

INFERNO INTERACTIVE

Group 3

**Hanzhi, Isabel, Sabrina, Ben,
Rebecca, Jordan, Jayden, Kristy**

Ben



Jayden



Hanzhi



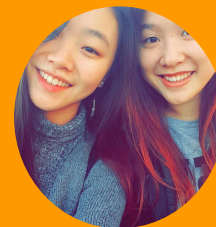
Jordan



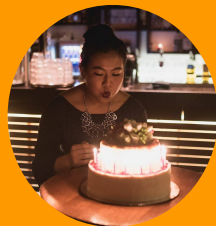
Isabel



Rebecca



Kristy



Sabrina



MEMBERS OF OUR TEAM

Week 7:

Hanzhi, Jordan

Week 8

Project Plan:

Kristy, Sabrina

Week 9

Design Docs:

Rebecca, Jayden

TEAM LEADERSHIP

Week 10

Prototype:

Ben, Isabel

Week 11:

Kristy,
Sabrina

Week 12

Final Project:

Hanzhi, Jordan

GAME CONCEPTS

SERIOUS GAME CONCEPT:

COLLABORATION (2 PLAYERS)

GAME GENRE: ACTION, ADVENTURE

TARGET AUDIENCE: 13+

PLAYER TYPE: KILLER, ACHIEVER



PG

13+

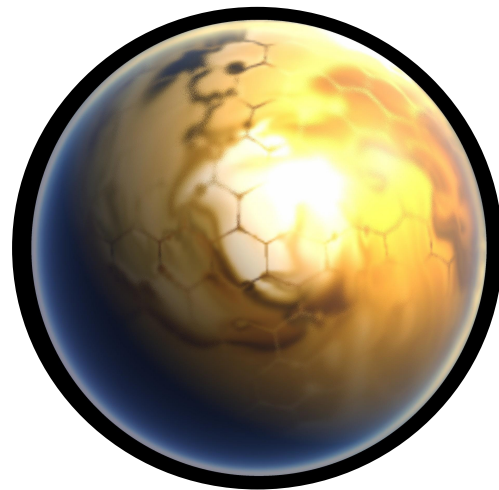
CHARACTERS + GAME WORLD

Central Characters

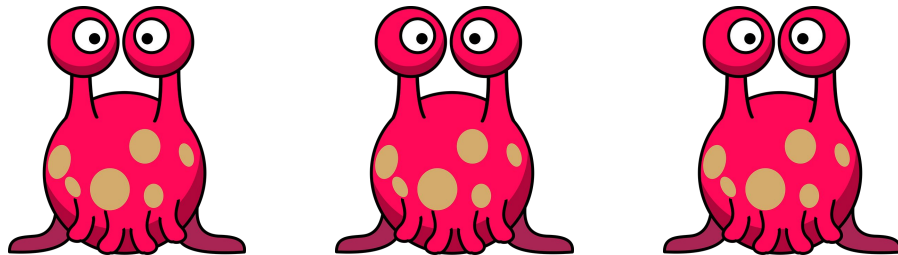
- Two engineers
- Forced to work together
- Stubborn
- Poor communication skills
- Not team players

Game world

- Earth
- Other different planets



GOAL + STORYLINE

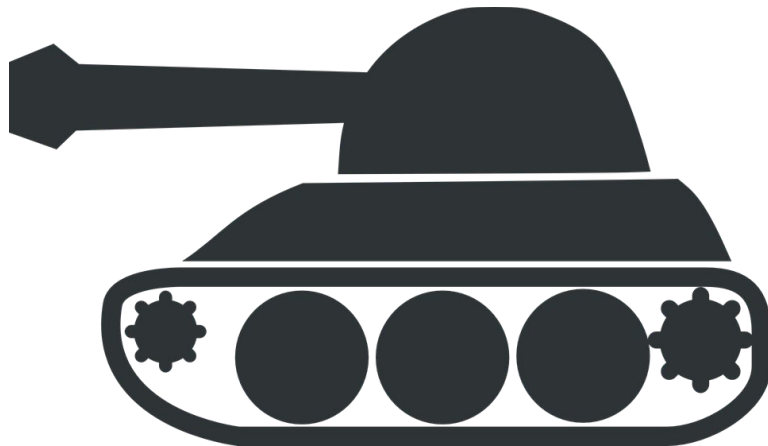


Storyline

- Characters are assigned to work together to create a defense machine for a single pilot
- Final design is inoperable by a single person
- Alien invaders have come to take over the world
- Only our characters can operate it
- Problem is each engineer only knows how to operate parts they Have built

Goal

- Learn to work together
- Save the world
- Have fun along the way



DEVELOPMENT PLATFORM AND TOOLS



unity

DESIGN + ADVANCE FEATURES

Design

- High Score Screen
- Monetisation
- Sound
- Local Multiplayer
- Fixed Level Generation
- 2.5D (Depending on assets found)

Advance

- Online multiplayer (If time allows)

