding with more intricate levels or additional temple designs

Workflow

Week	Designers	Artists	Programmers
Week 1	Finalize core mechanics, layout designs for initial levels, define visual style	Begin creating basic assets (platforms, gears, environmental elements)	Implement basic movement, cylinder rotation, and simple puzzle mechanics
Week 2	Map out full level progression and set difficulty scaling	Develop initial textures, lighting tests, and basic environmental props	Refine rotation mechanic, start building puzzle interactions
Week 3	Design puzzle layouts, especially for the first three levels	Continue asset creation, add detail to props, begin work on PS5-specific controls (gyroscope)	Implement PS5 gyroscope rotation, start building save/load functionality
Week 4	Finalize design for all levels, focus on progression and difficulty balance	Complete remaining assets, polish lighting and texture details	Integrate assets, work on PS5 touchpad interactions, start optimizing performance
Week 5	Playtest all levels, make adjustments based on player feedback	Polish visuals, add final touches to environment and effects	Bug fixing, optimization, final integration of mechanics
Week 6	Final playtests and adjustments	Final polish pass, ensure visual consistency	Final debugging and optimization, prepare for build

Thank you!