Pack

By Moss Dooley

Pack is an emotionally rich 3D single-player adventure set in the Pacific Northwest wilderness, where a flunked-out former rescue dog must brave the rugged landscape to bring her injured human home, confronting what it means to belong along the way.

The X

Reese's new human, Esther, loves the outdoors and she adopted Reese hoping she would love them too, just like her previous dog.

But Reese isn't used to all this and though they try, Reese and Esther's fledgling relationship misses its mark over and over again.

When their relationship is suddenly cast into a fight for survival, the two quickly fall into their worst habits...

Esther, overly independent and slow to trust.
Reese, frightened and driven only by a need to survive.

They'll need to learn to work together if they ever hope to survive.
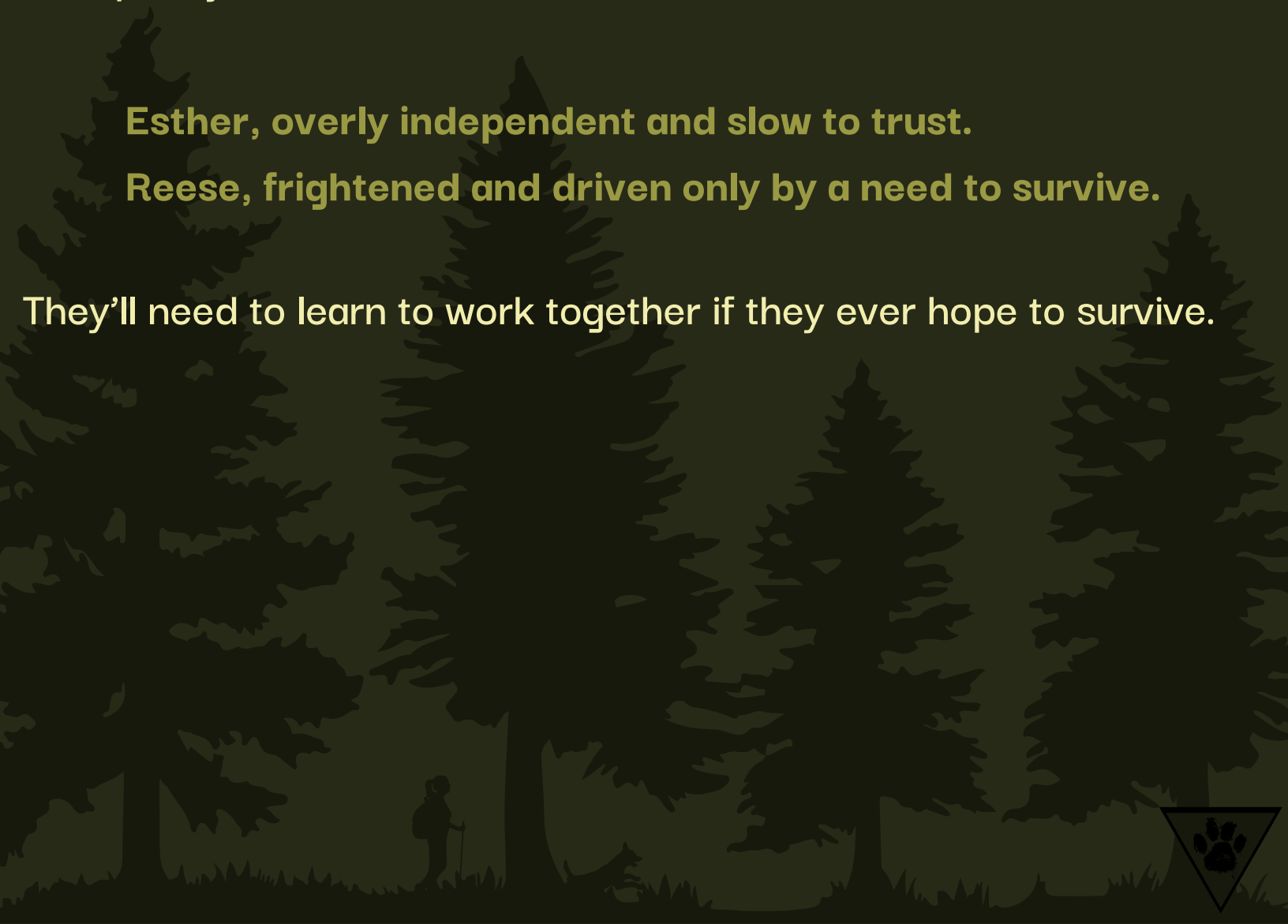
An intimate story about survival, overcoming trauma, and finding belonging in a home worth fighting for.

