Opera Game

Game Design Document

Opera Project File Guide

Created @ 2022/10/12
Serious Games - Opera Team
Unity Version: 2021.3.8f1

1. Client and Goal

○Göteborg Opera wants a game for young adults (age 18 - 35) in order to attract them to the opera. The client specifies that this particular demographic is currently unlikely to buy tickets to the opera.

○ They suspect this may be due to a lack of media that this age group is interested in, and they are looking for ways to reach this target group through a serious game.

○ The client also emphasizes that it is important for them to show the effort behind the scenes of the Opera to the players, which is largely invisible to the regular Opera audience.

Therefore, this Serious Game Project focuses on:

○ Creating awareness for backstage and production side of the Opera.

○ Attracting people to the Opera by generating interest around the Opera.

2. The Opera

○The team's field trip observations were one of the biggest insirations for system design. A summary of the findings:

○Main stage consists of: Performance stage , Side stage , Down stage and an Orchestra pit.

○The workshops include: Blacksmiths, carpenters, Technician rooms, Prop rooms, Light control rooms, etc.

○Development Timeline (on Average)

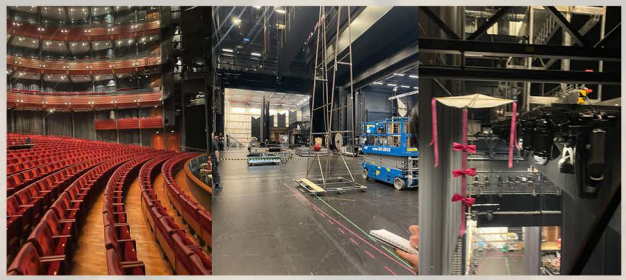
-Project preparation - 1.5 years ahead

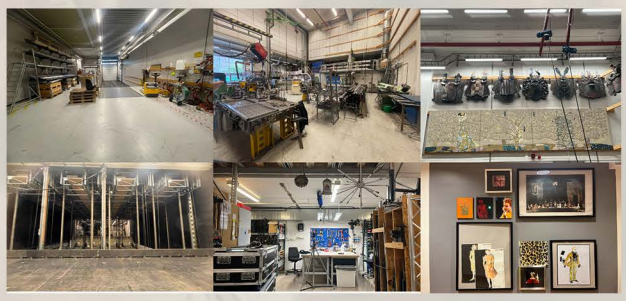
-Initial idea discussion - 1 year ahead

-Confirmation - 10 months ahead

-Technical coordination and production - 8 months

-Artistic production - 5-3 months





3. Inspirations

○Pictionary: Guessing images were implemented as a main mechanic, which was translated as guessing opera scenes.

○Animal Crossing: Creation and customization and visiting mechanics were discussed during system development.

○Spirit Farer: Section views and management aspects were analyzed.

