

FORBIDDEN FOREST

GAME DESIGN DOCUMENT

Forbidden Forest

- Student id :001035749

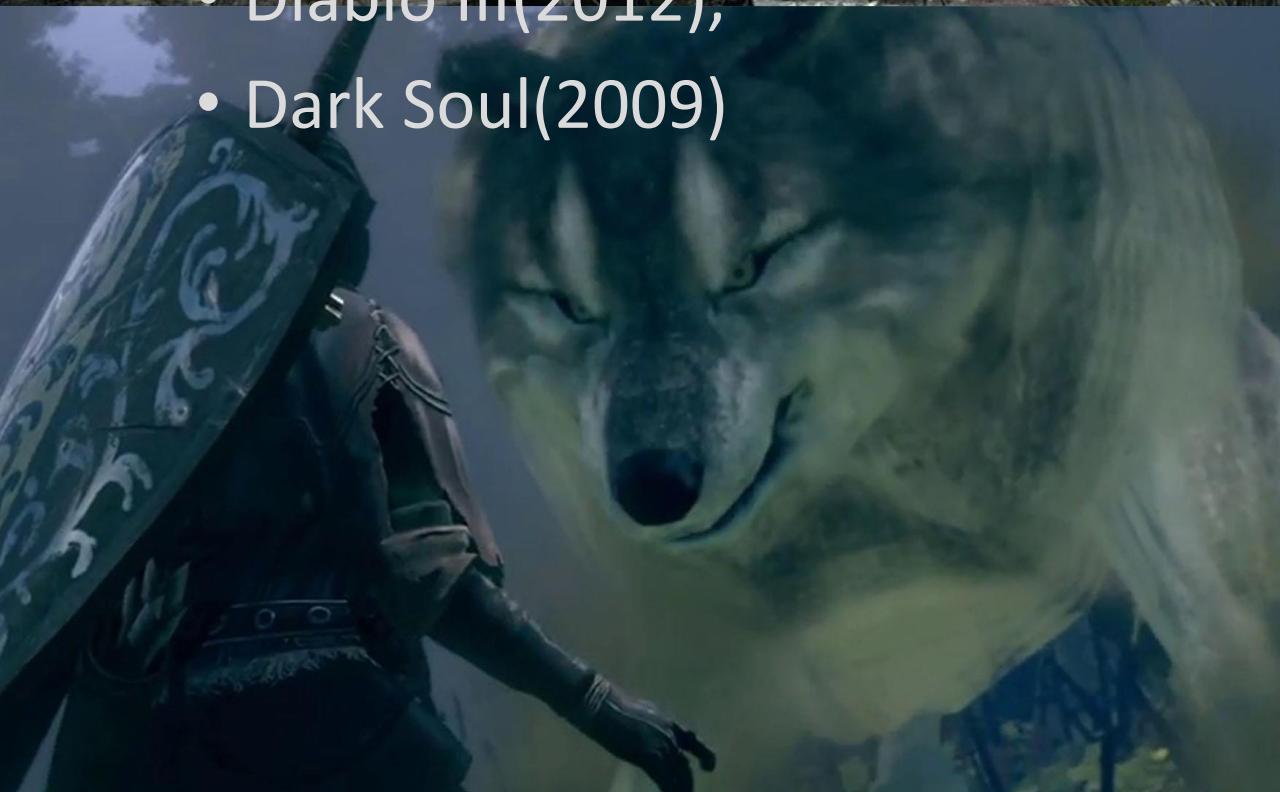
TABLE OF CONTENT

- Inspiration
- Game Overview
- The main Theme
- Gameplay
- What is the Forbidden Forest and where does it take place.
- Skill set and player movement
- Player Controller
- World layout and Environment
- Enemies
- Wild Spider
- Cave troll
- Wolf
- Ghost
- Lights
- Quests and Quest Log
- Storylines
- List of assets
- List of sound effects
- Menus
- Guards AI
- NavMesh
- Game mechanics
- Camera
- Game interface
- Justification
- Reference

Inspiration

Inspiration for the game was taken from:

- Dead by Daylight(2016)
- Diablo III(2012),
- Dark Soul(2009)



GAME OVERVIEW

What is the Game ?

