

Cinema Simulator

(DEMO)

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Overview

Game Concept

The game will simulate the experience of an Audio Director in the film industry. They will make choices that impact how the audio will be recorded on a film. Their choices will impact budget, timeframe and fatigue. The player will have an array of tools and equipment at their disposal to approach the recording of diverse scenes and post production.

The game will showcase dynamic 3D audio. Each location will have an audio map with which the player will interact in real time, choosing the right tools and approach depending on the task at hand.

The concept of the game is a realistic simulation of the audio challenges that arise during the different stages of film production. The tools and equipment at their disposal will vary in quality and effectiveness, but will be an accurate representation of real equipment with their unique properties.

In the demo, the player is inside their audio studio. The studio acts as the hub for the main game. In the studio, the player can take preemptive decisions that will later impact the filming on set. They have access to a computer and a tablet that contain all the information and sections of the film and crew. As they progress through the game, the studio will improve depending on new budgets and prestige of previous missions.

The studio will contain diverse professional audio equipment (with many more unlocking as they progress through different tasks). There will be an equipment catalog for purchasing new equipment as the game progresses. For the demo, they will receive a basic boom mic and a console which they will have to ensemble. The studio will contain a rack on a wall for collecting all the equipment unlocked. The player can pick up and interact with the equipment and information tooltips will pop up informing all the characteristics of the selected equipment.

The studio will be a free roam hub in which the player can move through different areas and interact with all the equipment that's unlocked.

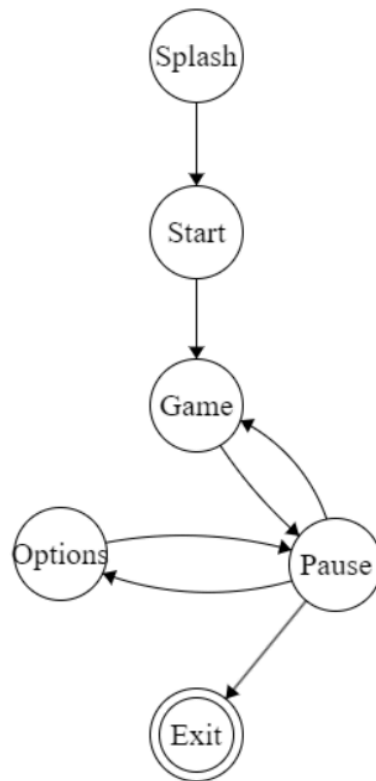
Genre

- Simulator
- Tycoon

Target Audience

- PEGI 13
- ESRB T (Teens)
- Students of Film

Game Flow Summary



Look and Feel

- Dynamic spatial audio interaction in 3D space (for this demo approach)
- Hyper realistic visuals and sound design
- Didactic and accurate audio equipment with real life properties

Gameplay and Mechanics

Gameplay

Game progression

- The player or team will start with a certain budget and basic tools. They will have to examine and ensemble the equipment
- They will receive educational information regarding each piece of equipment via the dynamic tool-tips
- They will have to test the equipment in the studio area, thus interacting in real time with different sound situations
- The player will have a tablet with all the film info, which will serve as the central menu for all options of the game

- The player will have to examine the scenes of the film and chose the right approach to record the audio given each situation and location
- Each decision will have a direct impact on the time, budget and fatigue economies of the game

Mission/challenge Structure

- The player will have to study the upcoming scenes and choose the best approach to record audio
- The player should find the best performance per dollar on the budget
- The player must make several decisions pertaining the right equipment for a scene
- The player must decide the best way of recording audio for a particular scene depending on the scene's characteristics

Puzzle Structure

The players will have the description of each scouting location. They must scout each location, investigating the audio conditions of each one to choose the most appropriate for the scene in question.

Objectives

The players will receive prompts in the form of DM in their tablet of what the director needs from them. This will act as guide and tutorial

