

HIGH CONCEPT : SEED – Time For An Odyssey

Game Overview

Title : Seed - Time for an Odyssey

Genre: Adventure / Interactive drama / Narrative game

Type: FPS / FPE (Experience)

Support : PC

Age : 16+

Target : Casual gamer (16 to 30 years old)

Pitch

Play as a 10 year old boy searching for his father lost in the space-time continuum. Equipped with your Time Ruler, find his trail through clues left in different historical eras.

High Concept

Seed - Time for an Odyssey is a first-person adventure game (FPS/FPE) with a branching storyline in which the player is a 13-year-old boy who sets out to find his lost father in the space-time continuum. Equipped with his artifact, the Time Ruler, which allows him to play with time during a given period, the player must find his father in 5 different historical eras (French Revolution, World War I, Philip IV the Fair & the condemnation of the Templars, St. Bartholomew's Day and Clovis at the Battle of Tolbiac).

Synopsis

In the distant future, Professor Virgil has found a way to travel through time. One evening, while working on his invention, the Professor is swallowed by his machine, but manages to leave a message to his son Milo.

Discovering the catastrophe, Milo, equipped with his Time Ruler, decides to go in search of him...

Explore past eras, determine the moral, ethical, societal choices... in the evolution of your character and his story and use your Time Ruler to investigate and help you solve the riddles scattered throughout the game!

End twist: Milo is reunited with his father after a long and tumultuous journey that has been both physical and emotional. As he is confronted with his father's last wishes, his father reveals that he not only undertook this journey so that he could leave him all the "weapons" to face this world, but that he is an artificial intelligence incorporated into a human body.

Thematic arc / Dramatic proposal

The scenario will be based on the theme of the initiatory journey, filiation, transmission and the experience of life that a father tries to convey to his son so that he becomes a "Man". While trying to make the player reflect on his notion and/or definition of the intrinsic characteristics of the human species.

Unique Selling Points

- 5 historical periods to explore
- game rich in narratives
- ability to play with / manage time

Game Objectives

Find the trail of Professor Virgil (Milo's father) lost in the meanders of time by advancing according to choice criteria and solving puzzles with an artifact capable of altering the course of time

Game Rules

VICTORY CONDITIONS

The game levels take place in a scripted environment and are set in 5 major moments of French history. The player can move at will in the explored period, but during a time limit specific to this one, limiting his possibilities of ground recognition.

DEFEAT CONDITIONS

There are 2 conditions of defeat, one related to the time spent *in game* and the other related to the events and actions of the game

- le Game Over
- le Knock Out

Graphic universe



Interested ?

... Ask me to know more !