4. Medium

○Intended medium: Phones

○Target audience: Young adults 18-25

○Experience: Casual, simple, relaxing

○Main aesthetic: Player expression

○Features: Management, Guess-the-word, emoji-only social interaction

Main Flow

Welcome Page

News	news about prop releases, updates etc.
Links	göteborg opera website

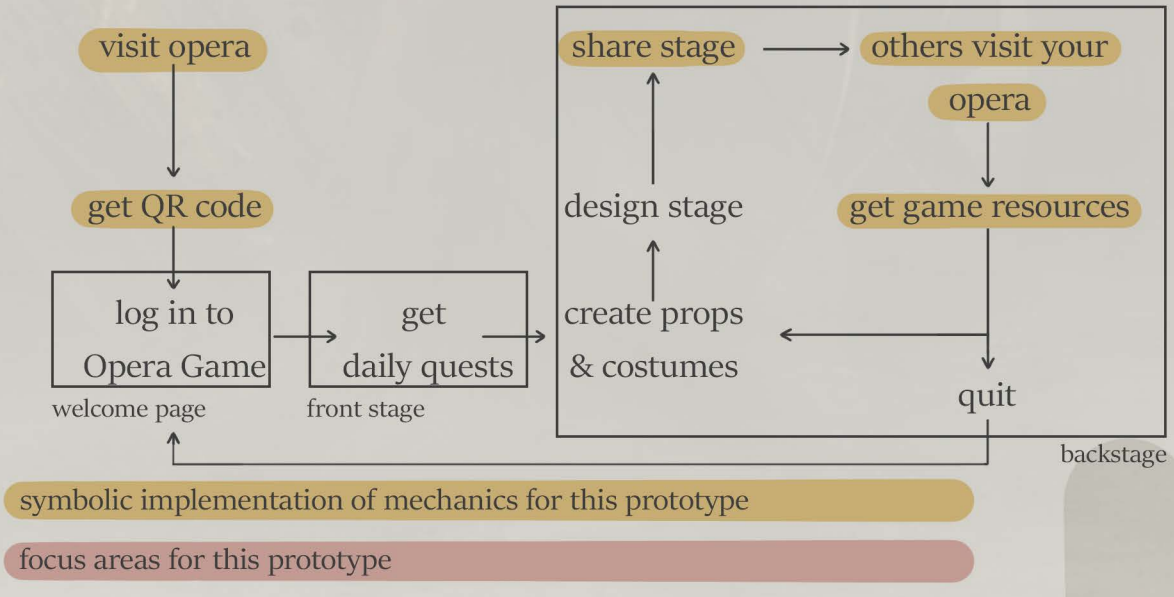
Front Stage

Profile	avatar, settings, QR scan, first log in gifts
Visit operas	guess game, react with emoji
Daily quests	guess words, first log in assistance

