Final Game Initial Design

lots of design space, good schtick, sounds awesome. going to need to prioritize very clearly. focus on clean mechanics first, then expand the play space, otherwise you can end up with a lot of empty space w/o much to do.

Team Members: Robert Lee, Jason Cantu, Marcus Montalvo

Team Name: GET STUFFED!!!

This game must use real-time 3D graphics (perspective projection camera rather than isometric, mesh geometry rather than sprites). You can use 2D gameplay (fixed-angle camera, movement limited to a plane), which you see in many RTS, MOBA, and RPG games. You can also use billboard sprites in combination with 3D models, if some of your environment/entities are 3D.

**Initial Concept**

This is an initial concept, you may change it quite a bit during development. However, the more focused you are earlier, the more productive and efficient you can be.

**Key Dynamics (actions and reactions)**

* Open world movement
* Third person shooter
* Collecting loot

**Description (objectives, obstacles, story)**

Ted is alone and unafraid. All he has is his car and his water gun. The local gang leaders are causing mayhem in his city, The Honkers, Bruce’s Bad Bois, and Ba Na Na. Its up to him to go get rid of them and bring back the peace. Find parts and plans around town and collect enough fun to craft your upgrades. Is your health low? Go steal some stuffing from NPCs. Can you clean the town up?

**Plan**

**Robert Lee**

* Bruce, a stuffed animal shark that runs Bruce’s Bad Bois. When Bruce is beaten Ted gets his fins and tail and can swim.
* Rex, Ted’s best friend, a stuffed T-rex that shows up at certain points in the game to help him.
* Ted, a stuffed animal on an adventure to save his city.

Brief details about how your environment, character, interaction, and entities work tie into the final game proposed. (note, they don’t have to, but at least for entities that you’re still working on it makes sense to.)

**Jason Cantu**

* Chimp, a stuffed animal Gorilla that runs Ba Na Na. When Chimp is beaten Ted gets his climbing arms.
* Smith, a stuffed racoon that upgrades your weapons f you bring him the right parts, plans and enough fun.
* The henchman for each gang are going to be relatively similar so we will create one henchman code

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**Marcus Montalvo**

* Gilbert, a stuffed animal goose that runs the Honkers, when Gilbert is beaten Ted gets his goose wings.
* Harold, a stuffed turtle that upgrades your vehicle if you bring him the right parts, plans and enough fun.
* The Whip, Ted’s vehicle he uses to get around and do specific things.

Brief details about how your environment, character, interaction, and entities work tie into the final game proposed. (note, they don’t have to, but at least for entities that you’re still working on it makes sense to.)