by Blue Screen Designs

The Lonely Island begins with a view of the main character waking up at a mysterious alter on an unknown island. The main character remains anonymous throughout the entirety of the game. He is on an island lost to time and to escape the island he must prove his worth by completing a series of challenges thus unlocking the way home. The objective of the main character is to complete every challenge present, proving to the voice his worth and finding his way home.

On this island, the challenges present themselves as classic dungeons with a twist. Each dungeon on the island is void of enemies, instead providing a different and unique puzzle for the player to solve. These dungeons are located throughout the island at different locations and may in themselves be a challenge to get to.

Once a dungeon is completed, the character is rewarded with a medal and teleported back to the alter from which he originated. Dungeons can be accessed in random order.

The player wins when all challenges (in this beta version, two dungeons) have been completed and has acquired all the medals. Upon the successful completion of the last dungeon, the main character will be teleported to the alter.

As previously mentioned, the various dungeons will involve different puzzles. These will include a maze, collecting items, avoidance of danger/threats, moving objects, etc. The puzzles are aimed to be strategy based. The player is able to interact with the game by having the character interact with the environment and use thinking skills for solving puzzles and overcoming challenges.

The Lonely Island has no target audience and should be accessible to everyone. However, the problem solving suggests that it could be advertised to junior high school students and above.
Controls

up arrow - makes character move up

down arrow - makes character move down

left arrow - makes character move left

right arrow - makes character move right

There are no other controls for this game.

In *The Lonely Island*, the player uses basic movements in all directions to go from location to location, avoid danger, and solve puzzles.

Paragraph summary of game

You are stranded on an island and the only way to escape is to conquer all tasks on the island. There are four dungeons in which different kinds of puzzles are presented, all of which you must solve successfully in order to obtain a medal from each dungeon. Once all four medals are acquired, you are can leave the island.