

David Carlos
 EGD 220 - 02
 Team 2, Sprint 5
 04/24/18

Category: Games - Video Games

Short blurb: A party game where players must attempt to survive a dinner party with a greedy family member and a hired assassin!

Project location: Burlington, VT

Funding duration: 30 days

Funding goal: \$25,000

\$\$\$	Reward	Expected Delivery
\$1	With a donation of \$1 you will be added to the credits.	-11/6/18
\$25	With a donation of \$25 you will receive a sweet Dinner Party shirt of your choice and all above rewards.	-11/6/18
\$50	With a donation of \$50 you will receive a book full of prints of the games artwork and all above rewards.	-11/6/18 (for name and shirt) -1/21/19 (for book)
\$250	With a donation of \$250 you will get to play a game of Dinner Party with the developers and all above rewards.	-11/6/18 (for name and shirt) -1/21/19 (for book) -Date of play session worked out individually
\$1000+	With a donation of \$1000 or more you will have the opportunity to work with the team to add a new character to the game that will look like you (limit 1) and all above rewards.	-11/6/18 (for name and shirt) -1/21/19 (for book) -Date of play session worked out individually -Character added when complete

Spaghetti Quest Biographies:

Sam Arehart

Sam is a second year game artist who specializes in character art and UI. She enjoys working with people and collaborating with other artists and designers. She loves learning from other artists on the team and developing her skills. Since this team is small, Sam is able to collaborate easily with the other artist, ensuring the game can look its absolute best.

Tim Carbone

Tim is a sophomore game designer and programmer who is as eager to learn from others and improve as he is to utilize his diverse skill set. He finds a lot of enjoyment in being able to pursue his vision for the game with a team that is willing to challenge him as a designer. Since the team is small, Tim is able to help out in the areas of the project that are stretched too thin. He also appreciates that the small size allows for the whole team to have equal say in decisions about the game.

David Carlos

David is a sophomore game producer who prides himself with handling interpersonal communications between the team. He enjoys seeing others strive with their creative endeavors and devotes as much of his time as possible helping everyone get their work to a place they want it. Since the team is small, David is able to keep a closer eye on everyone and make sure they have everything they need to succeed.

Robbie Meech

Robbie is a sophomore game designer who strives to use his skill set to improve the work of the team, whilst also putting an emphasis on gaining more experience as a designer to ultimately help the team. He appreciates the freedom that comes with working with a smaller team, as well as the added expectations that everyone is putting out the best quality of work they have to offer.

Isaac Mills

Isaac is a sophomore game artist and animator who is constantly trying to push himself to improve with each and every asset he creates. He loves to create artwork of all kinds, and especially enjoys working with others. He devotes much of his time outside of project work to researching new techniques and skills he can use as an artist. Since the team is small, Isaac is able to very easily communicate with the other artist, allowing the team to maintain solid visual control.

Andrew Rimpici

Andrew is a second year game programmer, who is very passionate about developing the inner workings of graphics and game architecture using his magic coding and logic abilities. He is fueled by the excitement of the team and the ability to listen to the group's ideas and make it into an actualized reality.

Risks and Challenges:***Small team:***

With a small team keeping on schedule could be difficult if something drastic comes up. If one of the members is removed for even a week, development might be delayed considerably.

Customer support and communication:

While customer support and communication is not inherently difficult on its own, with such a small amount of developers the community can swiftly get out of hand for so few team members.

Visibility:

Since Dinner Party will be added to the app store, it might not be noticed immediately. The game could take time to catch on with limited marketing or get swept under the rug.

Project Description:

A party game where players must attempt to survive a dinner party with a greedy family member and a hired assassin!

Using the abilities of the wealthy couples fantastic meals, attempt to convince the others you're not guilty and ensure you get to dessert alive. If the others suspect you of foul play the police will gladly remove you from the property.