

Tainted Voltage

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Team Overview:

Julia Woodward: Product Manager and Story Lead

Jennifer Cremer: Art Director

Natalia Pulido: Tech Lead

Vanessa Peixoto: Sound Director

Theme:

Young journalist breaks into power plant factory to solve the mystery of disappearing workers.

Genre:

Fantasy/Puzzle/Adventure/RPG/Single-player

Tone:

Historic/1800s/Steampunk

Narrative:

- People who work at a power plant factory are disappearing
- Factory is strangely efficient
- As a young journalist you decide to break into the factory because one of your family members has disappeared
- You must make it through the factory, going through different rooms and solving puzzles, to find out the truth without getting caught!

Market Analysis:

Target Audience:

17+, casual/intermediate video-gamers

Why this narrative will sell to the demographic:

Includes puzzle-solving and mystery challenges that attract the interest of many young adults. The steampunk tone is popular for target audience and is influencing pop culture.

Example Games for this Target Audience and Genre:

Myst, Assassins Creed, Clue, Scotland Yard, Escape Rooms

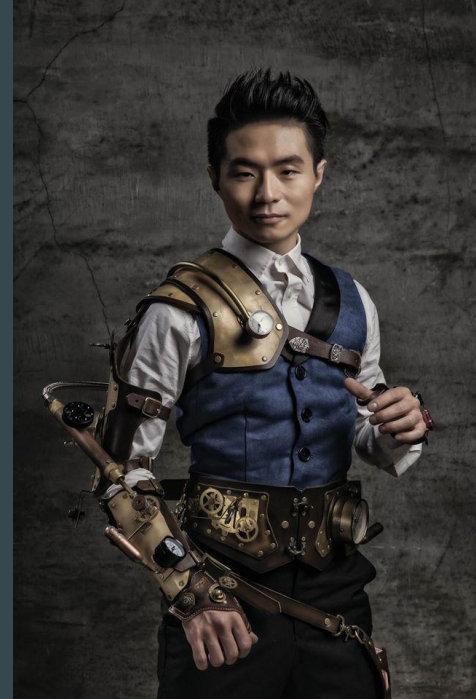
Reference Images



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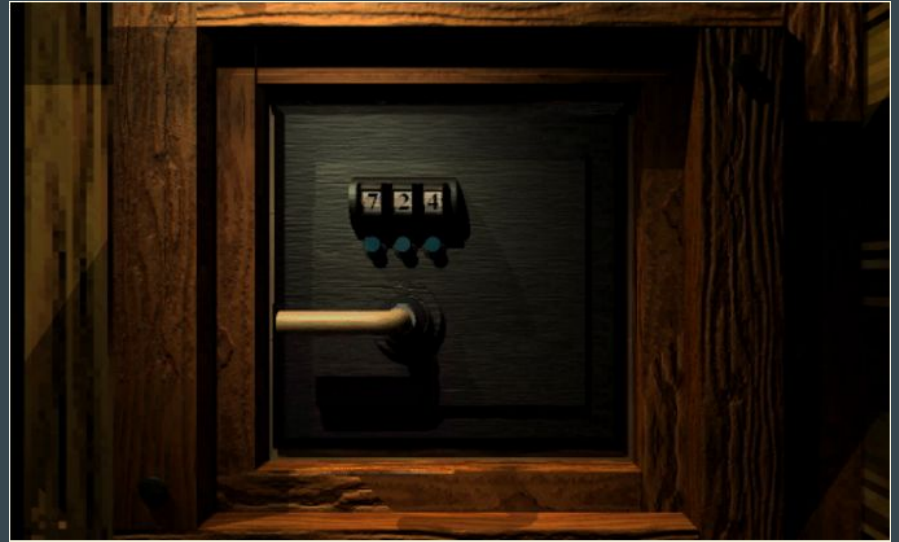
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Puzzles

Examples: Lockpicking, word games, mazes, etc.



<http://www.mystjourney.com/myst/discoveries/puzzles.php>



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Concept Art:



Gas masks



Glasses



Steam punk arm



Top sketch



Characters

Listed in Order of Appearance:

- Narrator
- Journalist (main character/player)
- Factory cat (narrative/factory guide (sometimes))
- Workers (current workers at the factory)
- Basement Kid who used to work for factory (sells and barter items to workers)
- Foreman (Oversees the workers)
- Helpful worker (speaks in riddles, hints to directions and side quests)

Tech:

- Unity 3D *game engine*
 - Tech leader has prior experience in Unity
 - More built in character rigging options than other popular games engines like Unreal Engine
 - UI integration
 - Quick rendering capabilities
- 3DS Max/ Maya *3D modeling*
 - Character and set design
- Substance Designer *texture creation*
- Adobe Photoshop & Adobe Illustrator *UI design*

Conclusion

- Theme: Young journalist breaks into power plant factory to solve the mystery of disappearing workers.
- Genre: Fantasy/Puzzle/Adventure/RPG/Single-player
- Tone: Historic/1800s/Steampunk
- Target Audience: 17+, casual/intermediate video-gamers
- Tech: Unity 3D, 3DS Max/ Maya, Substance Designer, Adobe Photoshop, and Adobe Illustrator

Questions?