

Errand

Design Brief

V. 0.1.0

By

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Game 115 Game Development Studio I

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Abstract:

The player character spawns, about to collect some resources for someone in the cabin that they live in who's sick in bed. After gathering, they're told to fetch a pail of water, the player grabs the bucket, walks to the pond, fills it up, and walks back. Afterward, the player is told about a flower that the person wants the player to get for them that's located at the top of the mountain on the island (the PC believes it's for a cure). After retrieving it, the player gives it to the person and the NPC makes a joke about what it was actually for (they just wanted to look at it).

Genre:

Adventure

Platforms:

Online

Time Intervals:

Real-time

Player Modes:

Single-player

ESRB Rating:

E for Everyone

Target Audience:

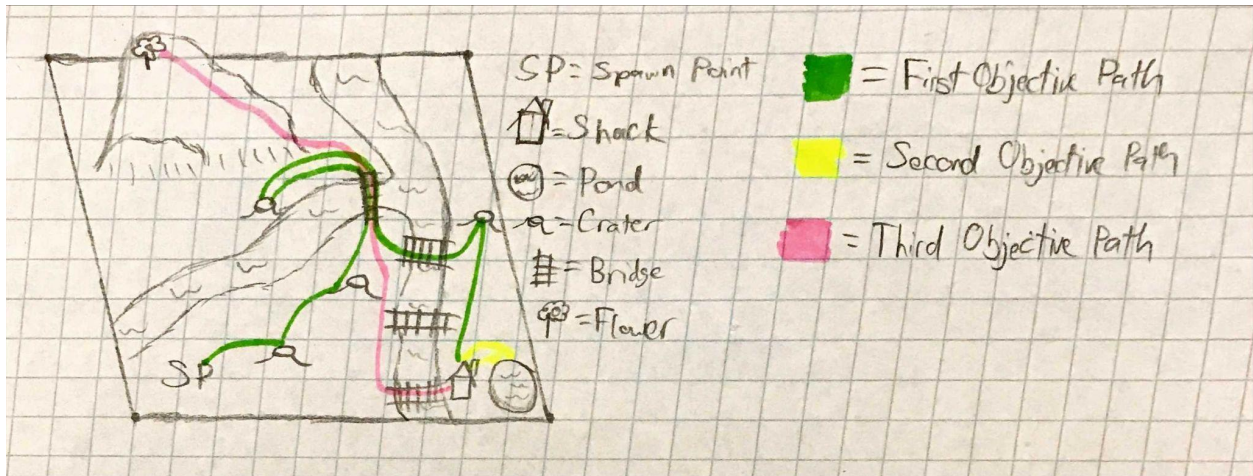
The game is a simple fetch-quest adventure. It doesn't feature any blood, violence, or thematic elements potentially too scary for younger players. The game is still targeted around the 10-18 year old demographic, or people who understand how to complete objectives in games.

Primary Gameplay:

After spawning in, the player will fetch some fruits for someone inside the Shack across the island. The fruits will be found in distinguishable craters on the ground. Once all four (4) fruits are collected, the player will be told to make their way back to the Shack where they deliver the collected fruits. The sick person inside will instruct them to collect water from the nearby pond with a bucket found in the corner of the room. After collecting the bucket the player will walk to the pond, fill their bucket full of water, and will be instructed to go back to the Shack. After delivering the water, the player will be instructed to climb to the top of the mountain to find a

flower that the character in the Shack wants. The player will retrieve the flower and travel back to the Shack and deliver the flower to the character. The game ends after some dialogue between the player character and the character.

Map:



(Map is not perfectly square shaped in the game version, paths are not required to follow exactly)

In-Game Screenshots:



