

Primary Roles:

Product Owner: Daniel Willard

Gameplay Designer: Ethan Cha

Asset Manager: Peter Warila

Sound Designer: Spencer Davis

Secondary Roles:

Daniel Willard: Sound and Assets

Ethan Cha: Asset and Production

Peter Warila: Sound and Design

Spencer Davis: Design and Production

Proof of Concept for Lifeline in the Blind: A stealth atmospheric maze/ puzzle game

Basic Outline of POF: Will be delivered more form below if time allows

- a) Asset basic Player and enemies movement and design
- b) Basic simple map a building to test camera
- c) Functioning see-through walls camera
- d) Game Background music and sound
- e) Basic radio interactions turn on and off radio
- f) Enemy logic made basic ai spotting feature added

The game is an escape the city game where there will be three sections of progressing difficulty more levels added if there is time.

The player tutorial will be to avoid the parents and get the radio to listen to music then the game will begin.

Each level you will have to rely of information form the radio/ graffiti/ sign and other in game signifiers to leave (no mini-map on purpose) that will speak in timed random intervals.

The player if time allows will be able to collect a map (and other collectibles to progress like a passport) they can pull up and gives a general area of your location.

Once on the train, boat or aircraft game end with a will.

Other wise games end in capture to a factory working sence, or death of player. And will open up to main menu.

1 Assets:

- a) Enemy Mech unit
- b) Enemy Infantry unit
- c) Land mines / booby traps
- d) Buildings / game map
- e) Player character
- f) Radio
- g) Helpful NPC (if time permits)

2 Audio:

- a) Garbled radio sounds
- b) Radio Music / news clips
- c) Game theme music
- d) Enemy alert music
- e) Player movement music
- f) Games Menu theme (if time permits)

3 Mechanics:

- a) Enemy AI
- b) Player Movement
- c) Player interaction
- d) Radio interaction
- e) Radio tuning (if time permits)
- f) Puzzle/ items/ minigame (if time permits)
- g) Item storage and use (if time permits)

4 Design:

- a) Camera that can see through walls but not show floors above
- b) Atmospheric lighting
- c) Map screen (if time permits)

Inspiration:

1 Games)

OxenFree

The long dark survival game

Scythe

Soma

This little War of Mine

What remains of Edith Finch

2 Art)



















3 Music)

Peter Gundry – nostalgic dream (game theme)

Peter Gundry - Salem's Secret (game theme)

Steven Price - Norman (menu)

Radical Face - Waltzing of Ashes (game theme)

Vivaldi Recomposed by Max Richter: winter 2012

NyxTheShield – Melancholy (game theme)

Jeroen Van Veen – Sur Le Fil (game theme)

Trevor Kowalski – And we walk after (Player movement?)

Adam Hunt – Beckoning

Giuseppe Verdi – Dies Irae (enemy)

StoneOcean - Wild Thing (all pieces?)