Forbidden Forest its first-person puzzler horror game where the player controls a hero which was held a prisoner due to his powers, they lock him away in dangerous forest full of traps, monsters so he never comeback.

Mission Statement

The game is design for pc where Payer will have to get out first from the place where he was held for last few weeks, on his way out he will need to fight several enemies, collect items and run as fast as he can because forest limits his powers.

Genre

Horror / puzzle solving video game

Platforms

PC

Target Audience

Forbidden Forest Audience Target all gamers 15+ due to the soundtrack, violence and the blood spread.

GAME OVERVIEW

Main Theme:

- The game aiming to take the player to the fantasy world when the people survival depends on their skill. To get out player will have to through magical forest full of hungry beasts, ghosts and soldiers, it will be the worst journey in player life.

Game play:

- Player control Arthur, a powerful warrior-mage in the Kingdom who was imprisoned for his growing power. The player will need to think during the games what to do next by give clue information and dialog. Players life will be much easier if he guess what is happening around him and rewarded if he solve the puzzle correct. However there is also a punishment for making the wrong choice or to choosing the wrong answer.

What is Forbidden Forest:

- The Forbidden Forest is a first-person fantasy horror/puzzle solving game where the player controls an imprisoned hero seeking his freedom and revenge again The Crown.
- Game take place in Medieval England. Story starts in city called Moustree and the game starts in nearby forest.

GAME OVERVIEW

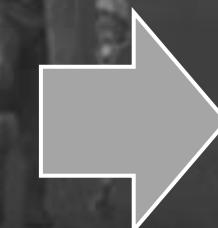
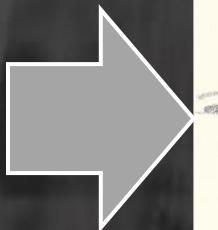
The Forbidden Forest is a first-person fantasy horror/puzzle solving game where the player controls an imprisoned hero seeking his freedom and revenge against The Crown.

Game take place in Medieval England. Story starts in city called Moustree and the game starts in nearby forest.

- first-person fantasy horror/puzzle

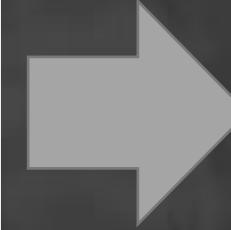
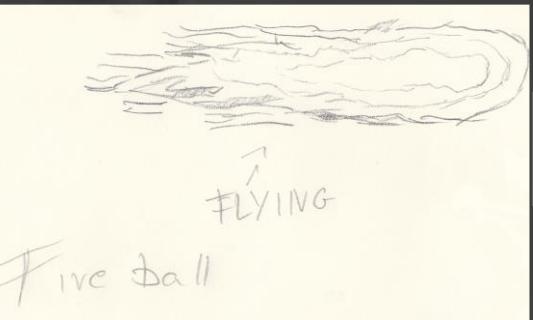
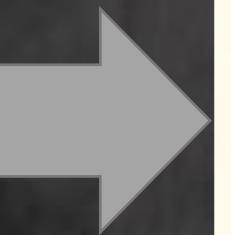
SKULLSET

FROSTBOLT



SKILLSET

FIREBALL



Spec sheet: Forbidden Forest – Mechanic: Basic attack

Ground state

Description: The character can be moving, but cannot be running.

Available action:
Left mouse button

Attack state

Description:

- The character performs attack. The player must press left mouse button while standing or walking.
- The player cannot be running.
- Once player equip a weapon the damage outcome change.
- The player can attack again after animation finish.

Variables:

1. Damage
2. Cooldown
3. Range
4. Attack
5. Cast

FX:

1. After hitting the target you can see blood spread.
2. Different effect depends of Surface.

Animation:

1. Attack
2. Hit
3. Blood spread
4. Casting

Sound

1. Hit
2. Cooldown
3. Different surface
4. Interrupted

Spec sheet - Game: Forbidden Forest – Mechanic: Fireball

Ground State

Description: The character need to **stand** still.

