

Light Of Daedalus

Computer Games Laboratory

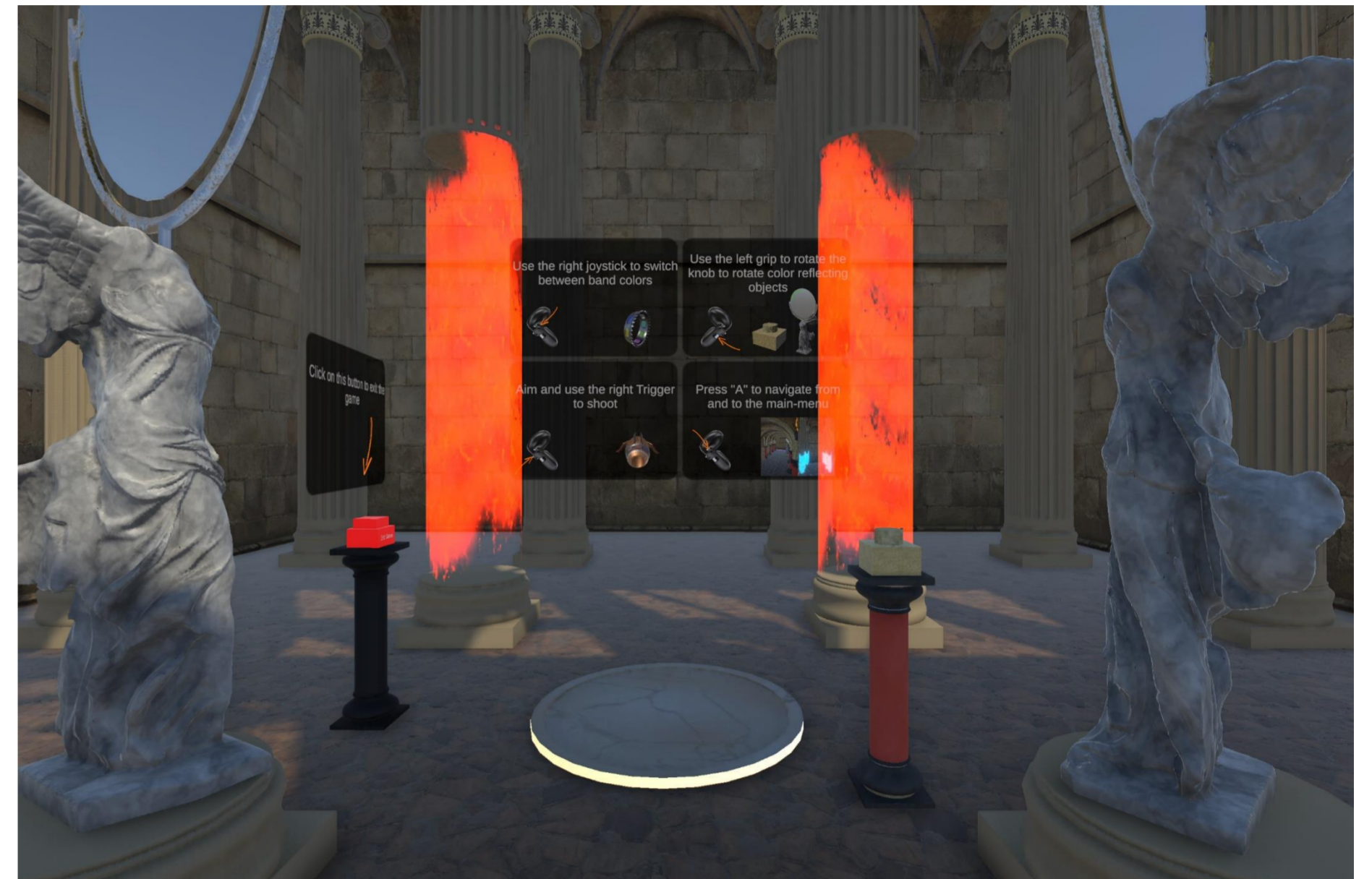
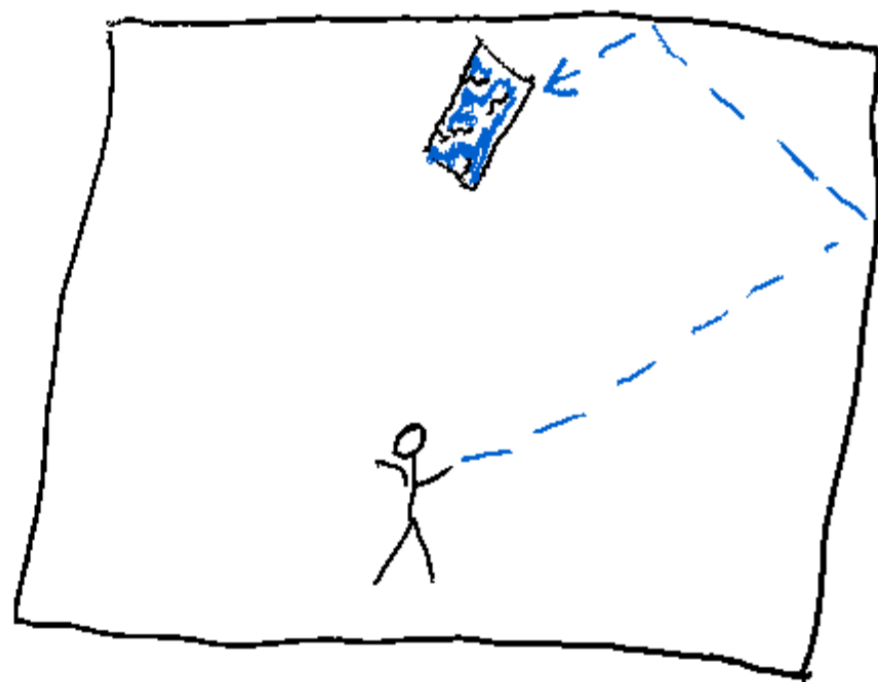
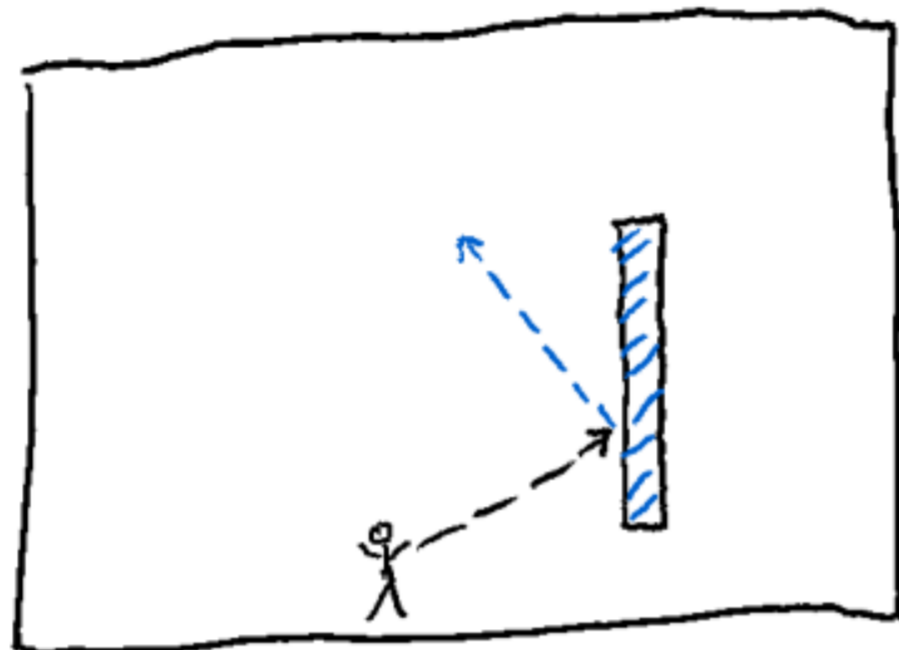
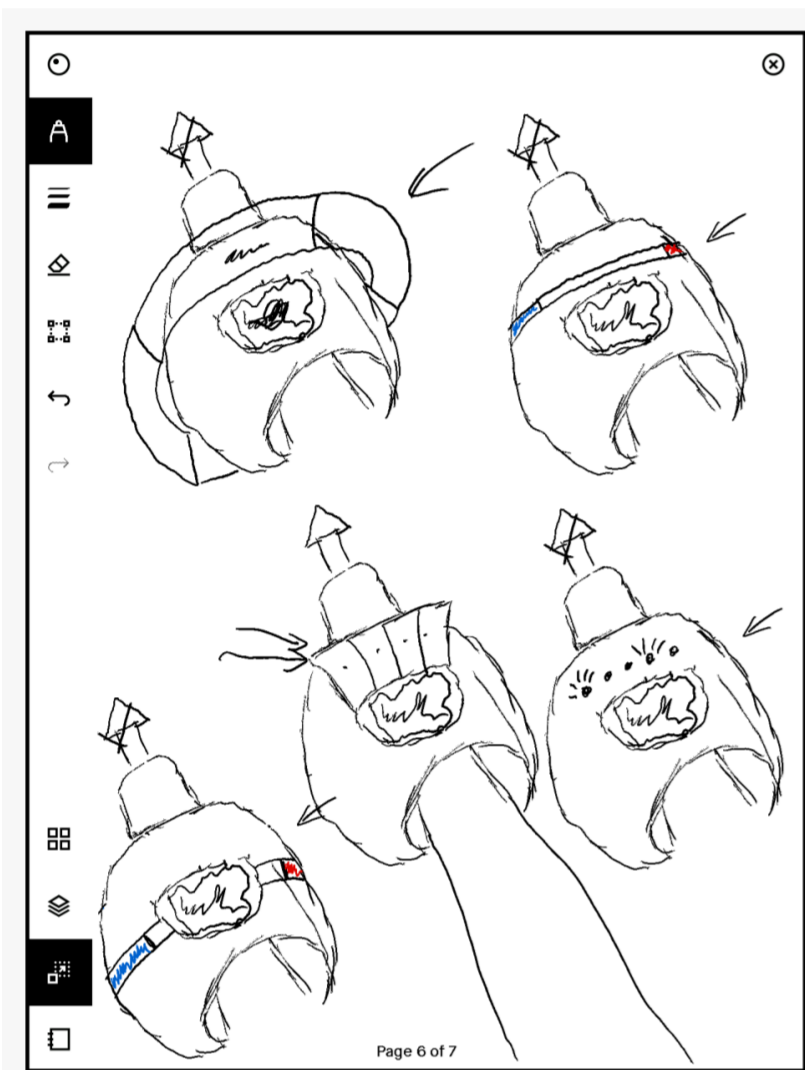
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Game Idea & Goal

Light of Daedalus is a Virtual Reality puzzle game, where players have to hit a certain target with a light ray of a specific color. The ray is emitted by the player who is therefore equipped with the Light of Daedalus, which allows changes of the outgoing color progressively. However, obstacles and the target color complicate this task.

Process Sketches



Game World Story

During Ancient times it was believed that, even after their death, souls still carry the will and wisdom of their vessels. You play a warrior from Athens during a siege by the Spartans. Daedalus has been worshiped there for many years and one of his most important creations has been stored and kept safe. Multiple attacks have been unleashed on the hometown, and its state has been weakened. Determined to defend his city, the player decided to embark on a journey to free Daedalus' soul and inherit its wisdom, to create weapons in order to ensure the survival of his people. The player travels to the maze built by Daedalus on behalf of king Minos, equipped with the Light of Daedalus weapon. He ventures inside the depths of the maze, aiming to reach its core where Minotaur is trapped with the soul of Daedalus.

