Game notes:

* Art Assets
  + Characters
    - John
    - Sasha
    - Maya
    - Leon
    - Philip
    - Tom
    - Frank
    - Generic
    - Notes:
      * About seven assets per character
        + This could double, or even triple
        + Depending on whether the character is speaking or not
      * These comprise emotion, action, etc.
      * So far, that come to at least 50 – 150 assets
  + Locations
    - Math
    - Science
    - Music
    - History
    - English
    - Hallway
    - Campus
    - “Alleyway”
    - Generic
    - Notes:
      * Should only need a single asset per location
      * Campus may require two or three assets
      * Design should be simple, but convincing
  + Sound
    - Thematic
      * Confusion
      * Shock
      * Excitement
      * Happiness
      * Fear
      * Etc.
    - Should be instrumental
      * Art assets should be simple, but convincing
      * Probably only Instrumental
      * Maybe a single Big Song at the end/near end
* Story
  + Indie-based
  + Audience
    - Those who enjoy casual games
    - Those who are unaware/vaguely familiar of Autism
    - Those who might be on the Autism Spectrum
    - The game is more informative than cathartic
    - However, it may be a source of introspection, as well
  + SWAT
    - Strengths
      * Indie
        + Small Team
        + Minimal cost
        + Interest-based work
      * Uniqueness
        + This kind of game isn’t very popular
        + The Theme is basically unexplored
        + The environment is familiar
      * Visual novel
        + Best choice for a narrative Indie game

Simple construction

Easy Entry/learning curve

Little/no need for dynamic art assets

* + - * + Just on the border of “game”

Enough like a game

Yet very similar to a book

* + - Weaknesses
      * Time
        + Irregular development timing
        + Members are not always available
        + Massive potential for delays
      * Scope
        + First game made
        + Yet massive importance to the field
      * Informality
        + Members not bound to the project
        + No real fallback for lost skills
        + Could lead to disaster
    - Opportunities
      * This game could be huge
        + There really are no other games discussing Autism
        + It could pave the way for future exploratory games
      * Free Time
        + Since a lot of this game can actually be updated easily, new information in the field of Autism could be easily implemented
        + I can expand/improve the game as I further my degree and education, bringing the latest into development
    - Threats
      * Massive Risk of Failure
        + This could ruin the already iffy standing of Videogames as an art form
        + The generic public (news/media) tend to be conservative in praise and liberal in judgment
      * Possibility of Development Purgatory
        + I may never finish this because of my increasing workload in college
        + This game may end up being deleted or lost, leaving all work done effectively meaningless
        + Education-inspired expansion could become Feature-creep, which would most definitely ruin the game
  + Setting
    - Highschool
      * Highschool tended to be a social incubator
      * Many have actually gone to highschool, unlike college
    - Phoenix, Arizona
      * I grew up in AZ
      * Similar in many ways to Indiana
      * Conservative, but not painfully so
  + Characters
    - Maya
      * She’s the protagonist
      * Sophomore
      * About 15 years old
        + That might change to reflect the education sector of the setting
      * More information in Character Doc
    - Leon
      * He’s the antagonist
      * Senior
      * Brilliant
      * IQ of 145
        + About genius level, but just at the border
      * Social
        + *Very* social
      * About 19 Years old
      * More information in Character Doc
    - John
      * He’s the reason the game is being made
      * Based partially on myself
      * Autistic
        + Based on average results
        + More information in Character Doc
      * Senior
      * About 18 Years old
      * Secretly Smart
      * IQ of 140
        + Just shy of genius level
      * More information in Character Doc
    - Other Characters
      * Each gets a Character Doc
        + Don’t ask why I do this to myself
      * Dispersed throughout Highschool
        + Freshman through Senior
      * Generic, but not painfully so
        + Flat, Static characters
  + Plot
    - Elevator Pitch
      * “The protagonist, a Sophomore girl, knows everyone; it’s her business to know everyone. However, in a sea of remarkable and unremarkable Seniors, one student does not fit in. How, she is unsure; rest assured, as she will do anything to find out why…”
      * Corny as hell, in it’s current form
    - Gameplay
      * Initially limited to making simple choices
        + Designed to get the player familiar with Visual Novels and get a feel for the protagonist
      * Main game will involve a much larger choice set
        + Not guaranteed to yield a win condition for any choice (choices matter)
        + Choice not only in dialogue, but also persons to talk to, as well as special “opportunities”
      * Opportunities
        + These function to break up the standard flow by either changing the specific location or scenario

Variety

Interest

* + - * + Hopefully, this will make the game more interesting and increase playability
      * Endgame
        + In typical Visual Novel fashion, the ending will be based entirely on how the actions taken by the player
        + May yield a bad or incomplete endgame
* Development Team
  + This will probably change, but I’ll make a current list
    - First, myself…hi
      * I am the one who came up with this game idea
      * Story
        + Character Development
        + Plot
      * Producer
        + Basically oversight of the game
        + Managerial position
    - Austin Mullen
      * Sound assets
        + Sound effects
        + Game Music
        + The Big Song
    - His nameless friend
      * Rumors of her Character Art skills…
        + Very Important
      * Possibly a bit of simple Voice-Acting
    - David Schleppenbach
      * Art assets
        + Mostly just fallback
        + Just-in-Time assets
    - Curtis Fares
      * Art Assets
        + Backgrounds
        + Maybe some Just-in-Time assets as well
    - Ilene Armstrong
      * Art Assets
        + Great Artist
        + Could help with anything, most likely
      * Maybe a bit of voice-over stuff…
* Miscellaneous
  + This will be in development for a while
  + I’ll probably use it to learn more about Development
  + I won’t really adhere to a schedule since I’m usually busy
  + Instead, I’ll work topically as my schedule allows
  + It seems that, as of now, there’s a lot of hope built into this
  + That sounds scary
  + I’ll try to work on this throughout my time at Purdue
  + Hopefully, I can use my time here to make the game better
  + Also, it’s probably going to be the best my Résumé can offer
  + Notice the flood of Art Asset members
    - Visual Novels are equal parts Story and Artwork
    - Dependent on both for effective Experience
  + So far, that’s it!