



EMMA

Walking in the hallways

game proposal V2



Game Concept and Genre for EMOMO

Game Title: EMOMO: Walking the Hallways

1. Genre:

Adventure-Puzzle: The core of EMOMO: Walking the Hallways is an adventure-puzzle game. Players explore various levels, each filled with intricate puzzles and challenges that require a mix of strategy, creativity, and skill to solve. The puzzles are deeply integrated into the world's design, often requiring players to interact with the environment, characters, and objects in innovative ways.

Social Simulation: Layered within the adventure-puzzle framework is a social simulation aspect. Players can interact with different EMOMOs and NPCs (non-playable characters) throughout the game. These interactions influence the storyline, unlock new areas, and provide players with valuable resources or clues needed to progress.



游戏概念与类型

游戏标题：EMOMO: 行走在走廊

1. 类型：

冒险解谜： 《EMOMO: 行走在走廊》的核心是一款冒险解谜游戏。玩家将探索各种关卡，每个关卡都充满了需要策略、创造力和技巧来解决的复杂谜题和挑战。谜题与游戏世界的设计紧密结合，玩家需要以创新的方式与环境、角色和物品互动才能破解。

社交模拟： 在冒险解谜框架中嵌入了社交模拟元素。玩家可以与不同的EMOMO和NPC（非玩家角色）互动。这些互动会影响故事情节，解锁新区域，并为玩家提供进展所需的资源或线索。



2. Narrative and World-Building:

The Story: The game begins with players being invited to explore the mysterious and ever-changing hallways of the EMOMO art gallery. These hallways are not just physical spaces but portals to different dimensions, each representing a unique aspect of the EMOMO universe. As players journey through these dimensions, they encounter various EMOMOs, each with their own backstories, personalities, and abilities.

Dimensions: Each level or "hallway" represents a different dimension with its own distinct theme, art style, and gameplay mechanics. For example:

The Hallway of Shadows: A darker, more enigmatic dimension filled with giant black spikes with eyes that observe the player's every move. Here, players might need to solve light and shadow puzzles to navigate through the maze-like environment.

The Hallway of Whimsy: A brightly colored, surreal world where black fluffy ball characters bounce around, and the environment changes based on the player's interactions. This dimension focuses on more playful, physics-based puzzles.

The Hallway of Memories: A nostalgic, dream-like dimension where players relive memories or stories related to different EMOMOs, unraveling their pasts and unlocking deeper narrative threads. This area may involve more emotionally driven puzzles, such as matching objects to trigger specific memories.

2. 叙事与世界构建:

故事: 游戏开始时, 玩家被邀请探索神秘且不断变化的EMOMO艺术画廊的走廊。这些走廊不仅是物理空间, 还是通往不同维度的入口, 每个维度都代表了EMOMO宇宙的独特方面。随着玩家穿越这些维度, 他们会遇到各种EMOMO, 每个都有自己的背景故事、个性和能力。

维度: 每个关卡或“走廊”代表一个不同的维度, 每个维度都有其独特的主题、艺术风格 and 游戏机制。例如:

阴影走廊: 一个更黑暗、更神秘的维度, 充满了带有眼睛的巨大黑色尖刺, 监视着玩家的每一步。在这里, 玩家可能需要解决光与影的谜题, 才能在迷宫般的环境中穿行。

幻想走廊: 一个明亮、色彩鲜艳的超现实世界, 黑色的绒毛球角色在这里跳来跳去, 环境会根据玩家的互动而变化。这个维度专注于更具玩味的物理谜题。

记忆走廊: 一个充满怀旧情感的梦幻维度, 玩家将在这里重温与不同EMOMO相关的记忆或故事, 揭开它们的过去并解锁更深的叙述线索。这个区域可能涉及更多情感驱动的谜题, 例如匹配物品以触发特定记忆。

3. Core Gameplay Mechanics:

Character Switching: Players can switch between different EMOMOs they've collected, each possessing unique abilities that are essential for solving puzzles and overcoming obstacles.

For instance:

An EMOMO with the ability to squeeze through tight spaces.

An EMOMO that can manipulate gravity to float or stick to walls.

An EMOMO that can light up dark areas or reveal hidden paths.

Environmental Interaction: Players must interact with the environment to progress. This could involve moving objects, triggering mechanisms, or even altering the environment's properties (e.g., changing the flow of time or adjusting gravity) to solve puzzles.

Social Bonds: The relationships players build with the EMOMOs and other characters in the game influence the narrative and gameplay. Positive interactions might unlock new abilities, shortcuts, or alternate endings. Conversely, neglecting these bonds could make certain challenges more difficult or close off certain story paths.

3. 核心游戏机制：

角色切换： 玩家可以在他们收集的不同EMOMO之间切换，每个EMOMO都有独特的能力，这些能力对于解决谜题和克服障碍至关重要。例如：

- 能够挤过狭小空间的EMOMO。
- 能操控重力，使其能够漂浮或贴在墙上的EMOMO。
- 能照亮黑暗区域或揭示隐藏路径的EMOMO。

环境互动： 玩家必须与环境互动才能前进。这可能包括移动物体、触发机制，甚至改变环境的属性（例如，改变时间流动或调整重力）来解决谜题。

社交纽带： 玩家与游戏中的EMOMO和其他角色建立的关系会影响叙事和游戏性。积极的互动可能会解锁新能力、捷径或不同的结局。相反，忽视这些关系可能会使某些挑战更加困难，或关闭某些故事路径。





4. Exploration and Discovery:

Non-Linear Progression: While the game has a central storyline, players have the freedom to explore different hallways (levels) in a non-linear fashion. This allows for a more personalized experience, where players can choose the order in which they tackle challenges and uncover secrets.

