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Deity Traffic Simulator

## Intent Statement

This game is a god simulator where the player is the deity and tries to stops the AI entities from reaching their goal locations. This game is going to be one large open world cityl. In the world there will be a random number of locations where the AI entities will spawn.

The basic game loop will start at the player buying/setting his or her powers. Then the AI will spawn at random locations. The AI will then travel to the goal location. The player will try to block the AI for a certain time limit, using his or her powers. If the player blocks the path of the AI, the AI will find a new way to get to the goal location.

The player should feel challenged yet powerful. This is a god simulator game but if it’s too easy, the player could easily get bored. So the game has to be balanced so that players will keep playing instead of just playing for a couple minutes.

The control scheme for this game will be simple, the mouse or the controller joystick will be used to move the players aiming reticle. While certain buttons will be used to control what powers the player wants to use to disrupt the AI entities.

This game will be made using Unreal Engine 4. It will be made using this engine because the programmer has never used it before and he wants to try the game engine. The game will be made for computer but if there is enough time this semester. This game will be ported to Xbox 360. Using Unreal Engine 4 this should be easy, since the code base will basically be the same for the computer and console versions of the game.

## Potential Audience

This game is targeted towards the god simulator gamers. Even tho this game has a darker tone of a deity harassing innocent people. The simplistic art style will make this game be able to appeal to anyone above the age of 10. People that would like to play *Deity Traffic Simulator* will also like to play *Plague Inc.*  or *The Sims*.

This game will be different than other god simulation games because it will be the player trying to impede a group of AI entities. The AI will be smart and try to always reach the goal location. They won’t just go with what the player wants.

## Context/Environment

The game takes place in an open world city. This is to emphasize the AI dynamic pathfinding. In this game the city will be the best environment. No matter what the AI entities are, cars or pedestrians. They will have to follow the roads and not just go through the buildings to reach the goal.

This game is about a mischievous god who likes to mess with everyday citizens. The god will try to delay people getting to there destination on time. Each level will be timed and the player has to stop the AI from reaching the goal with in that time limit. At the start of the level the AI entities will spawn in groups at a random number of locations.

## Mechanics

There are two major mechanics to this game dynamic pathfinding and player powers. The dynamic pathfinding will be done using nav meshes for the pathways that the AI entities will travel. When the player uses one of their powers the nav mesh will be updated so the AI will move properly and choose the best way.

The player will have a list of powers that he or she can use to disrupt the AI. The powers will have a cool down so they can’t be spammed. When an ability is used it will only temporarily block the way for the AI. The player will get points for completing levels. With these points the player can buy new powers of modify the existing powers.