Available Action:
Press 2

Fireball ability

Description:

- ❖ Character is casting fireball. To cast it player needs to press 2 and stand still. Otherwise cast will be interrupted.
- ❖ Player needs to aim at the target while casting otherwise the ability can miss.
- ❖ The projectile will travel a specific distance and then explode.
- ❖ After hitting the enemies, they burning taking on hit damage for 3 sec(damage growing while levelling up)

Variables:

1. Speed
2. Distance
3. Damage
4. Rotation
5. Collision
6. Casting time

Animation:

1. Casting animation
2. Throwing animation
3. Burning while traveling
4. Exploding after time
5. Exploding with collision

Sound Effects

1. Burning while traveling
2. Hitting Effect
3. Casting effect
4. Explosion Sound

FX

1. Burst after casting
2. After collision burning spread

Spec sheet - Game: Forbidden Forest – Mechanic: Frostbolt

Ground State

Description: The character need to **stand still**.

Available Action:
Press 3

Frostbolt ability

Description:

- ❖ Character is casting fireball. To cast it player needs to press 2 and stand still. Otherwise cast will be interrupted.
- ❖ Player needs to aim at the target while casting otherwise the ability can miss.
- ❖ The projectile will travel a specific distance and then explode.
- ❖ After hitting the enemies, slowed down by 20%.

Variables:

1. Speed
2. Distance
3. Damage
4. Rotation
5. Collision
6. Casting time

Animation:

1. Casting animation
2. Throwing animation
3. Traveling animation
4. Exploding after time
5. Exploding with collision

Sound Effects

1. Hitting Effect
2. Casting effect
3. Explosion Sound
4. Slow effect

FX

1. Burst after casting
2. After collision slowing.

Spec sheet: Forbidden Forest – Mechanic: Run

Ground state

Description: The character can be moving, but can not be jumping.

Available action: Press Shift

Run state

Description:

- The character performs Run. The player must press Shift button while standing or walking.
- The player can run only specific amount of time.
- The player can not perform run while jumping.

Variables:

1. Speed
2. Time
3. Stop
4. MaxSpeed
5. Recover

FX:

Little dust
spread around
player

Animation:

Running
animation

Sound

Running Sound

Spec sheet: Forbidden Forest – Mechanic: Jump

Ground state

Description: The character can be moving, but can not be running.

Available action: Press Space

Jump state

Description:

- The character performs Jump. The player must press Space button while standing or walking
- The player not run doing the jump
- Player can jump only certain distance. The hight of the jump its always the same.
- After the jump player need to land and needs to wait 1 sec to perform any action.

Variables:

1. maxheight
2. Error
3. maxspeed
4. Recover
5. Cooldown
6. Collision

FX:

1. Target jumping
2. Target landing

Animation:

1. Jumping animation
2. Landing animation
3. Mid-air animation

Sound

1. Jumping sound
2. Ground sound
3. Landing sound

Spec sheet: Forbidden Forest – Mechanic: Pick up

Ground state

Description: The character can be moving, but cannot be running.

Available action:

Right mouse button

Pick up/use state

Description:

- The player cannot be running.
- The player is pick up the item or is using it.
- Player need to be with a short distance to the item or to place to use it.

Variables:

1. PickUp
2. Carried
3. Used
4. Do not have

FX

1. Doesn't have
2. Already Used

Animation:

1. Pick Up
2. Use

Sound

1. Pick up
2. Use
3. Doesn't have
4. Already use
- 5.

PLAYER MOVEMENT

The player will be able to control the character actions such as walking, running, jumping, spell casts or special abilities by keyboard.

