

## **EECS 290: Final Project Game Design Document**

Aaron Cutright, Justin Lee, Sean Mann, Ian Waldschmidt

### **Title, Genre, and Concept:**

Title: Ars Furem, Art Thief

Genre: Puzzle /Adventure

Concept: Break into high-security art museums, steal paintings and sculptures, and then break out.

### **Visual/Audio Style:**

The goal of the visuals is to be clear and simplistic. The player will have a bird's-eye view of the floor plan, and they will be able to see the laser (including reflections off a mirror and splits through a lens), where their character is, the room exit, guards, and any mirrors or lenses they put down. All of the elements will be simple sprites so it is easy for the player to understand what everything does quickly. The audio will not have a major role in the gameplay, and will only serve to help set the mood. The music will be slow and relaxing to reflect the puzzling nature of the game, but it will also have an element of suspense since the player needs to be careful when robbing the museum. There will also be sound effects for in-game events, such as successfully clearing a room, getting zapped, getting caught, etc.

### **Gameplay:**

The Art Museums that the main character is robbing all have state of the art security involving laser technology that will paralyze you until the police arrive to arrest you. Because of this the main mechanic of our game will be manipulating these lasers to your advantage. You as a player will be able to place different kinds of mirrors/lenses to divert, split, or even stop lasers to reach your objective, the museum's most prized piece of art. How the player diverts the lasers is very important because they can be used to power things such as doors and even disable the cameras that guards use throughout the museum. But diverting too many lasers puts the guards watching the cameras on higher and higher alert, so the player must take care to either hide from the camera's view or shoot a laser at the camera to disable it.

### **Innovation:**

Our plan for the game is to start with a relatively simple concept, and use style and in-game mechanics to make it a unique experience. Our first step was to combine a puzzle style game with an adventure style game. This cross-genre concept is a popular and successful model, and we are going to utilize this to give players a fun and challenging experience.

We are going to create in-game mechanics that create for a innovative and unique player-experience. We are exploring having different kinds of lasers, and obstacles that interact

with them. Our game will feature power-ups and bonus that will let players solve problems in creative ways. These in-game mechanics will also help bridge the gap between the puzzle and adventure genre, giving the player a bigger role in how the puzzle is solved. The result will feel less like a board or puzzle game and more like an adventure maze.

### **Team Member Roles:**

For the first part of this project, we will be focusing on piecing together the mechanics, and so we will all be working on the groundwork for our game. As we move on to the later stages of development, we will each assume individual roles. Aaron will be our Project Manager and will act as the Lead Level Designer (**Supreme OverLord**), so his role is to keep the group on track and design the layouts for each of the levels. Ian will be the Asset Manager and the Level Design Consultant, so he will act as quality assurance for the level designs as well as handling most of the graphics for our game. Justin will be the Physics Developer, and so he will be in charge of making sure each of the mirrors, lenses, and whatever other elements we introduce work as expected and interact with the laser and player correctly. Finally, Sean will be the Infrastructure Engineer, and will be responsible for making sure that the basic elements of the game are up to scruff - this includes overseeing the camera, level transitions, and prefabs. Using this team dynamic, we will be able to efficiently and effectively realize our game within a short development cycle of only one month.