

XBCGD 7312

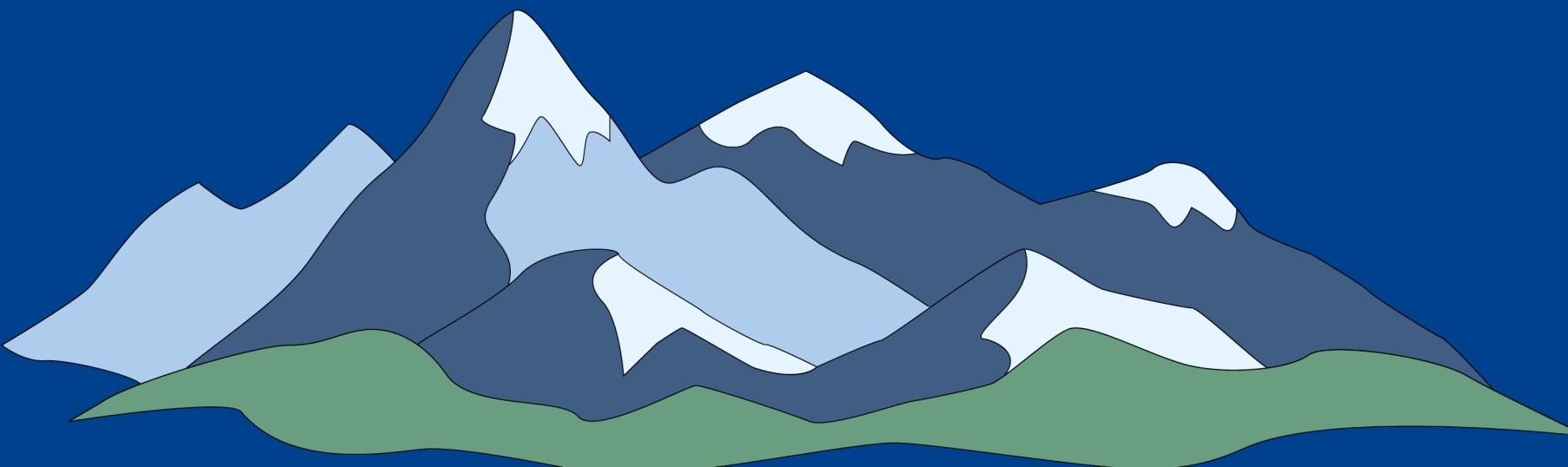
PRESENTATION

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Presentation Structure



- 1. Game Concept**
- 2. Narrative**
- 3. Characters**
- 4. Environment**
- 5. Mechanics**
- 6. Art Style**
- 7. Sound Design**
- 8. Platforms**
- 9. Game Snippets**

03



Meet The Team

Syed Imran - Game Designer | Animator | Secondary Artist

Amantle Dipheko - Primary Artist

Faraaz Suffla - Programmer

04



Game Concept

Power Play

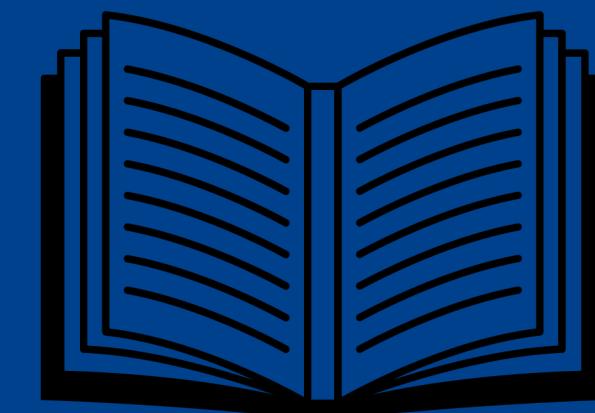
Play as the mayor of a small community in Knysna

Make choices on how to handle situations which
arise in the community

Get rich or fix problems

Narrative

05



Play as the mayor of the town of Knysna

Certain issues are affecting Knysna eg. Seahorse population

As the mayor choices are made which influence the state of the community



Characters

Mayor of Knysna (Player Character)

Mayor's Assistant

Residents

Environment

07

Small community within Knysna

Semi- open world

Rural area

Well developed area



08



Mechanics

Resource & Reputation
Management

Quests

Interacting with
NPCs

Event decision
making

Art & Assets

09

Buildings

Landscape

Characters



Art Style

10



Figure 1: The screenshot shows the Mayor's office, assistant and environment in Power Play (Imran, 2024).



Figure 2: The screenshot shows the rural environment and an NPC in Power Play (Imran, 2024).

Sound Design

Office style main menu music

Ambient sounds in game

SFX (Typing)



Platforms

12

PC

Mobile (Future)



Game Snippets

13



Figure 3: The screenshot shows a specific area in Power Play (Imran, 2024).

Game Snippets



Figure 4: The screenshot shows the developed area in Power Play (Imran, 2024).

Game Snippets



Figure 5: The screenshot shows the rural area and an NPC in Power Play
(Imran, 2024).

Game Snippets

16



Figure 6: The screenshot shows a broad view of the environment in Power Play (Imran, 2024).

Game Snippets



Figure 7: The screenshot shows the main menu UI in Power Play (Imran, 2024).



THANK YOU

LIST OF FIGURES

Figure 1: The screenshot shows the Mayor's office, assistant and environment in Power Play

Figure 2: The screenshot shows the rural environment and an NPC in Power Play

Figure 3: The screenshot shows a specific area in Power Play

Figure 4: The screenshot shows the developed area in Power Play

Figure 5: The screenshot shows the rural area and an NPC in Power Play

Figure 6: The screenshot shows a broad view of the environment in Power Play

Figure 7: The screenshot shows the main menu UI in Power Play

REFERENCE LIST

Imran, SE. 2024. *The screenshot shows the Mayor's office, assistant and environment in Power Play.* [Photograph] [Personal Collection]. Unpublished.

Imran, SE. 2024. *The screenshot shows the rural environment and an NPC in Power Play.* [Photograph] [Personal Collection]. Unpublished.

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Imran, SE. 2024. *The screenshot shows a broad view of the environment in Power Play.* [Photograph] [Personal Collection]. Unpublished.

Imran, SE. 2024. *The screenshot shows the main menu UI in Power Play.* [Photograph] [Personal Collection]. Unpublished.