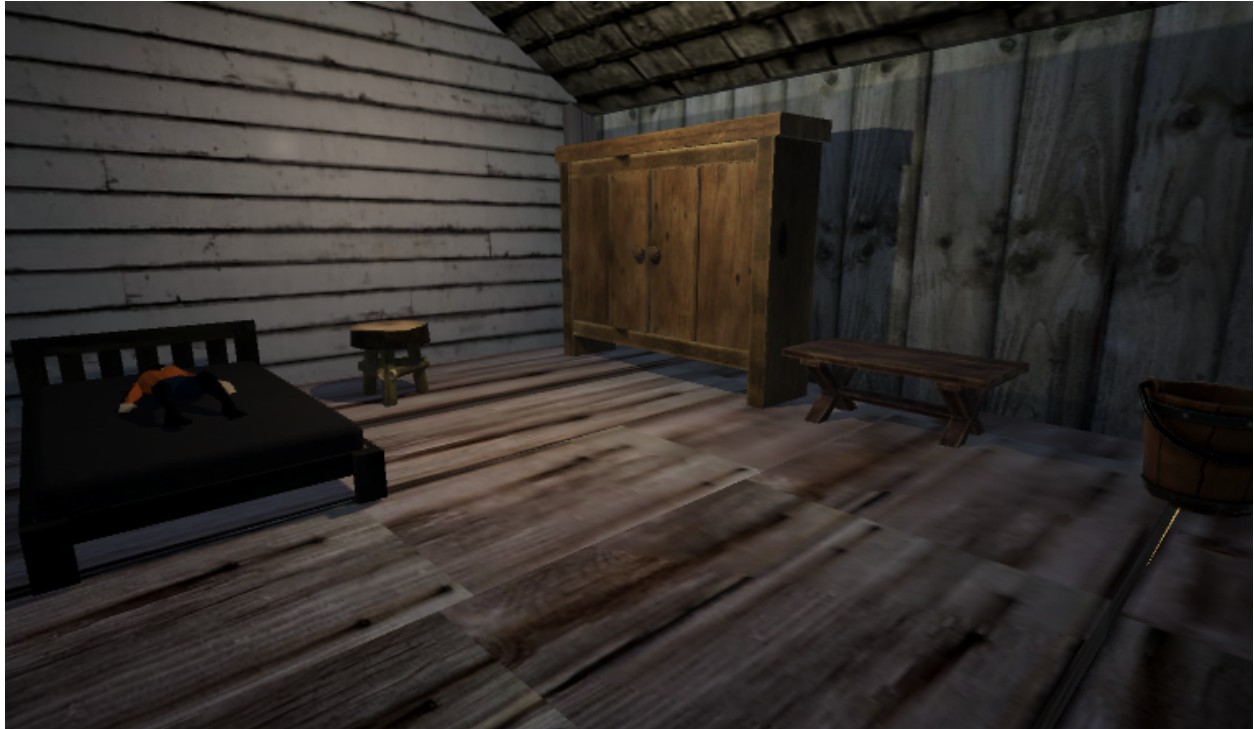
After first spawning in



The Cabin where the woman lies



One of the four fruit available



Inside the Cabin



Before the Flower

Playtesting Notes:

- Players have noted that the stepping noise is loud and inconsistent to the material the player is walking on.
- Due to the nature of the game and the absence of health, players often jump off the side of the mountain instead of walking down normally.
- Players also find themselves exploring the mountain before finding all fruits, and sometimes even behind the mountain.
- Players have also found themselves stuck on the inside of the Cabin after colliding with some interior design that forces them up into the roof or they get stuck in the corner after picking up the bucket.
- It was also possible to play the “hasWater” dialogue more than once if the player dipped too far below the hitbox for the pond and had to cross it again in order to get back up.

Post-Mortem:

The idea of this game came from the constraint of being on an island, most likely a deserted island. I wanted to make a contrast standard game to this idea to make the game stand out a little more. So I wanted the player character to not be alone but still have a reason to collect objects, and what better reason than for a sick person he cares about? One thing I wanted to employ was the sick girl dying before you got back to the Cabin to give her the flower, then the game would end with the girl lying on the bed with the flower you got for her laying right next to her, but I didn't want to make the game too depressing (plus I had decided to ask my sister to voice her at that point and I didn't want her to voice a dying person). Another idea I had was to add animations to the sick girl; the model I downloaded for her was ready for animations and came in a T-pose with movable bones and everything, but it was enough work to get her from the T-pose in game to be in the lying position she's in when you play the game, plus I didn't want to make too much movement because the whole reason she's lying is because she can't move much at all. I loved how well I was able to execute the voice and subtitle work as well as the sound effects other than collecting fruits. My biggest issue with the game is that the Cabin is rather difficult to move in comfortably without getting stuck even though I made it bigger, I could have used a different model altogether or rebuilt it to work better. I could have also made the fruits easier to find since players find themselves looking and running around the large island looking for them. Next time I'll definitely make the fruits easier to find, or at least make the terrain more fun to traverse.