Left click - Fire Left click - use/pick

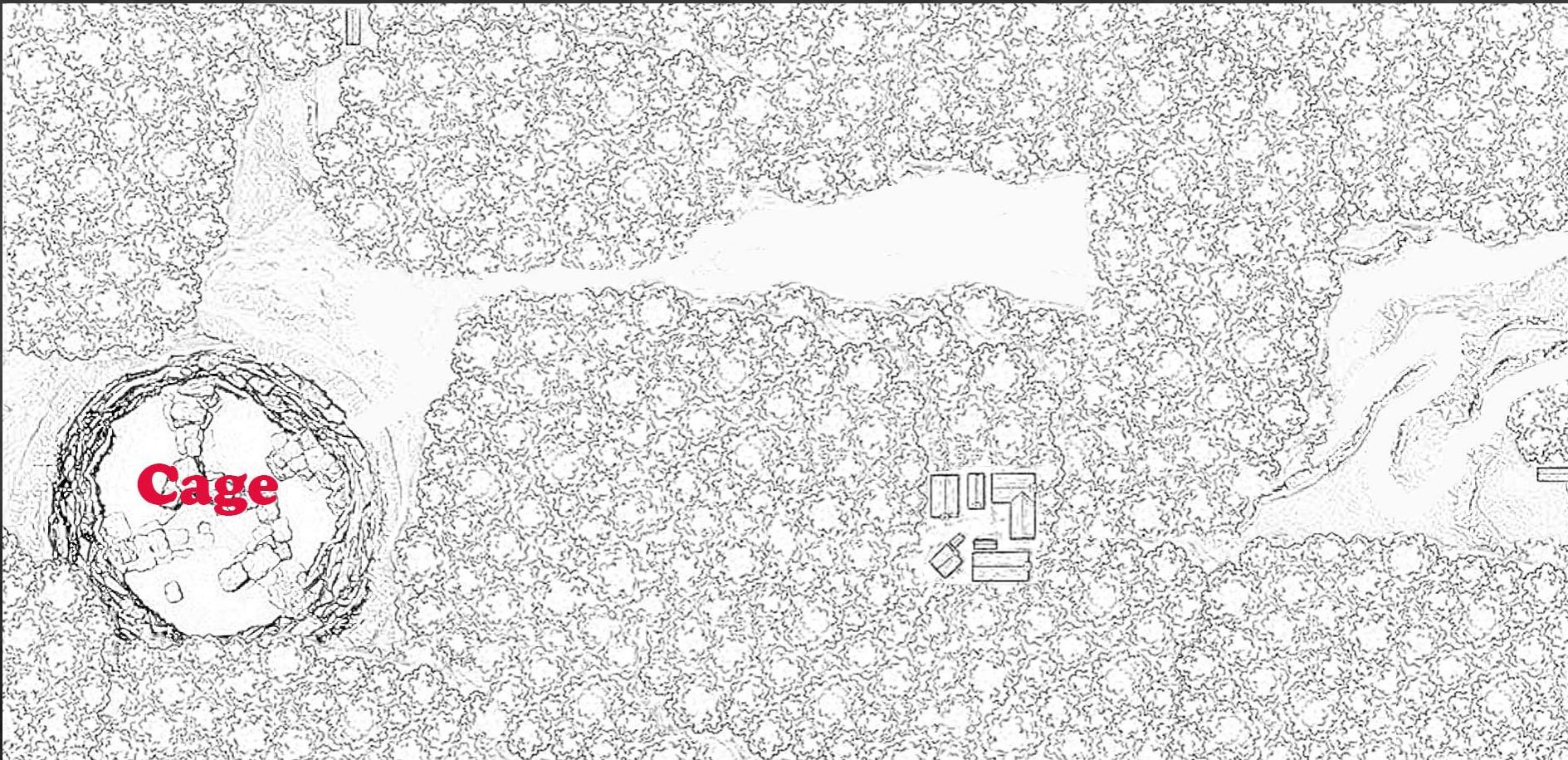


W - Move Forward
A - Move left
d - Move right
s - Move Backward
Shift - Run
1 - Cast ability 1
2 - Cast ability 2



LEVELDESIGN WORD LAYOUT

Player start the game on the left hand side where he is hold prisoner.



Spawning points.

