

A Few Screenshots:

 LINK
FIRST PREVIEW



A) Context

"Glow" began as an idea in late Winter of 2021, combining the desire to create a more personal narrative game and develop a sprite-based "3d" engine.

The developer's objective is to create a world worth exploring to a player. It relies on: a collection of "magic" systems used for puzzle-solving to combat, mystery surrounding the player character's "identity" and its redefinition throughout the game loop, and semi-detailed, non-linear progression.

B) Games

"Glow" is a series of games, comprised of a main installment and side-stories which will each introduce a magical relic found and used in the main game. The development plan is to make each side-game, in preparation for the main one.

C) Gameplay

Each installment of "Glow" is to be a first-person game with basic movement and combat mechanics. The primary game loop consists of free-willing exploration and interaction with the world's elements, where the player can assume reason to be creative in their thinking, and believe they will always have ways forward to find, until the game end. Progress will mostly occur naturally, or through puzzle-solving.

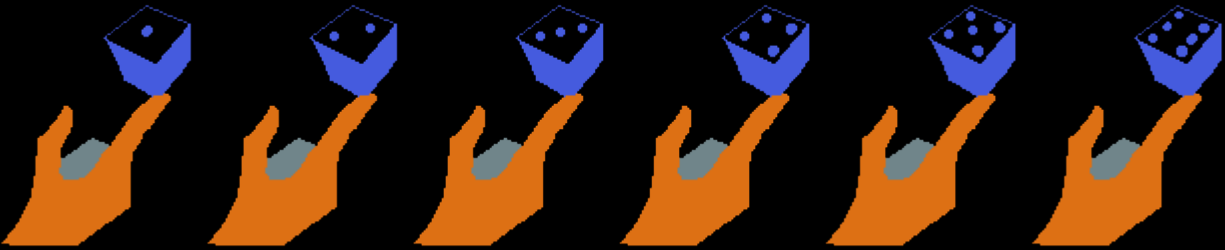
D) Relics

”Relics” refer to the magical items the player will unlock throughout the game. They pose a challenge to understand, after which the player should be able to develop a personal preference over their use.

Examples:

-The “Dice” relic is a pair of dice, whose combination when rolled determines a permanent effect over the game universe.

-The “Compass” relic is an adjustable compass, with multiple settings (similar to a multimeter) which will each point to a different object type, when it isn’t just North.



E) Design and Philosophy

Here, the player is not the main character. Perhaps they are dreaming and see through the eyes of another. Maybe they have lost their memory. Maybe they just won’t care to finish the story, or the world they are exploring is indifferent to them. The developer’s intention is selfish, because they want to develop something they’re curious about. Some of that curiosity does include the wish to be entertained, just like some might be aimed at system design no-one necessarily cares about. The games do try to interest everyone, at least for a moment of their time. They do not care about taking someone from a specific point to another, because in this case, that should up to the player.

F) Additional notes

Thank you for reading all the way here. This is a homebrew, peer-un-reviewed publication. For additional detail, further questions, concerns, inquiries, procedures, protocols and nagging please refer to my contact information. Wishing you, the reader, good thoughts of modest extent; and until next time for some.

