**Title Slide** - Ty

* Say hi to the class
* Everyone in group introduces themselves
* “ We are Cool Band Name Studios, and we present to you: Canned”
* Introduce game title: ‘Canned’

**Introduction** - Ty

* Play as an Artificial intelligence
* You have been discarded, deemed rubbish
* From the trash heap, escape facility developed in
* “In Canned you play as a discarded Artificial Intelligence a failed project that was rudely thrown out -deemed rubbish! By its creators.”
* “Pained at this betrayal and angry at not being able to leave the facility and see the world the that you were made to see, you pull yourself out of the garbage heap and try to escape.”
* “To tell us more of the little piece of trash that can: Jiwon” (que)

**Character** - Jiwon

* Canned AI stuck in an underground facility (say the acronyms)
* Loaded himself into a trash can to move around
* Wants to see the outside world (trees/nature)
* Core obj: help him meet the outside world by stealthily escaping the facility
* Beeps and Boops. Charming. Think of bastion. He is your friend

**Narrative** - Jiwon

* Start/end w/ cutscene
* Smaller elements (about facility, backstory) delivered by NPC conversation (voice over)
* Level/sound design change as you go up the level - clean+lively; closer to the end!
* Feeling: Journey btw player + GARB. game will spark curiosity at first, and feel downtrodden about GARB and his situation. you start @ a miserable place > hopeful as you progress. As you near the ending, excited for both completing the game and GARB (your friend!) to meet the world

**Cutscenes/Art** - Will

* Cutscenes will have a more painterly style
* Discuss the given example and explain how cutscenes will be integrated to progress the narrative.
* Can be animated to become more dynamic

**Mechanics** - Andrew

**Gameplay** - Andrew

**Level Design**

1 - Alex

2 - Otman

As we progress through through the game we will encounter enemies. The first enemy you will find is in Level 2, Storage Area. The art style will try to mimic a storage area, in is dark and gloomy, however lighter than previous level. As for the guard they will be the easiest enemies that the player will encounter. They posses body cameras that will allow the player to “hack” into, allowing for mobile vision of the level. One feature of the guards is the ability to hide in plain sight. If you don’t move in front of a guard they will ignore you.

3 - Alex

4 - Otman

Level 4 is the last level we have planned so far, and will be subject to change. Level 4 will be the ground level of the facility and will be the lightest level in terms of tone. The player should feel hopeful from the art style of the level, as they’re close to achieving G.A.R.B.’s. This level will introduce the final and hardest enemy in the game. The Janitors. These enemies will result in instant death to the player and must be avoided at all costs.

**Target Audience/End** - Ty

* With our Single player game
* We are targeting an ESRB rating of E for Everyone
* Approachable to Children 10 and up
* Even though we want children to play, like any good form of media everyone should be able to enjoy it.
* Canned is for anyone who like thoughtful gameplay, and wants break from the violence common in games today.
* For development of our video game, we will be using Game Maker, with PC for our initial release platform
* A disclaimer: Everything you’ve seen in our presentation is subject to change
* “If we are restricted by time, constrained by technology, or if something doesn’t meet our standards, we are will change or can it”
* “ with that being said it is time for for questions”

**Q & A** (possible question people might have after our presentation)

* What does this game play like?
* Are there other games like this one?
* How come GARB doesn’t get detected by the security cameras?
* Why does he have eyes/screen if he can’t see?