Blue – Spiders

Red – troll

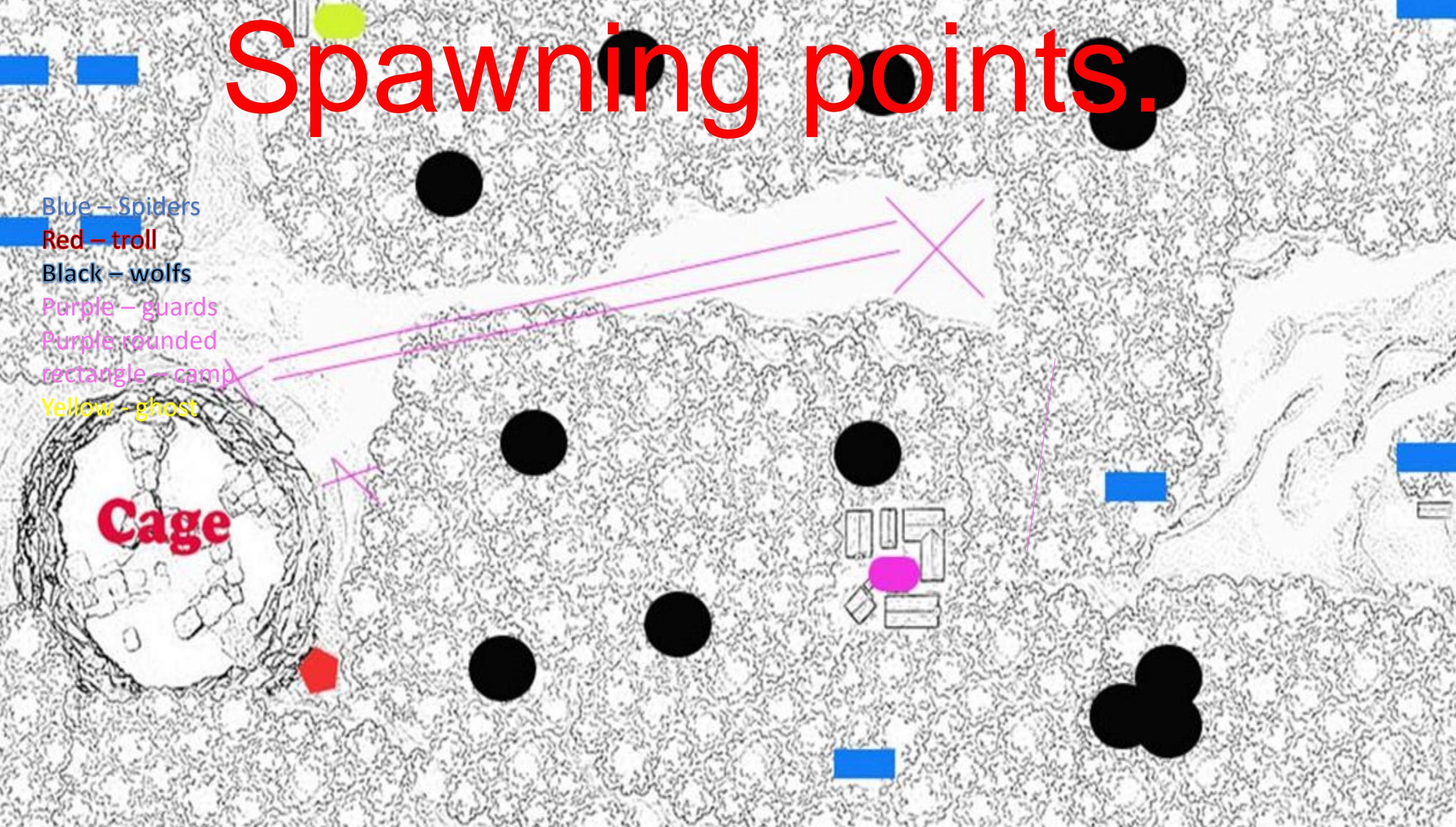
Black – wolfs

Purple – guards

Purple rounded rectangle – camp

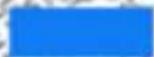
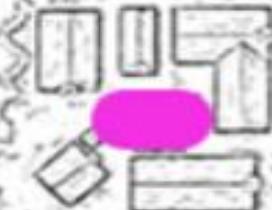
Yellow – ghost

