

StarMan

Concept Document

Version 1

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Game Development 115, Professor Samoff, Semester 1

Design Brief

This project will consist of an introductory level game produced in GB Studios.

Its aesthetics will follow that of a retro adventure game. There will be task related puzzles that are needed to be solved in order to progress in the game's story lines. This game's target audience will be towards people who play games for an enjoyment of interactivity and puzzles.

Starman will take the player through the journey of Star. Star's routine takes an unexpected turn as he winds up in a city that's nothing similar to like his on earth. There is no clear path home except for the cultural myth, Man, who can grant any wish to anyone who is willing to bring her three things. Star must solve puzzles and uncover the history of this mysterious world to find the items necessary to complete Man's quest in order to earn his wish home.

Core Mechanics

The player will be able to navigate the maps by moving north, south, east, and west. The player will also be able to interact with many NPCs that all have their own personalities. The puzzles will incorporate other actions, such as pulling and pushing items, picking up essential items, and using said items.

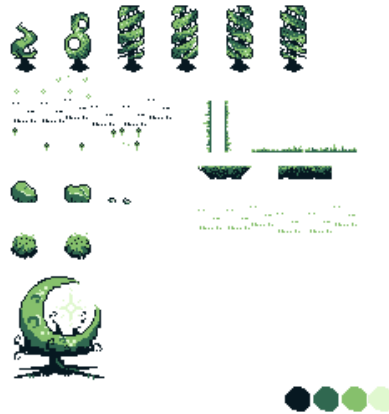
Look and Feel



Hometown is meant to seem very 'homey' and welcoming. The player should feel comfortable and at ease in this area.



This is the title screen. I wanted it to be simple but also identifiable with the stars..



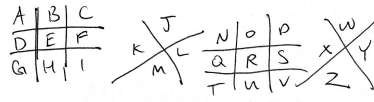
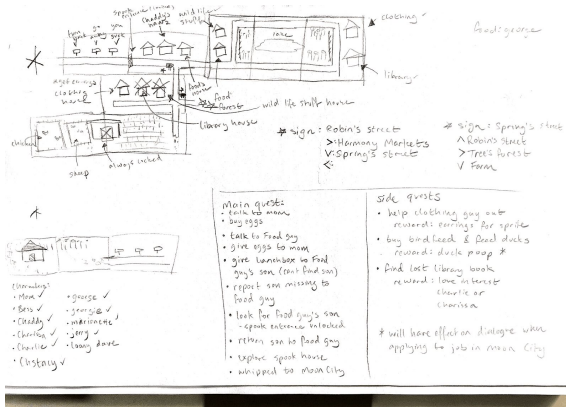
This is the tile sheet for the Garden of Man on the moon. The trees are meant to seem extraterrestrial and alien-like, yet diverse and wild. This is meant to contrast the monotony of the City Moon.



Inspiration for the city moon. Will follow this pattern.

The NPCs in this area will seem cold and distant.