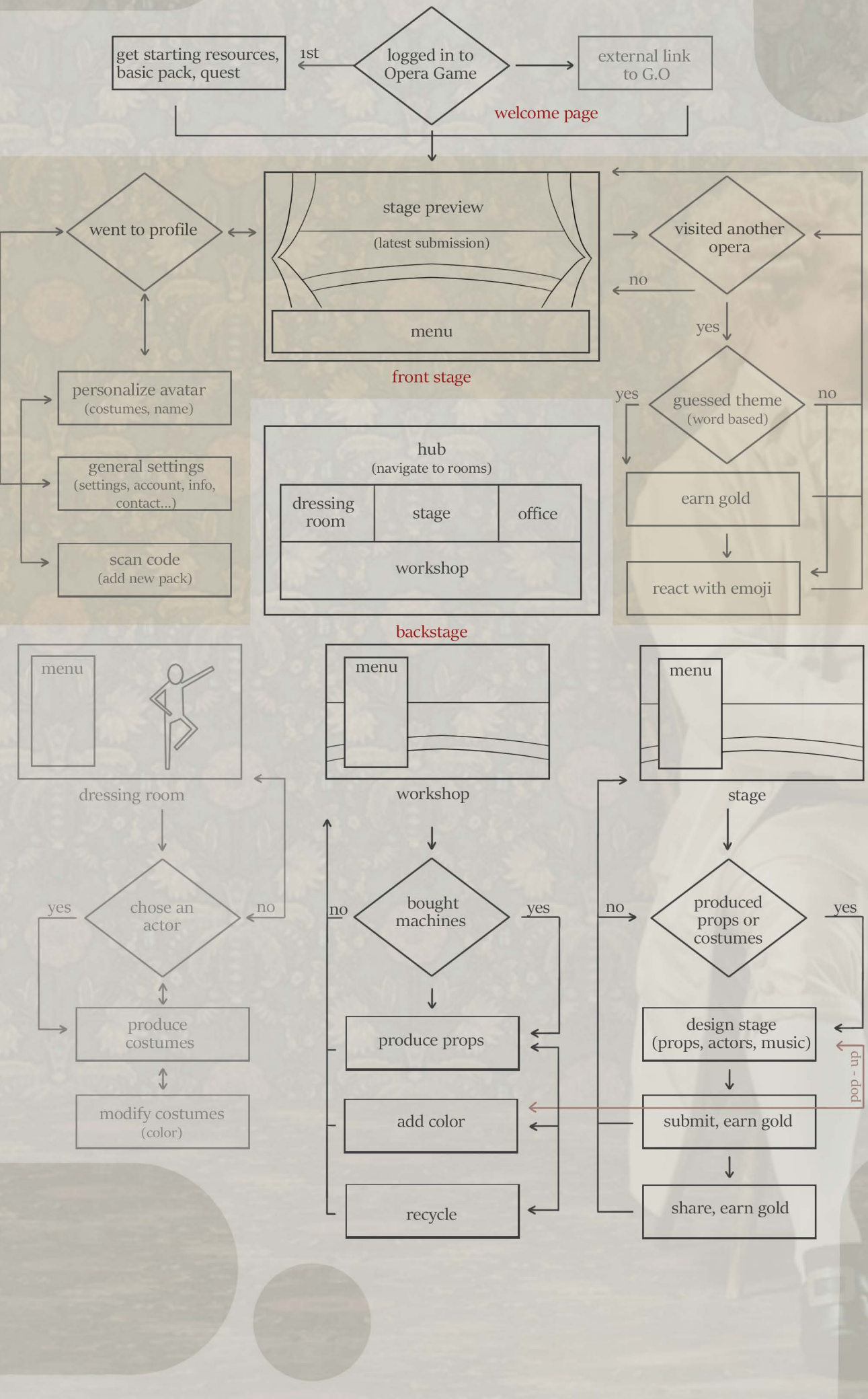
Backstage

Stage	prop placement& coloring, submit, share
Workshop	prop production, resources
Dressing Room	costume production, coloring, resources
Office	upgrades, stats, resources, hire

Game Loop



Flow Chart


get starting resources, basic pack, quest
1st
logged in to Opera Game
external link to G.O
welcome page
went to profile
stage preview
(latest submission)
menu
visited another opera
no
yes
front stage
personalize avatar
(costumes, name)
general settings
(settings, account, info, contact...)
scan code
(add new pack)
hub
(navigate to rooms)
dressing room
stage
office
workshop
yes
guessed theme
(word based)
no
earn gold
react with emoji
backstage
menu
dressing room
menu
workshop
menu
stage
yes
chose an actor
no
produce costumes
modify costumes
(color)
no
bought machines
yes
produce props
add color
recycle
no
produced props or costumes
yes
design stage
(props, actors, music)
submit, earn gold
share, earn gold
pop - up

Management

1. Meetings and Communicaton

○The team has established regular meeting days to work together, and iterate on development. Discord was chosen as official online communication platform.

2.Roles

Yifei Yan - Oliver: Programming, UI Design
Yuting Qiu - Jennifer: 2D Art and Animation
Anran Bao - Anna: 2D Art and Animation
Chava Angeli Toptsou - Nyx : System Design, UI Design
Leshan Wang - Ethan : Sound Design, UI Design
Bogdan Panuta: Project Management, Game Design

○While roles are divided, they are not definitive. All members took action in the development of the concept.

3. Project Sharing

○The team has set up a git-hub prepository for this project, along with a step-by-step guide for team members to set up GitHub and unity.

4. Folder Structure

○The team has guide for asset naming and folders guide to provide unified naming conventions and proper organization.

Design

1. Design Goals

○Intended experience is for players to relax. Thus, mechanics that require eye/ hand coordination, mental focus, etc. were avoided.

2.Serious Goals

○Management: For the serious game aspect, workshop and production were focal systems.

○Simplicity: While production is the biggest aspect of the game, it was intentionally kept simple to also include people who don't prefer digital games, as the game's goal is to attract people to the Opera.

3.Main Aesthetic

○Creativity and Expression: The Opera game aims to provide players tools to use their creativity in order to express themselves. This is done through modifying in-game assets, and designing Opera scenes that players try to explain a word, similar to a charade game.

○Entities that provide self expression are props, costumes, actors and music. These assets can be colored, flipped, rotated on a stage or be chosen among a list to be used on the stage.

4.Limitations

○Interaction: Player interactions were limited to emojis, in order to omit systems that would require developer monitoring (such as report systems).

○Single- Players: Players who do not wish to use share function or interaction were kept in consideration.

○Complexity: Time and group size were one of the biggest factors for our design decisions.

Programming

Opera Project Program Document

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1 Development Milestones

○This is a basic timeline for the development of this project, the completed items will be colored green.

Touchable Object Test (Hold, Drag, Click, etc)

-Basic Camera Panning

-Touchable Object Actions (Translate, Rotation)

-Touchable Hold Secondary button Test (Hold -> Small Buttons -> Different Functionalities (rotate, translate, change color, etc))

-Prop Blueprint Scriptable Object Design / -Test

-Stage Editing Test

-Resource System, Player Database, Storage limit

-Save / Load Test + Base Design

-Backstage View, Machines, Prop Building

-Navigation through Scenes / Views

-Blueprint packs, code redeem

2 System Designs

This part describes the various systems designed and used in this project, including desired uses, supporting features, etc.

2.1 Base Touchable Objects

2.2 Object Blueprint Scriptable Object