Hidden Secrets: Each hallway is filled with hidden secrets, collectibles, and lore that deepen the player's understanding of the EMOMO universe. Discovering these secrets often requires solving optional puzzles or revisiting previous areas with newly acquired abilities.

4. 探索与发现：

非线性进展： 虽然游戏有一个中心故事线，但玩家可以自由探索不同的走廊（关卡），以非线性的方式进行。这为玩家提供了更个性化的体验，他们可以选择挑战顺序并发现秘密。

隐藏的秘密： 每个走廊都充满了隐藏的秘密、可收集的物品和深刻的游戏背景，深化玩家对EMOMO宇宙的理解。发现这些秘密通常需要解决可选的谜题或利用新获得的能力重新探索之前的区域。



5. Art Style and Atmosphere:

Visuals: The game's art style would be a blend of surrealism and cartoonish whimsy, reflecting the playful yet mysterious nature of the EMOMO universe. Each hallway would have a distinct visual theme, using color, light, and environmental design to evoke different emotions and atmospheres.

Sound Design: The sound design would play a crucial role in immersing players in the game's world. Each hallway would have its own unique soundtrack, with ambient sounds and music that reflect the environment's mood. For example, the Hallway of Shadows might have a haunting, echoing score, while the Hallway of Whimsy could feature more upbeat, playful tunes.

5. 艺术风格与氛围：

视觉效果： 游戏的艺术风格将是超现实主义与卡通趣味的结合，反映了EMOMO宇宙既玩味又神秘的本质。每个走廊都会有独特的视觉主题，通过颜色、光线和环境设计来唤起不同的情感和氛围。

声音设计： 声音设计在将玩家沉浸在游戏世界中起着关键作用。每个走廊都会有独特的背景音乐和环境音效，以反映该环境的情绪。例如，阴影走廊可能有令人毛骨悚然、回声的音乐，而幻想走廊可能有更欢快、充满趣味的旋律。



6. Character Development:

EMOMOs as Playable Characters: Players can collect and unlock different EMOMOs as they progress through the game. Each EMOMO is not just a character but a companion with its own personality, backstory, and special abilities. These EMOMOs grow and evolve based on the player's actions and decisions, making them more powerful or unlocking new abilities.

Customization: Players can customize their EMOMOs with different outfits, accessories, and even personality traits. This allows for a more personalized gaming experience, where players can express their creativity and preferences through their chosen characters.

6. 角色发展:

EMOMO作为可玩角色: 玩家可以在游戏中收集并解锁不同的EMOMO。每个EMOMO不仅仅是一个角色，还是一个有着自己个性、背景故事和特殊能力的伙伴。这些EMOMO会根据玩家的行为和决定成长并进化，变得更加强大，或解锁新能力。

自定义: 玩家可以通过不同的服装、配饰，甚至性格特质来自定义他们的EMOMO。这使得游戏体验更加个性化，玩家可以通过选择的角色表达他们的创造力和偏好。



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7. Multiplayer and Social Features:

Co-op Mode: The game could feature a cooperative multiplayer mode where players can team up with friends to tackle puzzles together. In this mode, players might need to combine the abilities of their respective EMOMOs to solve more complex challenges.

Community Challenges: Regularly updated community challenges could encourage players to work together to achieve common goals, such as unlocking a new hallway or discovering a rare EMOMO. These challenges could offer unique rewards, like exclusive customization items or characters.

7. 多人游戏与社交功能：

合作模式： 游戏可以提供一个合作多人模式，玩家可以与朋友组队一起解决谜题。在这种模式下，玩家可能需要结合各自EMOMO的能力来解决更复杂的挑战。

社区挑战： 定期更新的社区挑战可以鼓励玩家共同努力，以实现共同目标，例如解锁新的走廊或发现稀有的EMOMO。这些挑战可能会提供独特的奖励，如独家定制物品或角色。



8. Endgame and Replayability:

Alternate Endings: The game could feature multiple endings based on the choices players make throughout their journey, including how they interact with the EMOMOs and NPCs. This encourages replayability, as players may want to explore different narrative paths and outcomes.

Post-Game Content: After completing the main storyline, players could unlock additional content, such as new hallways, more challenging puzzles, or special events. This content could be regularly updated to keep the game fresh and engaging.

8 终局内容与重玩性:

多重结局: 游戏可以根据玩家在旅程中所做的选择提供多重结局，包括他们如何与EMOMO和NPC互动。这鼓励玩家重玩游戏，以探索不同的叙事路径和结果。

后续内容: 完成主要故事线后，玩家可以解锁额外内容，例如新走廊、更具挑战性的谜题或特殊事件。此类内容可以定期更新，以保持游戏的新鲜感和吸引力。

EMOMO

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