The Islandss
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Contents

1 Story and Overview **2**
- 1.1 Introduction . . . 2
  - 1.1.1 General Overview . . . 2
  - 1.1.2 Basic Game Details . . . 2
- 1.2 Plot Points . . . 2
- 1.3 Environments . . . 2
  - 1.3.1 Descriptions . . . 2
  - 1.3.2 Concept Art . . . 2
- 1.4 Non Interactive Sequences . . . 2
  - 1.4.1 Descriptions . . . 2
  - 1.4.2 Storyboard . . . 2

2 Characters **2**
- 2.1 Playable Characters . . . 2
  - 2.1.1 James White . . . 2
  - 2.1.2 Daniel Carter . . . 3
  - 2.1.3 Andrew Collins . . . 3
  - 2.1.4 Roy Morgan . . . 3
- 2.2 NPCs . . . 4
  - 2.2.1 Ally NPC Details . . . 4
  - 2.2.2 Neutral NPC Details . . . 4
  - 2.2.3 Enemy NPC Details . . . 4

3 Inventory **4**
- 3.1 Combat-oriented Items . . . 4
- 3.2 Key Event Items . . . 4
- 3.3 Support-oriented Items . . . 4

4 Game Design **4**
- 4.1 Summary . . . 4
- 4.2 Gameplay . . . 4
  - 4.2.1 Gameplay Elements . . . 4
- 4.3 AI . . . 4
- 4.4 Mindset . . . 4

5 Technical **4**
- 5.1 Screens . . . 4
- 5.2 Controls . . . 4
- 5.3 Mechanics . . . 4

6 Level Design **4**
- 6.1 Themes . . . 4
  - 6.1.1 Ambience . . . 4
  - 6.1.2 Objects . . . 4
  - 6.1.3 Challenges . . . 5
- 6.2 Game Flow . . . 5

7 Development **5**
- 7.1 Abstract Classes . . . 5
- 7.2 Derived Classes . . . 5

8 Graphics **5**
- 8.1 Style Attributes . . . 5
- 8.2 Graphics needed . . . 5

9 Sound / Music **5**
9.1 Style Attributes 5
9.2 Sounds needed 5
9.3 Music needed 5

10 Schedule **5**

1 Story and Overview

1.1 Introduction

1.1.1 General Overview

It is the year 1942 during the midst of the 2nd world war. A Boeing B-17 Flying Fortress carrying six Allied soldiers crash land onto a mysterious island in the pacific ocean after an attack from a Japanese fighter aircraft. Now they have to defend themselves from the wildlife of the island as well as from the native inhabitants who doesn't seem very friendly towards the guests until they find a way to escape from the deathly claws of the island.

1.1.2 Basic Game Details

Genre
The Island is an adventure based survival game with co-op support.

Platform
The Island will be available on PC and will be limited to Windows 7/8/8.1/10 operating systems.

Target Demographic
Our target audience is between the range of ages 18-35. The game will contain some amount of gore and violence. We aim to hook the players who are interested in co-op gameplay. Co-op gameplay will be completely optional to the players who prefer single play. Additionally the game will feature an adventure based story with survival, which will cater to a wide demographic of users.

Perspective
The game is played from third person perspective.

1.2 Plot Points

Arrival
We can see a cinematic of 6 assigned soldiers flying in a Boeing B-17 Flying Fortress above the ocean. They are suddenly attacked from behind by an enemy Japanese Fighter aircraft.

1.3 Environments

1.3.1 Descriptions

1.3.2 Concept Art

1.4 Non Interactive Sequences

1.4.1 Descriptions

1.4.2 Storyboard

2 Characters

2.1 Playable Characters

2.1.1 James White

Base Description

Visual / Concept Depiction

Development

Abilities

2.1.2 Daniel Carter

Base Description

Visual / Concept Depiction

Development

Abilities

2.1.3 Andrew Collins

Base Description

Visual / Concept Depiction

Development

Abilities

2.1.4 Roy Morgan

Base Description

Visual / Concept Depiction

Development

Abilities

2.2 NPCs

2.2.1 Ally NPC Details

2.2.2 Neutral NPC Details

2.2.3 Enemy NPC Details

3 Inventory

3.1 Combat-oriented Items

3.2 Key Event Items

3.3 Support-oriented Items

4 Game Design

4.1 Summary

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6.1 Themes

6.1.1 Ambience

6.1.2 Objects

Ambient

Interactive

6.1.3 Challenges

6.2 Game Flow

7 Development

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8 Graphics

8.1 Style Attributes

8.2 Graphics needed

9 Sound / Music

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10 Schedule