Set in a truly wild landscape with unique environmental challenges and puzzles.

Genre
Adventure

Puzzle-Solver

Platform
PC & macOS

Audience
Story-Focused

Indie Gamers

Pillars

- **Connecting & Bonding**

- **Embodying A Dog**

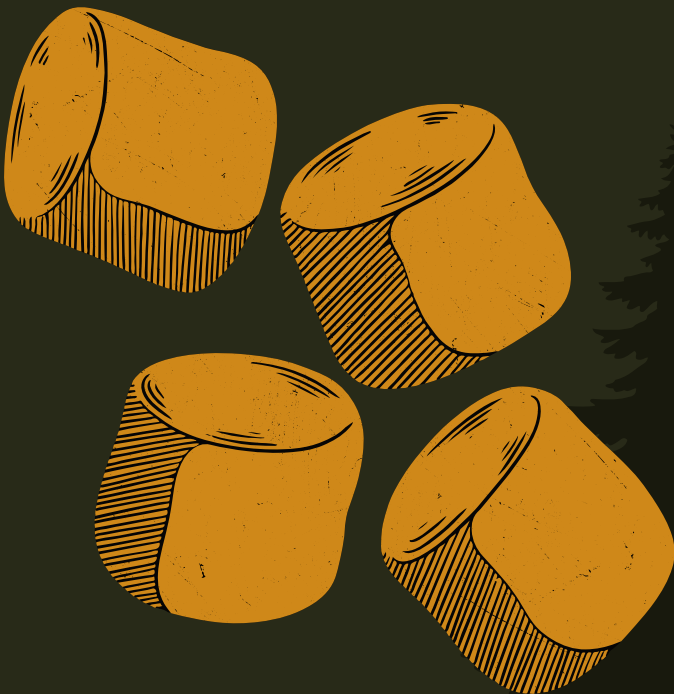- **Interactive Story Beats**

- **Two-Key Environment Puzzles**

- **National Park Nostalgia Aesthetic**

Players will feel a sense of curiosity and belonging as they struggle to survive the wilderness with an injured companion.

As they solve environmental puzzles, they will feel resourceful and connected.
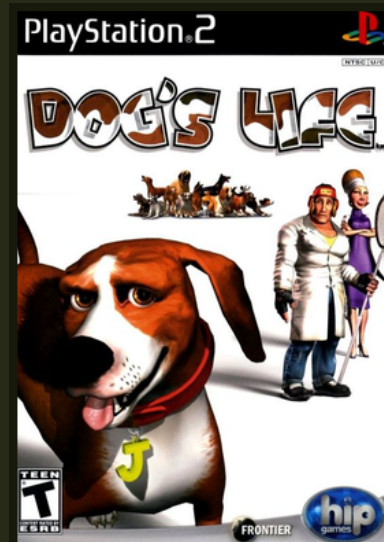
Comparisons

**Art Style &
Wilderness Landscape**

**Animal Protagonist &
Camera Perspective**

**Narrative Relationship
Development**

**Environmental Puzzles &
AI Companion**

**Canine
Mechanics**

Organic Art

Stylized 3D art emulating the National Park Service posters of the 1930s with bold color palettes and distinct iconography meant to create memorable and eye-catching designs that inspire people to immerse themselves in the wilderness landscape.

