



Lizard's Lair

Application form

Title	Duplicity
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University (if applicable)	
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Individual entry	<input checked="" type="checkbox"/>
Group entry	<input type="checkbox"/>

Overview of game (150 words)	<p>Duplicity is a game where the player explores the possibilities of repeat time travel, allowing their character to repeatedly travel to the same event, each time adding one more incarnation of themselves to the situation. This allows the game to start as a conventional adventure, with recognisable avenues of game play and jeopardy for a single player. At the point the player is faced with certain death however, the game play is turned upside down as they are offered the option to send themselves to the start of the scene and now work in tandem with their former self. As the jeopardy increases with each level , the player must think ever more laterally in their interactions with their copies. As mastery begins to set in, a new world of iterative madness ensues as a player realises they can also return to the future and amend copying decisions they previously made.</p>
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Genre of games (e.g. RPG, action etc)	Open Genre!
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Who will want to play the game (the target market)?	Anyone who has ever sat in the pub after Back To The Future and said " The thing I don't get is..."
What is the wow aspect of your game?	Confound your own mind with the nature of time, existence, and reality... while you frag!
Game development team (who has done what, e.g. artist, programmer, level design etc)	Solo Creative



Details of skills and experience of you and the team (academic qualifications, work experience, hobby game projects, commercial successes etc)	I am Graphic Artist and Casual Gaming developer for Endemol UK, my previous experience is in web game design and interface design for Battalion Wars on Game Cube and The Regiment SAS game on PS2.
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Reasons for applying:	The idea made me do it!
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What will you have with you to show to the judges at the Lizard's Lair:	
Playable demonstrator	<input type="checkbox"/>
Originals of concept art	<input type="checkbox"/>
2D/ 3D art objects	<input checked="" type="checkbox"/>
Source code	<input type="checkbox"/>
Level Designs	<input type="checkbox"/>
Screenshots	<input type="checkbox"/>
Full motion video	<input type="checkbox"/>
Music/ audio	<input type="checkbox"/>
Script	<input type="checkbox"/>

Please complete this form and send the application through to lizardslair@fleishmaneuropa.com