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| AC31009 – Games Programming |
| Shadows – Game Plan |
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## Game Design Overview

##### Title

Shadows

##### Genre

Top-Down Stealth

##### Target Audience

Users looking to play competitively or enjoy stealth based games, 12+

##### Platform(s)

Windows 8 Store. Possible implementation on other platforms possible due to use of MonoGame[[1]](#footnote-1).

##### The Big Idea/Concept

A top-down stealth game where you see how long you can hold out against ever increasing enemies. Compete against your friend’s to see who can last the longest.

##### Unique Selling Points

Stealth is not commonly found in a top-down style. The victory condition and competitive play style leads to a more engaging experience.

##### Play Mechanic

In **Shadows** you play until you are caught by the guards, your objective is simple: stay alive. Guards move continually, so there’s no time to rest. You must actively avoid the guards either by trying to hide or keep moving, but the guards will become increasingly determined to find you.

##### Game Summary

##### Similar Competitive Products

There are some similar games out there in terms of style such as Klei Entertainment’s **Incognita[[2]](#footnote-2)** however their game is more strategy based and is isometric. **Shadows** could be more closely compared to **Pac-Man** however the victory condition in **Shadows** is simply to survive.

## Detailed Game Design

#### Plot and Scenario

You, a French spy working for ICN (International Crime Network). You’re currently

#### Hardware and Software

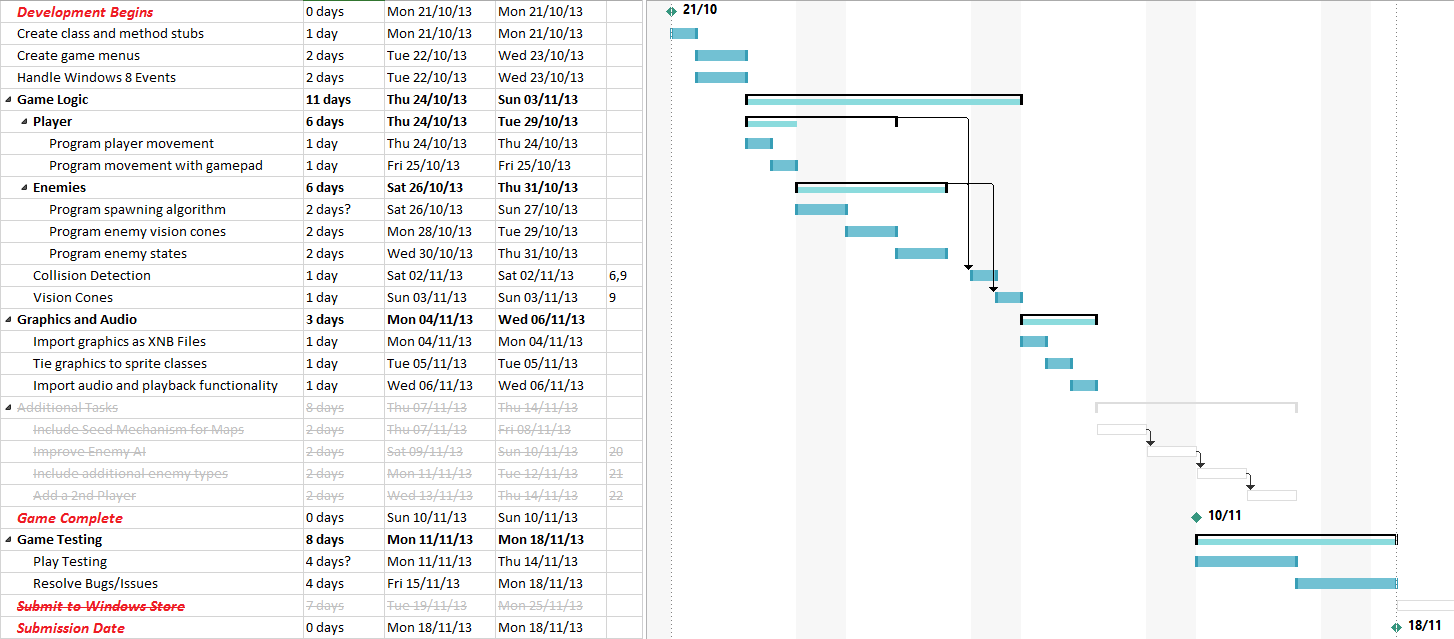
#### Graphics and Audio

#### Future Improvements

## Time Management Plan

The implementation of the project will begin on the 21st of October, and is expected to last four weeks. The completion date is the 18th of November. There are several key milestones such as menu completion, enemy AI completion and random map completion. These are outlined in greater depth in the Gantt chart below.

#### Gantt chart



## Resource Samples

#### Graphic Samples

Due to the nature of XNA and MonoGame, using vector graphics is difficult. Two different crate images were considered (one vector and one sprite). Very basic icons have been created to display the game in the Windows start menu, these shall be updated once artwork is received from the graphic designer. A sample of the icons and images can be seen in **Appendix One.** In order to follow the **Windows 8 design principles**[[3]](#footnote-3), we use the Segoe UI font family inside MonoGame for buttons and instructions. Title images use the font **Shortcut** by **Misprinted Type**[[4]](#footnote-4) which is free for commercial use (provided it is not directly redistributed) so we therefore use pre-made graphics that were created using the font.

Game graphics were sourced from **OpenGameArt**[[5]](#footnote-5) and icons were provided by **Lauren Howat**[[6]](#footnote-6), a 4th year graphic design student at DJCAD.

#### Sound Samples

To fit in with the game style, the musical styling of the game is very ambient. This typically means sounds are created using synthesizers to produce a looping but.

## Technical Implementation

#### Design Patterns

**Shadows** implements several design patterns such as **MVC**, **State** (along with **Behaviour** and **Singleton**), and **Factory.** The reasoning behind their use is discussed in detail below.

##### Model view controller (MVC)

The MVC design pattern allows us to separate our game logic, our controller (the interface between the player and the game) and our graphical display. This leads to a higher cohesion… \*BLAH\*

##### State

The State design pattern allows us to repeat logical “states” of our program, for example, the guards going into an alert state when they will actively hunt the player (for example, after a recent detection)

###### Behaviour

This is used as part of…

###### singleton

This is used as part of…

##### Factory

#### Code Samples

#### Game Features

## UML Diagrams

#### Handling Windows 8 UI Snapping



## Bibliography

Tuts+ Network: A beginners guide to design patterns  
<http://net.tutsplus.com/articles/general/a-beginners-guide-to-design-patterns/>

## Appendix One

Vector Crate (Left), Sprite Crate (Right)



Orginal Icons and Text Images (30x30 icon, 310x150 icon and 620x300 splash screen text)



1. http://www.monogame.net/ [↑](#footnote-ref-1)
2. http://www.incognitagame.com/ [↑](#footnote-ref-2)
3. http://msdn.microsoft.com/en-us/library/windows/apps/hh700394.aspx [↑](#footnote-ref-3)
4. http://www.misprintedtype.com [↑](#footnote-ref-4)
5. http://www.opengameart.org/ [↑](#footnote-ref-5)
6. http://www.laurenhowat.com [↑](#footnote-ref-6)