The Game

TEDx Gaming

Revision: 0.0.1

Inhoud

[Overview 3](#_Toc440033105)

[Theme / Setting / Genre 3](#_Toc440033106)

[Core Gameplay Mechanics Brief 3](#_Toc440033107)

[Targeted platforms 3](#_Toc440033108)

[Monetization model (Brief/Document) 3](#_Toc440033109)

[Project Scope 3](#_Toc440033110)

[Influences (Brief) 4](#_Toc440033111)

[- <Influence #1> 4](#_Toc440033112)

[The elevator Pitch 4](#_Toc440033113)

[Project Description (Brief): 4](#_Toc440033114)

[Project Description (Detailed) 4](#_Toc440033115)

[What sets this project apart? 5](#_Toc440033116)

[Core Gameplay Mechanics (Detailed) 5](#_Toc440033117)

[<People spreading your idea by mouth to mouth> 5](#_Toc440033118)

[- <Core Gameplay Mechanic #3> 5](#_Toc440033119)

[Story and Gameplay 6](#_Toc440033120)

[<Story (Brief)> 6](#_Toc440033121)

[<Story (Detailed)> 6](#_Toc440033122)

[<Gameplay (Brief)> 6](#_Toc440033123)

[<Gameplay (Detailed)> 6](#_Toc440033124)

[Assets Needed 7](#_Toc440033125)

[2D 7](#_Toc440033126)

[<Textures> 7](#_Toc440033127)

[<Heightmap data (If applicable)> 7](#_Toc440033128)

[3D 7](#_Toc440033129)

[Sounds 7](#_Toc440033130)

[<Sound List (Ambient)> 7](#_Toc440033131)

[<Sound List (Player)> 7](#_Toc440033132)

[<Code> 8](#_Toc440033133)

[<Animations> 8](#_Toc440033134)

[Schedule 9](#_Toc440033135)

[<Object #1> 9](#_Toc440033136)

[<Object #2> 9](#_Toc440033137)

[<Object #3> 9](#_Toc440033138)

# Overview

## Theme / Setting / Genre

Our theme is like Plague Inc, but more positive. You want to spread your idea across The Netherlands and have to do this by unlocking enhancements and making decisions that impact your idea and skills.

## Core Gameplay Mechanics Brief

* People spreading your idea by mouth to mouth
* Gaining Unused Enhancement point
* Unlocking Enhancements
* Random events
* Different attributes
* Balloons that popup

## Targeted platforms

* Android

## Monetization model (Brief/Document)

We have no monetization model as of writing this document.

- <Monetization Type> (Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc.)

- <Link to Monetization Document>

(How do you plan to monetize the game?)

## Project Scope

- <Game Time Scale>

The project will cost only time, because we are students and will take 10 weeks and ends Friday the 5th of February.

- <Team Size>

<Project Management & Marketing>

Ellen Minkels & Jennifer Luttikhuizen.

<Developers>

Lorenzo Suiker, Richard Delsink, Indy Spaan, Joris van Dongen & Bo Kentjes.

## Influences (Brief)

### - <Influence #1>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

## The elevator Pitch

<A one sentence pitch for your game.>

Pretend that your were pitching your game to a executive going to the elevator. You have less than 60 Seconds.

## Project Description (Brief):

<Two Paragraphs at least>

<No more than three paragraphs>

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# 

# What sets this project apart?

- <Reason #1>

- <Reason #2>

- <Reason #3>

- <Reason #4>

- <etc.>

## Core Gameplay Mechanics (Detailed)

* People spreading your idea by mouth to mouth
* Gaining Unused Enhancement point
* Unlocking Enhancements
* Random events
* Different attributes
* Balloons that popup

### <Gameplay Mechanic #1>

#### <Details>

/Describe in 2 Paragraphs or less/

#### <How it works>

/Describe in 2 Paragraphs or less/

- Uitbereiden van volgers

- <Details>

Volgers van je idee kunnen het idee doorvertellen aan andere mensen,zo wordt de groep volgers langzaam groter.

- <How it works>

/Describe in 2 Paragraphs or less/

- Verkleinen van groep volgers

- <Details>

Als je zelf geen actie onderneemt, zullen de mensen niet uit hun zelf het idee gaan verspreiden. De grootte van de groep volgers neemt af.

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

## Story and Gameplay

### <Story (Brief)>

<The Summary or TL;DR version of below>

### <Story (Detailed)>

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

### <Gameplay (Brief)>

<The Summary version of below>

### <Gameplay (Detailed)>

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

# Assets Needed

## 2D

### <Textures>

- Environment Textures

### <Heightmap data (If applicable)>

- List required data required - Example: DEM data of the entire UK.

- Etc.

## 3D

<Characters List>

- Character #1

<Environmental Art List>

- Example #1

## Sounds

### <Sound List (Ambient)>

#### <Outside>

- Level 1

#### <Inside>

- Level 1

### <Sound List (Player)>

#### <Character Movement Sound List>

### <Code>

#### <Character Scripts (Player Pawn/Player Controller)>

* Player controller

#### <Ambient Scripts (Runs in the background)>

#### <NPC Scripts>

### <Animations>

#### <Environment Animations>

- Example

#### <Character Animations>

##### <Player>

- Example

- etc.

##### <Player>

- Example

- etc.

# Schedule

## <Object #1>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

## <Object #2>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

## <Object #3>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.