- Vibrant, saturated colors
- 2D hand-painted texturing effects
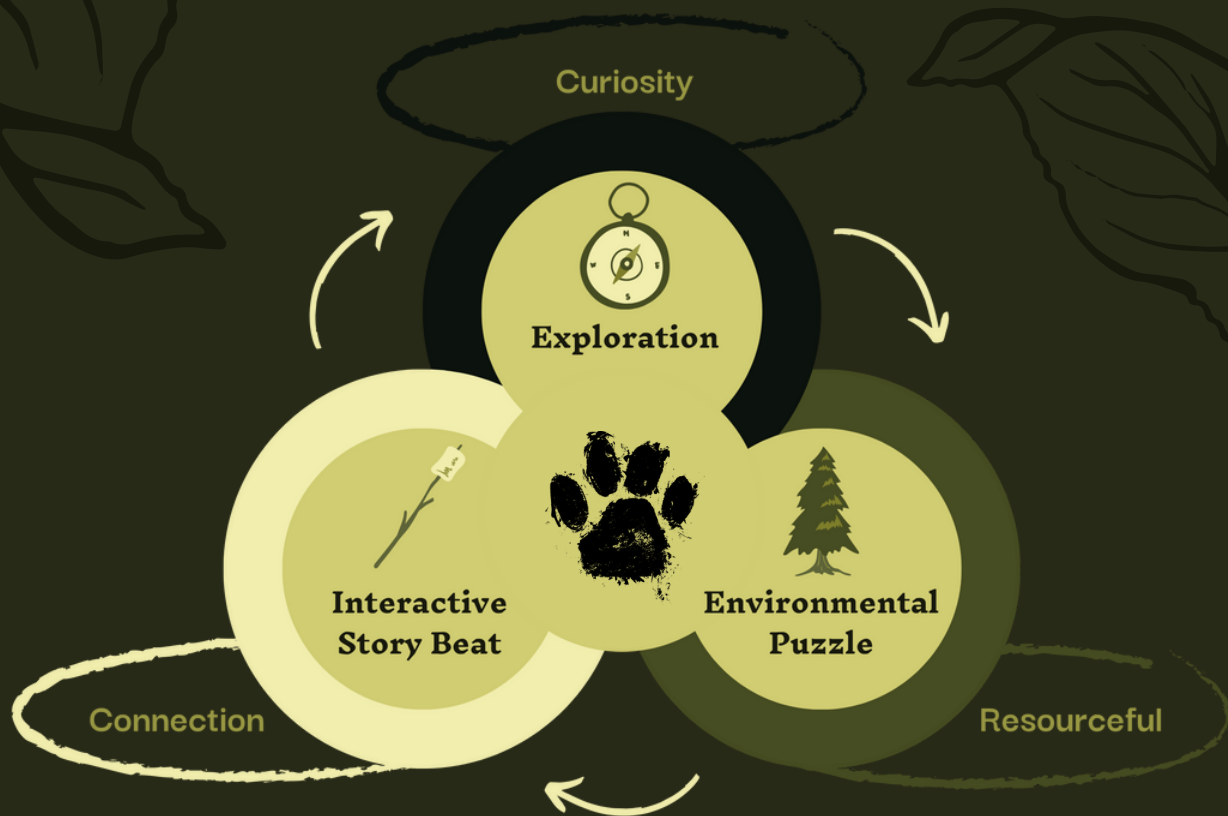- Organic, nuanced animation
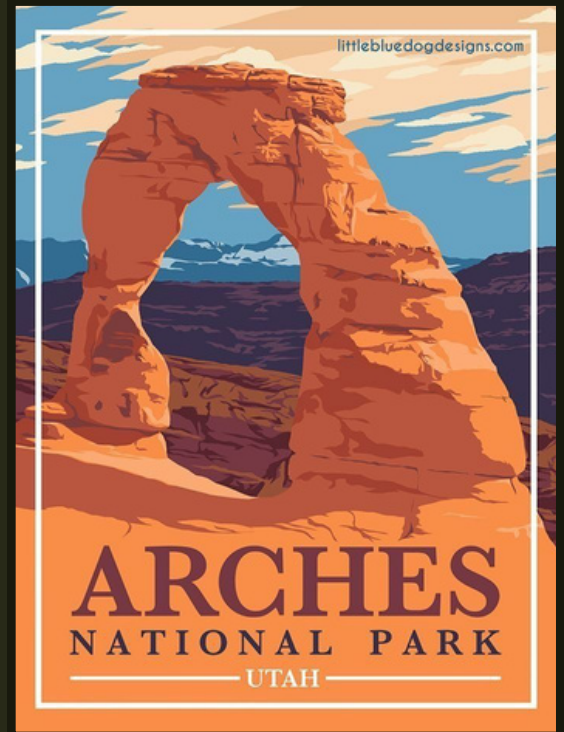
Gameplay

