Unpleasant Desert Explosion

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Overview

Unpleasant Desert Explosion is a first person army simulation, intended to highlight the emotions felt by the family after the loss of a soldier. The player begins in control of the soldier that the story will follow. The game will go quickly through the training of the soldier giving a few challenges that must be overcome. The game will cut and then the troop will be flown into Iraq. The game will give 1-2 missions that must be achieved once there, missions will be based on infiltration and searching so the designated target can be eliminated. Once the first mission are completed the last mission will be given, a very routine city sweep. As the troop is headed out of town after the sweep, a car bomb will explode and kill most of the troop (3 out of 5). The death scene should be very important and convey the actual loss of life happening and surrounding dismay in the city of both troops and citizens. At the time of the bombing the player will be the person controlling the vehicle (although the bomb cannot be avoided). Once the death scene is over there will be a quick scene of the body being flown back to the U.S. , then another quick scene of other soldiers carrying in the casket, and then for a few minutes the player will sit in the service next to the supposed parents of the players in order to communicate how difficult it is for them to grieve and be proud simultaneously.

The art style must be realistic, for a color pallet there will be a lot of tans and browns, to make sure it feels like a desert. The sound will be very light yet strong instrumental, which will intensify during missions to show how focused the player must be. During the driving part the music will be the normal music and will not intensify so that the player is disoriented along with the in game character. Once the bomb has gone off the music will slow to simulate the death that is happening. Lastly the music during the funeral will be sad. Sound will be used to help quickly set the tone for each scene.

Justification

This simulation should help the servicemen see what their families have to struggle with in the event they die. The simulation will also help the families understand what their son or daughter must go through in training and missions when sent into the field.

Target Audience: Military Serviceman and their families, before entering the army.

Target Platform: PC

Project Scope: 3 semesters, 15 minutes of polished gameplay. Should include army training, fly in, explosion, and funeral service.

Resources: UDK

Team Size: 12

- Creative director
- Producer
- Game designer
- Programmer-2
- Character Modeler-2
- Environmental Modeler -2
- Rigger
- Animator
- Sound designer