Game Dev Sim

Cat Burglar

Client Planning

# Client Overview

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# Client requirements and constraints

The requirements and constraints the client had for our team were as follows:

* The game should deliver either; 5 minutes of example gameplay which would be the representation of the overall game, or be a re-playable game.
* The time frame allowed consisted of 3 weeks for planning followed by 6 weeks for production of the game.
* The game is to be deployed on either PC, Mobile, or VR.
* Client said they would not approve any networked multiplayer games, anything that required custom or special peripherals or extremely large scope or epic games as they did not have the budget for them.
* Client said they were interested in games that exhibited these features:
  + Same screen co-operative
  + Quality over quantity
  + Interesting narrative
  + Consequence of actions
  + High skill ceilings
  + Distinct experiences

Based on the information we received from the client, the time frame, the resources available and the skill set of our team we decided to choose a game to be released on PC that was small, re-playable, single screen with minimal mechanics and re-useable background assets. After pitching our ideas to the client, they approved Cat Burglar, our stealth game which would also include some strategy elements based on how the player decides to approach playing the game. We believe our game is best suited to casual gamers due to the short rounds and our simple set of gameplay mechanics. Our budget for the project will be $20000, with the majority ($15400) being spent on wages (based on 25 dollars an hour per staff member, working a 7-hour day, doing 22 days work and with 4 team members). The rest of the budget will be used to cover overheads and ongoing business costs, such as electricity, licencing etc.

**Features**

Stealth - Skulk about in other people’s homes without waking them up or triggering traps.

Silent Intruder - Try to keep noise to a minimum.

Risk Versus Reward - The most valuable items to steal will be in the hardest to access locations.

Increased Difficulty - As the game progresses it will become more difficult.

The more items stolen and carried by the player, will increase their chances of being detected as they move through the house with a rattling bag filling with stolen items.

Hasty Thief - Race against time to steal as much loot as you can before the sun comes up.

**Scope**

* Movement
* Steal (pick-up)
* Score
* Noise detection area
* Enemy AI

# Concepts pitched to client

**Water Pistol**

Genre: Top-down Arena Shooter

Elevator pitch:

A two-player top down arena shooter where the only weapons are water pistols. There are ammo packs that offer the player alternate forms of liquid for their water pistol with. Grenades will be in the form of water balloons. The players will both have a health bar and the objective is to kill your opponent first, the first player to do this three times is the winner.

Ammo packs will include; acid which does double damage, tar which slows opponent, alcohol which reverses opponents’ controls, toxic waste which does damage over time.

Environmental effects in the arena, health pick-ups and other forms of grenade are also possible options for expansion.

**House of Horror**

Genre: Atmospheric Horror Game / Walking Sim

Elevator Pitch:

You wake up in the basement of a house with a syringe sticking out of your arm. You are lying on the floor in the middle of a pentagram, which is surrounded by candles. As you attempt to get up, you vaguely remember being kidnapped by a strange cult. You grab one of the candles and start to look around the room for a way out. You have a flashback of a bizarre ceremony where you were drugged by the strange cultists.

The player must search through house to find a way out, while avoiding/hiding from the cult members or hallucinations of them. They will be haunted by visual and auditory hallucinations which will add tension and suspense to the exploration of the house.

Main objective is to escape from the house without being caught by the cultist. Front door of house will be locked requiring the player to search for the key.

**Cat Burglar (Thief in the Night)**

Genre: Stealth / Puzzle / Strategy

Elevator Pitch:

Cat Burglar is a stealth game where the player must sneak around a house at night and search through the resident’s belongings looking for valuable items to steal. The challenge of the game lies in the player’s ability to steal items without alerting the residents of the house to their presence. The player will score points based on the value of the items they steal, these points will appear as a dollar value on screen. The player will have to sneak around the house, trying to keep the noise they make to a minimum. As the player progresses and their score increases they will create more noise as they move, which will be indicated by a proximity ring around the player letting them know anyone within that ring may detect them.

# Outline of the approval process with client

* The approval process began with the client approaching the Game Dev Sim team with the offer of funding a game for production.
* Client submitted a brief outline to Game Dev Sim team, which had examples of features they would like to see implemented in a game they would be willing to approve for production.
* Game Dev Sim team came up with 3 game ideas which were presented to the client at our first arranged meeting.
* The meeting was a success and the client agreed to back the proposal for one of our games. At the time of pitching, the game was called Thief in the Night. The title has since been changed to Cat Burglar.

# Arrangements for meetings with the client

The arrangement of the first meeting with the client, was for the Game Dev Sim team to pitch 3 game ideas. Based on how the pitch went the client would pick one of the ideas for the team to proceed with for production.

# Development overview

**Game Dev Sim Team Overview**

Ryan – Designer

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| --- | --- |
| Strengths | Weaknesses |
| Strong work ethic  Positive attitude  Team player  Good time management | Communication skills  Introverted  Lacking in self confidence  Doesn’t take criticism well |

Steven – Programmer

|  |  |
| --- | --- |
| Strengths | Weaknesses |
| User interface design  Character controllers | Not very confident doing AI |

Liam – Artist

|  |  |
| --- | --- |
| Strengths | Weaknesses |
| Good at creating assets  Good at creating environments  Good at both 2D and 3D | Not very confident at rigging and animation |

Jayden – Artist

|  |  |
| --- | --- |
| Strengths | Weaknesses |
| Good at both 2D and 3D  Good at creating environments  Concept art | Not very confident at rigging and animation |

# Development environment

Software programs that will be used:

* Unity
* Visual Studio
* Maya
* Z Brush
* Substance painter
* Photoshop