Cage



Level 1-5

Cage

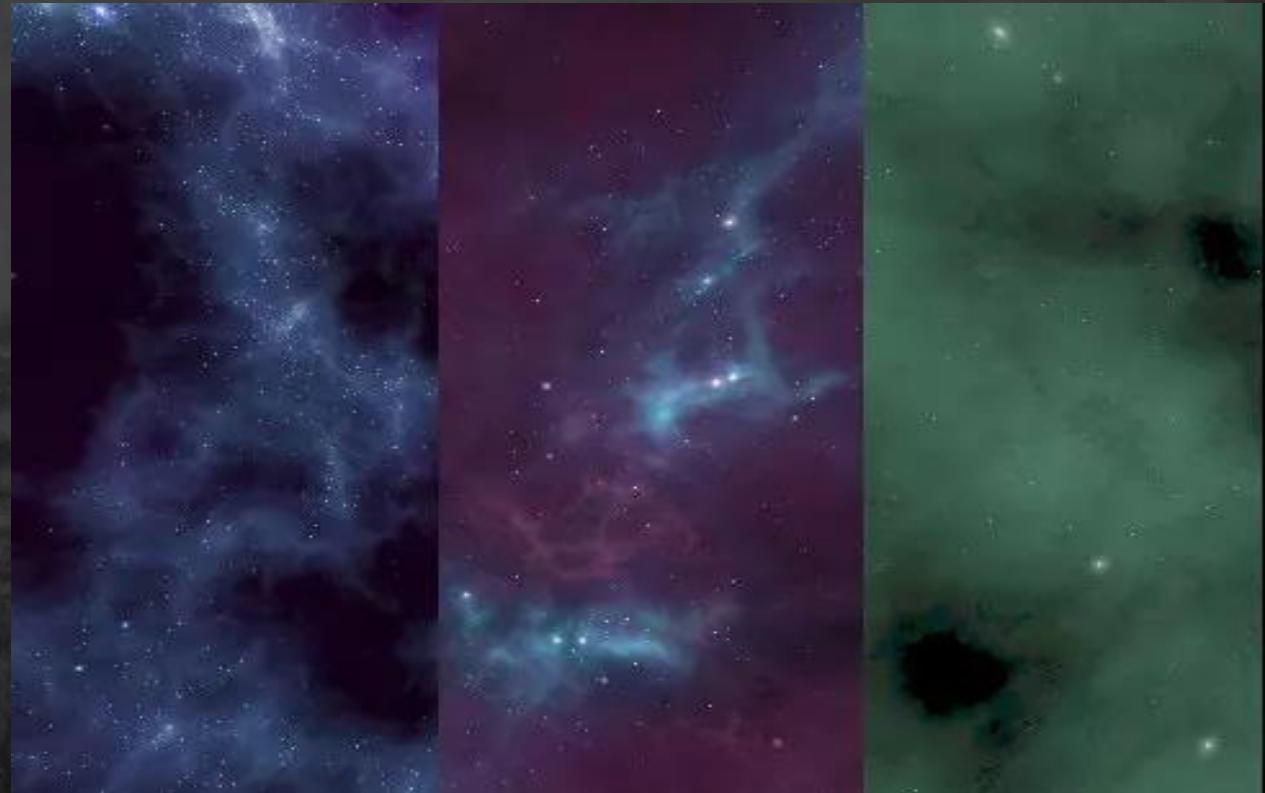


LEVELDESIGN ENVIRONMENT

The action takes place in Medieval England. The character wakes up in the ancient cave in the middle of the forest, to get out he needs to read old tales from the wall and guess the name of the greatest Mage. The outside world is full of ancient creatures and ghosts which are hungry for human flesh. After the player opens the gates of his prison, there are lots of guards already waiting for him.

LEVELDESIGN ENVIRONMENT

The action will take time in the middle of the night.
The during the gameplay player can see a fog and
skybox changes.

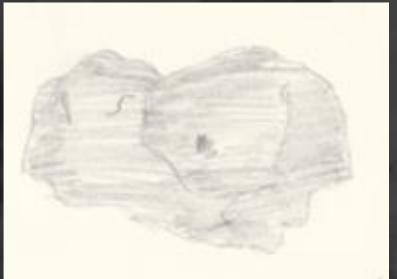


LEVEL DESIGN ENVIRONMENT

SMALL TREE



ROCKS



FLARE



SKULLS



FIRE



LEVELDESIGN ENVIRONMENT OBJECTS

LEVEL DESIGN PHYSICAL WORLD

The world will be Realistic style world, based in the late 1500's. It will have a horrifying, dark and grim look.

