Team #7

Game Title: *Good Boy*

Theme: Foster empathy.

Game Description:

*Good Boy* is the story of a dog and his man. Play as Buddy, an older dog who has to comfort, and later help care for, his owner, whose health is in decline following the loss of his long-time life partner. As Buddy, players can interact with their owner’s home as they help him through his daily routine in his ailing health.

How to Play:

WASD to move, mouse to look around. Use the left mouse button to interact with/pick up items and the right mouse button to drop them. Press spacebar to bark (spacebark).

Postmortem:

Despite trying to institute hard deadlines, and also making sure we had pretty much all of our art needs concrete and clear within a week of the beginning of the project, our artist didn’t seem to prioritize modeling, with much of the modelling and rigging happening within a day or two of the project’s due date. We had trouble trying to make sure some parts of the project stayed on track, and some programming and mechanical needs were prioritized in an order that didn’t necessarily make sense. While the writing, scripting backbone, and UI work were all done around the same time, the art and interactables pipelines dragged behind.

Team Members’ Responsibilities and Signatures:

* Jamie Laks –
  + Narrative Design
  + Storyboarding
  + VO Writing
  + VO Recording
  + Scripting Help (determining navigation paths and daily routine w/ Sam)
  + System Text (Hint Screen) Writing
  + Photography and Photo Procurement