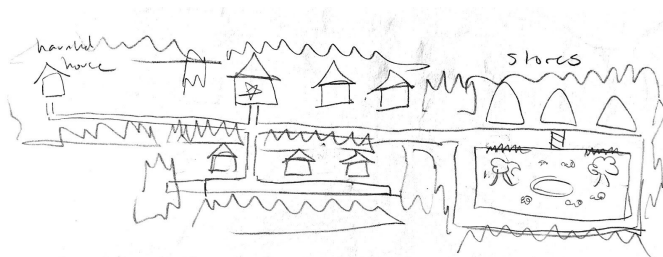
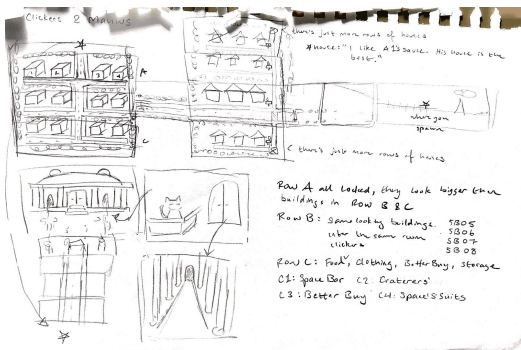
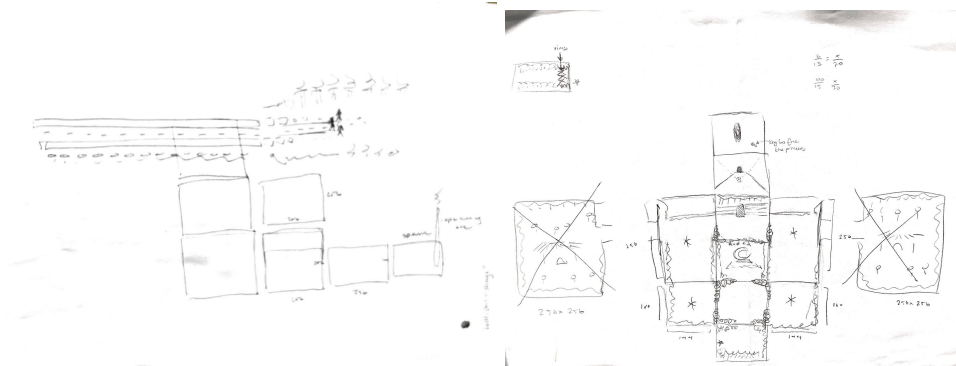
Maps & Game Flows



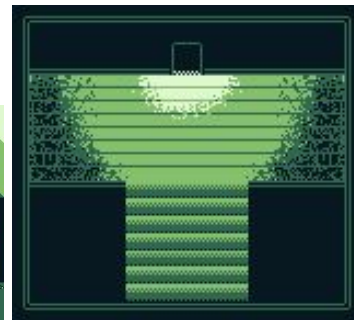
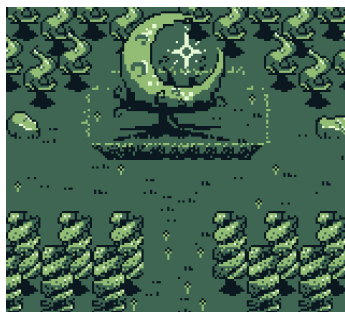
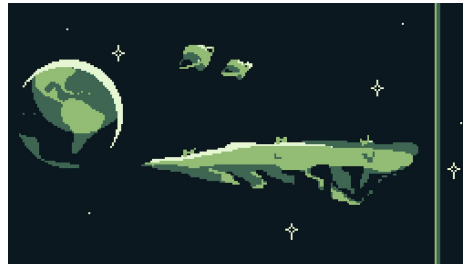
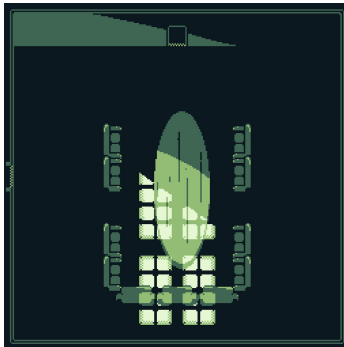
UV - DOWN (underground)

~~✱~~
 ^ | □ > marx (dresser)
 ~~marx~~

↓ Finish town hall



Final Gameplay Scenes



Post Mortem

The production of the game went much better than originally planned.

Although I had taken more than I can chew, and wasn't finished by the end of the 4 week mark, I finished more than I had expected.

For next time, I will need to have a more realistic expectations of my own capabilities.

Design Notes

- It's a little difficult to figure out how to end the game. I'm not sure how to make the ending seem satisfying to the player. StarMan ends with the player ending up back home, but would that be satisfying? I feel like if nothing changes significantly, what's the point? So what?
 - Should probably find a deeper meaning to leaving hometown to reach the moon for some reason.
- Changing the end of the game. It is now part of the main quest to dethrone Mauwze and free Chandra before the player can return home.