

GAME DEVELOPMENT

BUREAU

GDE

THE TEAM

- **Naim Heredia – Programming**
- Leading the programming setting out the pipeline for the programming team
- developing the hook mechanic
- working with design to create levels that work with the mechanics.
- **Andrew L – Programming**
- Programming the interactable elements of the game.
- Helping in the development of the hook mechanic.
- Building level designs that work with both the level and the mechanics.
- **Andrew A – Programming**
- Programming the moveable obstacles / lasers etc.
- Helping in the development of the hook mechanic.
- Building Level designs that work with both the level and the mechanics.
- **Dave Gomes – 3D modelling/Environment**
- 3D modelling the environment
- building the midground all midground assets and the background and background assets.
- building levels designs that works with both the level and the mechanics
- **Jacob Quitazol – Art**
- 3D Modelling the props and the pickups and
- creating the obstacles and props the player will come across, pickups the player may use
- Building Level designs that work with both the level and the mechanics.
- **Shubhankar Soni – 2d Art/ 3D modelling**
- 2D art, UI elements, Main menu, Pause Menu.
- 3D art – building assets- props that the player may interact with- creating the foreground
- level design to work with the level and the mechanics.
- **Volodymyr Khomiakov – Design/Programming**
- Level design that works with the theme and mechanics of the game, sound design, dialogues, story.
- Helping in the development of the mechanics.

CYBERWIDE DELIVERY



THE ONE LINER

An amazing skill does not give you an advantage in this corporate ruled world, not even teleportation. Gabriel lives pay-check to pay-check and is determined to keep his job and deliver the packages even if it is the last thing he does.

THE HOOK

Projectile Teleportation Tool! Gabriel possesses a teleportation tool, the projectile shot from this tool contains the molecular information of its owner and with a second press of the tool Gabriel can teleport to the projectile's location.

This allows Gabriel to traverse the world while making smart decisions, but he also has to control his tool, as one mistake can bring his demise.

THE GAME

In this dystopian cyberpunk world, the increasing suicide rate of the working class has lowered the population density.

Gabriel has recently been hired at a delivery service after 2 years of unemployment, the service is focused on vaccine delivery for the diseases currently running in the city, Gabriel has to do anything in order to maintain himself and keep this job.

For the duration of the game Gabriel is tasked with deliveries, that will act as checkpoints for the player inside the playable area, this will drive the story and the game as the player continues to complete platforming puzzles and arrive to the end of the game.

Cyberwide delivery is targeted at young and mature audiences that can either relate to the character or enjoy the environment and mechanics of this platforming/puzzle game.

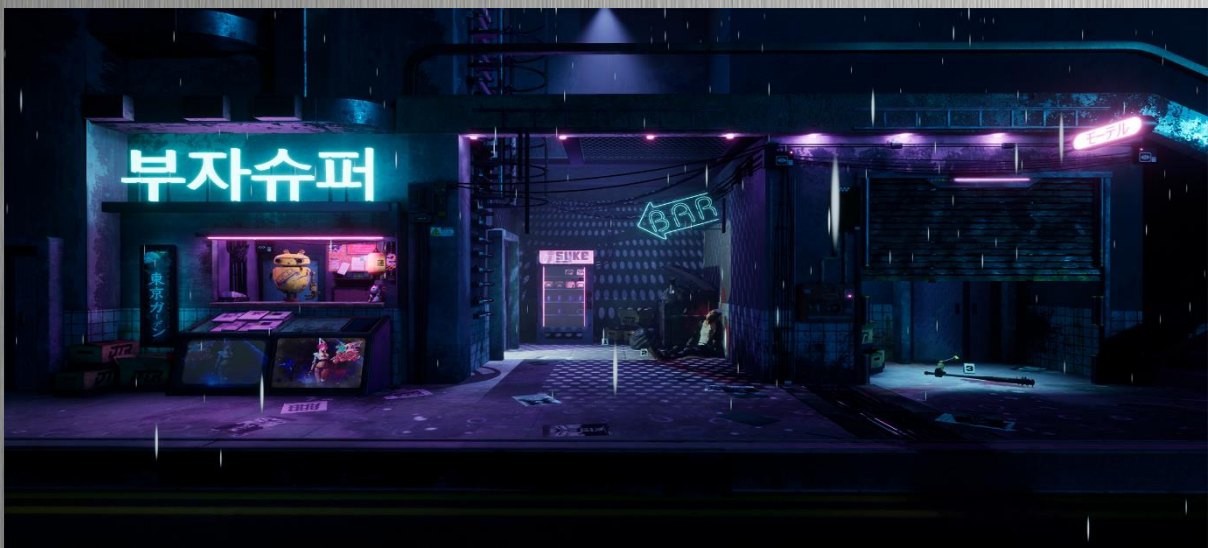
The Game is aimed to have a player centric approach for the mechanics, the world will continue as the player travels through it and wait for the player's input to reveal the obstacles.



ART STYLE



The player will be traversing the vast dystopian cyberpunk world overtaken by corporate authority and disease. The player being only just a delivery man makes it extremely difficult for him to survive living on credit and relying on his paycheques he must overcome any obstacle that this vast cityscape may provide having to solve puzzles and get out of tricky situations all that are level specific. though in this mundane life there is still some beauty in the vast man-made world with a backdrop of the entire vibrant cityscape.



CHARACTER



The protagonist of Cyberwide delivery is just an ordinary man living life in this brutal world. After years of unemployment, he finally found a job to support himself but this job is no easy task and the city has no compassion, his one priority is delivering the packages and he will stop at nothing to do so.

REFERENCES



