Machinima Studio

GDD

Platform: PC

Target Audience: Young Adults 18+

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# Project Overview

## Executive Summary

Machinima Studio is a 3D, first person film production simulator targeted towards students, or anyone interested in learning about Machinima or film production. The player assumes one of the many roles available and works with others to create a short film that teaches and showcases their skills.

## High Concept

* Film production simulator
* Multiple production roles
* High amount of controls
* Moderately paced learning tool

## Core Gameplay

* Direct and design a film
* Act and record in the film
* Edit and view once it’s complete

## Genre

Simulation/ Learning tool

## Target Audience

Machinima Studio is a tool designed to be used by students who have an interest in film or Machinima production.

## Number of Players

1-8

## 1.7 Team

### Lead Programmer – Mitchell Thomson

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# Game Overview

## 2.1 Overview

Enter the Machinima Studio scene! Take on one the many roles involved in making Machinima, while learning about real film production skills.

Pick a scene, fill out the roles, and set up the stage. How the film turns out is based on the player’s interpretation of the script. Will it be a pretty basic camera set up, or will it be one continuous shot for the whole scene? Full colour, or a stylistic black and white?

Each film and each edit is completely dependent on the participating players. Every film gets its own unique touch!

## 2.2 Roles

### 2.2.1 Actor

The person in front of the camera. Your job is to follow the script, and act out each scene

### 2.2.2 Director

The person in charge of it all. What you say goes. Try not to deviate too far from the script!

### 2.2.3 Set Designer

The person in charge of setting up the set. What environment are you using, what objects set the tone of the scene?

### 2.2.4 Lighting Manager

The person in charge of setting the mood. Lights are a powerful tool, and with proper use can convey many emotions and feelings.

### 2.2.5 Cameraman

The person in charge of capturing the scene. Make sure to keep a steady hand when filming!

## 2.3 Scenes

### 2.3.1 Back Alley Murder

In the latest of a series of grisly murders, a body is found behind the local tattoo parlour. It’s up to Detective Donovan to put the pieces together to stop the killer before he can strike again!

### 2.3.2 Interrogation Room

It’s good cop, bad cop once again as Tongue Tied Timmy won’t reveal what he’s done with the money for the orphanage. Will the good cop convince Timmy to come clean, or will the bad cop have to break his spirit?

### 2.3.3Ghost Town

A supposedly abandoned town that has recently been destined to be bulldozed and turned into a strip mall. While the present people may not care for the town, the previous residents are definitely in disagreement!

### 2.3.4 Abandoned Ruins

Your typical run of the mill abandoned ruins with a priceless treasure in the middle surrounded by traps. Will the brave explorers be able to keep their cool, their lives, and the treasure?

# Gameplay

## 3.1 Detailed Gameplay Description

### 3.1.1 Role Mechanics

#### 3.1.1.1 Actor

Actors will be put in a first person mode with access to a third person camera if needed. Actors will be able to bind actions to keys to enable them to perform actions on the fly, letting them interact with the scene without too much hassle.

#### 3.1.1.2 Director

Directors will be put in a first person mode and will have access to a picture-in-picture view that lets them view each camera in the scene, allowing them to make sure the appropriate shots are being recorded.

#### 3.1.1.3 Set Designer

Set designers will be able to interact fully with the objects in the scene, changing their position, rotation and scale to suit their needs. They will be able to call up a list of available objects and place what they need where they need it.

#### 3.1.1.4 Lighting Manager

The lighting manager will be able to interact with each and every light in the scene changing all of the available properties of each of them, and will also be able to add and take away lights. This will let them try various techniques, and also achieve most effects.

#### 3.1.1.5 Cameraman

The cameraman will be able to move and fly all around the scene, letting them capture intricate shots. They will also have access to camera effects such as depth of field, allowing them to capture unique and stylized shots.

### 3.1.2 Stages

There are three basic stages within the game. The first is production which is designing and recording the film. This can take some time, especially if you are trying to get a really specific shot. Unlike real film however, there can be manual tweaking done since this is a virtual environment.

The second stage is editing. Once you have all your shots recorded, you will be able to edit the order of the shots to achieve a proper synchronization of the scenes. This also lets you take a last look at the film before it goes to the third stage.

The third stage is viewing. Once your film has been edited, you will be able to give it a name, description, and an author. This is then submitted online where others can view and rate it.

## 3.2 Online Features

The key online feature in Machinima Studio is the ability to upload your videos, and review other peoples. To review videos, the player will watch the video they want to review and then give it a rating out of 5 stars, and will also be able to leave a comment if they want to, however this is optional.

# Layouts

## 4.1 Menu Layout

### 4.1.1 Colour Scheme

The colour scheme of Machinima Studio will be a clean looking black and white matte looking style. This will be in contrast to the shaders used inside that will draw the attention.

### 4.1.2 Title Screen

The title screen will have a rotating preloaded set, set out of focus with the title in front of it, and a prompt for any key to be pressed.

### 4.1.3 Menu Screen

New Scene – Start up a new scene from scratch.

Load Scene – Load a previously saved scene.

Edit Scene – Edit a previously made scene.

Scene Market – Download and review new scenes.

Options – Change settings.

Help – Information on the various roles, and tips on how to use them.

Credits – Who contributed to the game.

### 4.1.4 Help Screen

The help screen will contain instructions as to how to use each role, and what key bindings are the defaults for each role.

## 4.2 Role Layout

### 4.2.1 Actor Layout

The actor’s view will be pretty simplistic, in that it will only really contain one GUI element, which is the ability to call up the script to review their lines.

### 4.2.2 Director Layout

The director’s layout will be pretty simplistic as well, as the director needs to pull up the script, but also pull up a picture in picture screen to view whatever cameras they need to view.

### 4.2.3 Set Manager Layout

The set manager’s layout will be a bit more intricate as they will need to be able to pull up a menu to select from a variety of objects to put into the scene.

### 4.2.4 Lighting Manager Layout

The lighting manager’s scene will be one of the more intricate layouts, as they will need a virtual lighting board to keep track of what lights are doing what, and to be able to update them with ease.

### 4.2.5 Cameraman Layout

The cameraman’s layout will also be more intricate, as they will need to constantly play with settings to attain a properly set up camera shot.

## 4.3 Statistics Layout

The statistics layout will consist of stats based on your scene, displaying things such as number of captured positions, number of cuts, how long you’ve been filming, etc.