Game Dev Sim

Cat Burglar

Production Brief

# Synopsis of the proposal

Cat Burglar is a stealth game with some minor puzzle/strategy elements in the way the player approaches how to most effectively move about the game without being caught while still trying to steal as many items as possible to gain the highest possible score.

# Production Deliverables

Game Dev Sim team will be delivering an executable build, in Unity, of at least one level of our game Cat Burglar. This level will feature:

* 2 player co-op/competitive gameplay.
* The ability to steal items (pick up/collect items).
* A score system represented as a dollar value, which increases when the player steals items.
* A noise ring around the player indicating the distance from which they can be heard.
* Enemy AI in the form of the residents that will chase the player if the players noise ring comes in contact with the AI.
* Enemy AI in the form of a dog which if woken will increase the noise ring to fill the screen alerting all residents of the players position.
* A game time limit in the form of night turning into day time.

# Response to Feedback

* The client specified he would like us to add co-operative gameplay, as he really likes co-op and multi-player games, another reason for him suggesting this is he believes that it will help to increase sales of the game.
  + We have implemented a second player into our game.
* The client also said we could add competitive gameplay as well as of co-op as we raised the issue of the players competing against each other for the same in game resources, might make the addition of co-op play more of a competitive struggle rather than a desire to co-operate with each other. The client agreed with our suggestions and gave us the option of adding co-op or competitive game play.
  + We have implemented a second player into our game.
* The client would like the games time limit function to be shown visually in game not just as part of the user interface, by either having sunlight come in through the windows to show it is morning, or by having the game change from night to day.
  + We have researched the addition of a day night cycle and we are confident we will be able to include this in our game.

# Team members & roles

Ryan – Designer

Skills

* Strong work ethic
* Positive attitude
* Team player
* Good time management

Steven – Programmer

Skills

* User interface design
* Character controllers

Liam – Artist

Skills

* Good at creating assets
* Good at creating environments
* Good at both 2D and 3D

Jayden – Artist

Skills

* Good at both 2D and 3D
* Good at creating environments
* Concept art

# Summary of production methodology

o Outline your development and collaborative processes

o Provide clear lists of tools, hardware and software requirements

# Production asset list

**Art Assets**

Player Characters (2)

Residents/Enemies (4)

Dog

Rolex watch

Diamond ring

Smart phone

Pearl necklace

Television

Game console

DVD player

Coffee machine

Hair dryer

Toaster

Blender

DVD

Video game

Door

Double bed

Single bed

Bedside drawers

Wardrobe

Cupboard (kitchen)

Kitchen sink

Table

Chair

Lounge

Coffee table

Bookshelf

Lamp

Bath

Toilet

Hand basin

Interior walls (invisible)

Exterior walls (exterior)

**Sound Assets**

Background music

Chase music

Dog bark

‘Clink’ when player steals item

**User Interface**

Menu

Player 1

Player 2

Time

Score

Game over

**Scripts**

Character controller

Enemy AI

Score manager

Noise detection ring

Pick up object

Game timer - Day/night cycle

# A milestone schedule

|  |  |
| --- | --- |
| Player Character Model | Due Date |
| Concept sketches  Character model  Textured model  Rigged model  Animated model | 12/10/18  19/10/18  26/10/18  2/11/18  9/11/18 |

|  |  |
| --- | --- |
| Enemy Character Model | Due Date |
| Concept sketches  Character model  Textured model  Rigged model  Animated model | 12/10/18  19/10/18  26/10/18  2/11/18  9/11/18 |

|  |  |
| --- | --- |
| Dog Character Model | Due Date |
| Concept sketches  Character model  Textured model  Rigged model  Animated model | 12/10/18  19/10/18  26/10/18  2/11/18  9/11/18 |

|  |  |
| --- | --- |
| Item to Steal Assets | Due Date |
| Rolex watch  Diamond ring  Smart phone  Pearl necklace  Television  Game console  DVD player  Coffee machine  Hair dryer  Toaster  Blender  DVD  Video game | 16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18 |

|  |  |
| --- | --- |
| Environment Assets | Due Date |
| Interior walls  Exterior walls  Door  Double bed  Single bed  Bedside drawers  Wardrobe  Cupboard (kitchen with sink)  Table  Chair  Lounge  Coffee table  Bookshelf  Lamp  Bath  Toilet  Hand basin | 9/11/18  9/11/18  9/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18  16/11/18 |

|  |  |
| --- | --- |
| Programming | Due Date |
| Character controller  Pick up item  Score  Noise detection ring  Enemy AI  Dog AI  Co-op  Menu  UI  Timer (Daylight)  Cutscene  Hide | 26/10/18  2/11/18  2/11/18  9/11/18  9/11/18  9/11/18  9/11/18  16/11/18  16/11/18  16/11/18  23/11/18  23/11/18 |

# Budget breakdown of project

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.