Exploration

Lush, free to roam & discover forest levels with hidden paths and unique discoveries

Curiosity

Exploration

Interactive Story Beat

Environmental Puzzle

Connection

Resourceful

Vested Relationship

Intimate & nuanced character interactions with interactive-pacing that create small relationship vignettes

Traversal Puzzles

Guide-dog inspired puzzles that require Reese to use her skills to lead Esther safely through the forest

Being Canis Familiaris

CANINE SKILLS

MUZZLE
- Fetch
- Bite
- Rend

HEARING
- Search
- Detect
- Listen

SCENT
- Track
- Sniff
- Observe

VOCALS
- Bark
- Growl
- Howl

NIMBLE
- Dig
- Jump
- Pounce
- Swim
- Crawl
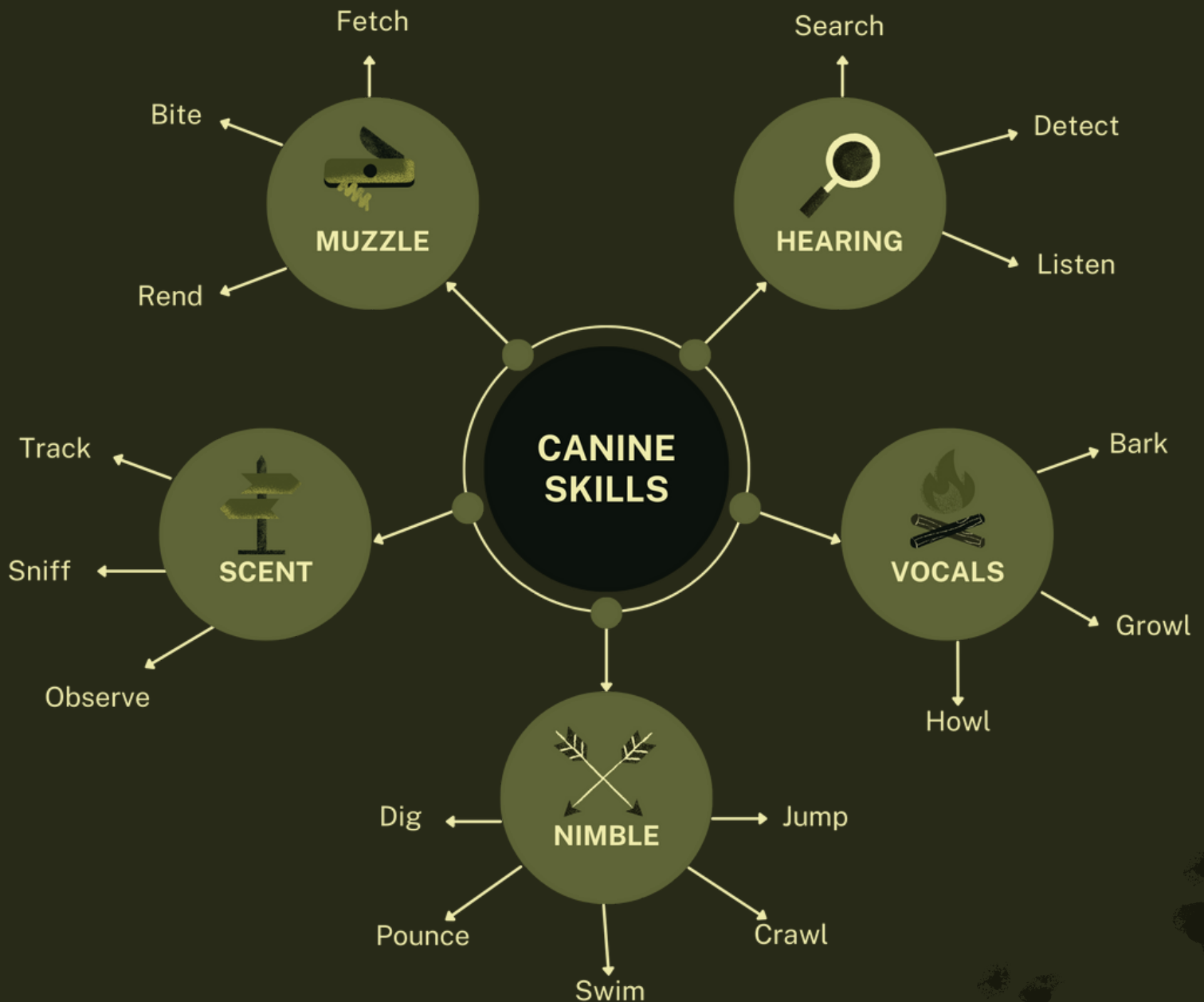
Navigating the Woods

