# Wanted concept

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Background

- The game takes place in a New Yor like city that is full of crime and corruption. You are a part of the local police department and bring in key suspects which may be linked to the crime
- A witness will be there to tell you what they *may* look like or where they possibly were. Its your job to use your wits and detective skills to figure out these few cases and put the person who did this behind bars.

Screenshot
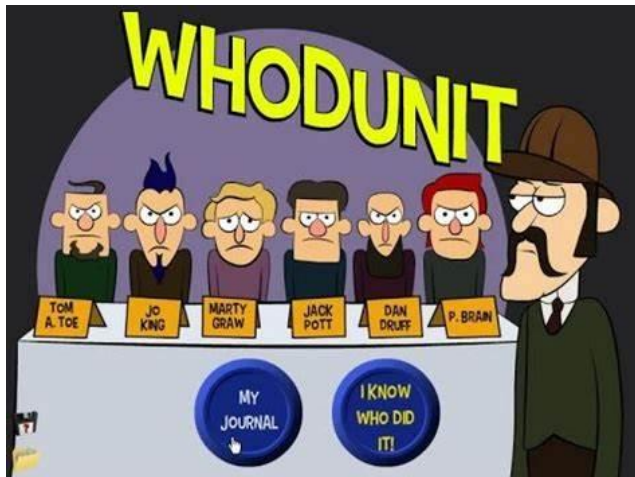
Features

- Character interaction
- Different and unique characters
- Interactive Hud

Pillars

Character Interaction 20%; allow the player to interact with the witness slightly, by clicking on them, gives the player some slight hints to carry out their case

Different and unique characters 40%; make each character have unique physical attributes to themselves to make them different to each other, with some similarities such as hair color

Interactive Hud 40%; the player should be able to click on certain buttons such as "I know who the person is" or perhaps a interactive screen that closes the cell door on the person, followed by a screen which displays if their case was a success or failure

Skills students will use

- Classes (characters, designs etc...)
- Graphics (sprites, interactive hub, color)
- Software (Vs2022, drawing software such as Picart)
- Teamwork and communication
- Concept Documentation (GDD, comments)

Fun to work on

- The gameplay of Wanted is very laid back but requires the players initiative and thinking skills, designing the characters and their respective looks with an interactive hud should be challenging yet allow us to test our limit and experiment with different stuff
- Personally, it's a nice game to turn to if you want a game that does not require you to be hunched over and playing at a competitive level, just a small bit of concentration ensures the player is properly happy and comfortable while playing
- The contrasting character designs would suit this game and give the user a good laugh at how funny some people look
- The freedom to use these designs to make each character look distinctive from each other would allow for artistic freedom and creativity to flow

Elements

Visual asset Creation 0-20

- Draw many different characters but keep basic and simplicity in mind

Audio asset creation 0-5;

- Use small sound effects and ambient music to display suspense

Menu System 0-10;

- Have a nice and basic menu with 3 main functions; play, volume, and exit.

HUD 0-20;

- Have interactive buttons and screens with dynamic pop-up info from witness when requested by user

Basic Game Play 0-10;

- Click, choose, text pop-ups, move

Graphics 0-20

- Unique characters, background, contract success/failure, cell-like screen

Advanced Graphics 0-15

- Animated sprites for cell door closing, characters blinking, small animation for witness talking

Video 5

Project management 5