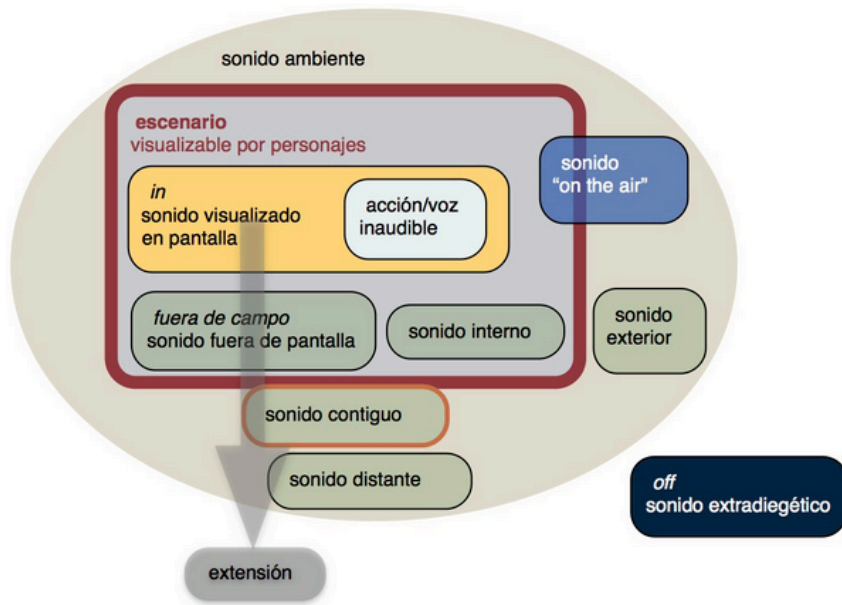
- The player will receive the equipment sent by the production and will have to ensemble it
- They player will test the ensemble equipment on the studio area, interacting in real time with the audio conditions of the studio
- The player will study the upcoming scenes and choose the right approach
- They will select the best equipment for the location and characteristics of the scene (actors dialogue, etc)
- They will select the specific microphone and equipment for each task with the help of the dynamic tooltip information

Play Flow

- The player starts in their studio viewing the computer screen, from here they can step away from it to explore the rest of the studio. The player can pick up and examine the objects in the studio, getting information about them through dynamic tooltips.
- They player will receive a welcome message from the director, detailing the upcoming scene and informing the new equipment is on the way
- The player will receive a package with a microphone, boom and console
- The player will have to examine and ensemble the equipment
- The player will have to test the equipment

Mechanics

Dynamic Sound Map



Physics

- Dynamic audio map of the studio, with three areas (isolated recording booth, main area, rest area with exterior balcony)
- Ensembling of equipment
- Testing of equipment

Movement

- First person view
- Free movement and exploration with dynamic audio circumstances

Objects

- Diverse audio equipment
- Microphones
- Consoles
- Guitars
- Tablet
- PC

Actions

- Walk
- Interact
- Examine
- Ensemble

- Move Objects
- Deploy microphone
- Wear headphones
- Listening mechanic

Economy

- The economy of the film budget will be directly related to the player's decisions pertaining equipment, etc.

Game Options

- Audio
- Resolution
- Snail view mode toggle*
- Controller options
- Gamma
- Sensitivity

Replay and Savings

- Autosave every 10 minutes

Cheats and Easter Eggs

- Easter eggs
- Cheats

Game World

General look and feel of the World

- Realistic
- Stylized
- Cinematic
- Accurate representation of equipment

Areas

- Main studio area
- Recording booth
- Resting area

Characters

- First person view of the player
- MetaHumans (Director/Producer videochat)

Levels

Playing Levels* (post-demo)

- Scouting locations - Apartments

Training level

- Studio Hub

Interface

Visual System

- Visibility Indicators
 - Dot on the center of the screen which makes bigger when you point to something you can take or interact
 - Dynamic tooltips with information of the object

Control System

- Controller/Keyboard mouse
 - To move on a 3D world, interact with all props and interact with dynamic audio in real time

Audio, Music, Sound Effects

Environment

- Studio
 - Street
 - Building
 - Masonry
 - Planes
- Set
 - Cows
 - Cars
 - Birds

SFX

- Studio
 - Coffee
 - Window
 - Guitars
 - Microphones
 - Amplifiers

Help System

- Hints/tutorials
- Director/Producer messaging mechanic
- Audio Catalog

Target Hardware

- Hardware requirements
 - GPU: Nvidia 1080
 - RAM: 16 GB
 - CPU: amd or intel 8 to 12 cores
 - SDD: 24 GB

Development Hardware and Software (including game engine)

- Hardware requirements
 - GPU: Nvidia 3060
 - RAM: 8 GB
 - CPU: amd or intel 8 cores
 - M.2: aprox. 10 GB
- Software
 - Unreal Engine 5.5.3 as Game Engine
 - Blender
 - Prefab Marketplace

Network Requirements

- Online multiplayer
 - Internet connection with a 10Mb/s speed

Game Art

References

- Visuals
 - GTA 5
 - Jedi Survivor (ensembling of equipment)
 - Last of Us (Ensembling table)
 - Grid 2
 - PC building simulator
 - Resident Evil 4 ++
 - Call of Duty Black Ops 2 (Zombies mode)
 - Game Dev Tycoon
 - Sons of the forest (tablet)
- Physics
 - Dynamic Sound Map
 - Hellblade: Senua's Sacrifice

Concept Art

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UI art

Models