Using Reese's talents, explore a wilderness rich with dense forests, hidden paths, and unique challenges.

Press ⭕ to talk

5 Puzzle Types with Endless Combinations

For example...

Follow the scent of an animal up the safe path of a cliff face and direct Esther with barks to secure rope to a log, working together to create a pulley system that moves the log into place – allowing you both to cross a gorge.

Narrative*

1 The Wilds

An introduction to the wilderness. Reese and Esther's fledging relationship has its challenges but they're trying. Esther is attacked and injured by a mountain lion. They find themselves lost in the woods.

2 Bonding

Headstrong, Esther insists she can lead them through the forest. However, as she succumbs to her injuries, she comes to rely on Reese.

The two continue to be hunted by a mountain lion and the struggle sends the three off the edge of a waterfall. Esther and Reese reach their breaking point.

3 Abyss

The two are cornered in a dark cave by the mountain lion and separated. Reese must overcome her survival instincts and trauma to save Esther.

Schedule

Spring '24- Ideation

- Finalize project goals, design pillars, & aesthetic
- Develop playable prototypes for a canine controller, companion AI, and environmental puzzles
- Being recruiting key team members

Summer '24 - Preproduction

- Finish recruiting
- Prototype environmental puzzles & interactively paced story beats
- Finalize mini-narrative arc
- Finalize design macro & scope
- Set up a structure for documentation & task tracking
- Establish team organization structure
- Create meeting schedule & available hours for the team

Fall '24 to Spring '25 - Production

- Polish mechanics for movement, AI behaviour, environment & puzzle interactions, interactive story beats, and UI
- Write & implement dialogue system, record temp VO
- Design level
- Design & implement puzzles
- Develop soundtrack & implement
- Add juice with FX

Vertical	October '24
Alpha	December '24
Beta	February '25

Spring '25 - Post-Production

- Record final VO
- Polish content
- QA testing & bug resolving
- Create distribution materials

Release Candidate	April '25
Publish	May '25

Team

Production	SCRUM Project Management Art Asset Management	1
Art	3D Environment Assets 3D Models & Rigs | Animation	5
Design	Environmental Puzzles Level Design	2
Engineering	Gameplay Programming AI Behaviour	2
Sound	SFX Design & Implementation Soundtrack Composing	1
UI	Interface Design	1
Usability	User Testing Usability Reports	1
QA	Formal & Informal Playtests Bug Reports	1
Marketing	Website | Trailer Social Media | Devlogs	1
Total		15

Thanks

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