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| **Finnish united** |
| SP4 |
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| This document contains details on Possession done for DM2295 Game Development Project |

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**GAME IDEA & DESCRIPTION**

**Game Concept**

Possession is a multiplayer game that involves exploration and quick reactions on the players’ part. Possession caters to a minimum of 5 players and a maximum of 9 players.

**Game Genre**

First Person, Player versus Player, Royal Rumble / Hack and Slash, Horror

**References**

****Unreal Tournament

****Amnesia

**Target Audience**

Teenagers and Young Adults

**GAME OVERVIEW**

**Game Goal**

1. Ghost
   * Ghost wins by killing all the players using objects. The Ghost cannot materialise to kill them manually.
2. Players
   * Players win by killing the Ghost by destroying the Ghost’s altar in a room.

**Gameplay**

All the connected players are placed in a mansion. There is a minimum of 5 players and a maximum of 9 players.

Out of all the players, 1 will be randomly chosen to be the Ghost. The rest will be Humans.

The Humans’ aim is to kill the Ghost first. However, they can choose to kill each other. However, the objective of destroying the alter will be harder. Humans have to collect the necessary Artifacts for killing the ghost. For example, if there are 4 Humans, they have to collect 4 Artifacts. Killing one Human will force them to make a second trip and doubt each other.

At any moment, they can only carry one item. There are no backpacks, so they have to carry the Artifacts to kill the Ghost. If they carry a weapon, they are unable to carry an Artifact.

The Ghost’s goal is to kill all Humans by using items around him. The Ghost can possess the item and use it to deal damage to the Humans.

The environment is a dimly lit mansion to give the scare element from the Humans itself rather than the Ghost.

If the Humans manage to kill the Ghost, they can either choose to disperse and kill each other, or find the exit which is randomly generated and leave the mansion. Last human standing or first person out of the mansion wins.

**Story**

Humans have been summoned to a dark mansion to take part in the sick and twisted ploy of the Ghost.

**Unique Selling Points**

* Multiplayer
* Dark environment thus requiring players to depend on their instincts and hearing to gain an advantage over the rest

**Game Features**

* Main menu
* Credits
* Tutorial Level
* Main Level
* Achievements
* Controller / Keyboard input
* Sound
* Multiplayer
* User Interface

**Individual Task List**

Salihin

* User Interface for the different pages in the game
* Sound (loading background music and sound effects)
* Triggers for Sound Effects
* Multiplayer (limiting of number of players, lobby)

Kinnear

* Object interaction
* Player movement
* Triggers for traps
* In game triggers

Keith

* Multiplayer (setting up of server, basic client, managing data)
* Animation of models
* Chatter

**PROJECT SCHEDULE**

**Gantt Chart**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Task** | **Duration** | **Week 1** | | | | | **Week 2** | | | | | **Week 3** | | | | |
| Setting up Scenes needed for game | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| User interface framework | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Sound framework | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| UI for splash screen | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Design UI for lobby | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| In game GUI | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Multiplayer (limiting of players, lobby) and UI design | 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Multiplayer (setting up of server, basic client, managing data) | 3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Triggers for Sound Effects | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Integrating of some Art assets for UI | 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Loading of Sounds | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Player movement | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Object interaction | 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Chatter | 3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Integrating of some Art assets for in game environment | 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Mid Presentation | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Trigger traps and other in game triggers | 5 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Animation of models | 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Trigger win/lose game | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| UI for Gameover screen | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Integration of Art assets | 3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Testing and balancing of game | 3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Debugging | 3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Final Report | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Final presentation slides | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Video | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Final Presentation | 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

**Legend**

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| **Salihin** |  |
| **Kinnear** |  |
| **Keith** |  |
| **All** |  |

**KNOWLEDGE APPLIED**

**Physics**

**Advanced Games Development Techniques**

**Multiplayer Games Programming**

**Artificial Intelligence in Games**

**Production and Project Management**

**Interface Design and Programming**

**CODE SNIPPETS**

Salihin

Kinnear

Keith

**SCREENSHOTS**

**LESSONS LEARNT**

**FUTURE ENHANCEMENTS**

* Handle more players
* More arenas
* Randomly generate arenas
* Unlockable items

**SUMMARY**