Key Locations:

- Arthur's cave.
- Ruins of the King
- Corpse of the ancient warrior

LEVELDESIGN ENVIRONMENT ARTHURS PRISON CAGE

Arthurs prison/cage where he is hold. The runes on the front pillars were caseated to deny Arthur's powers.



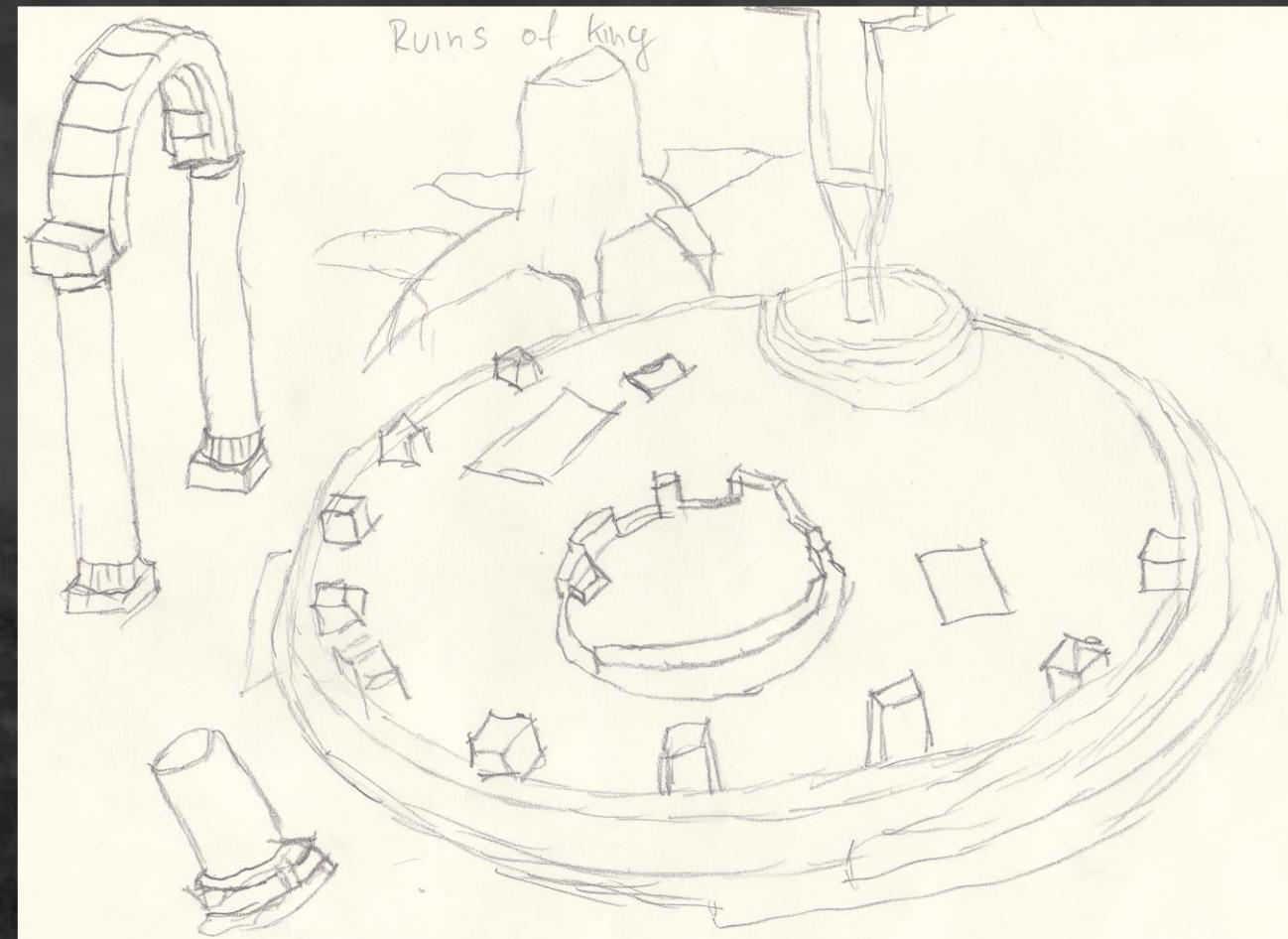
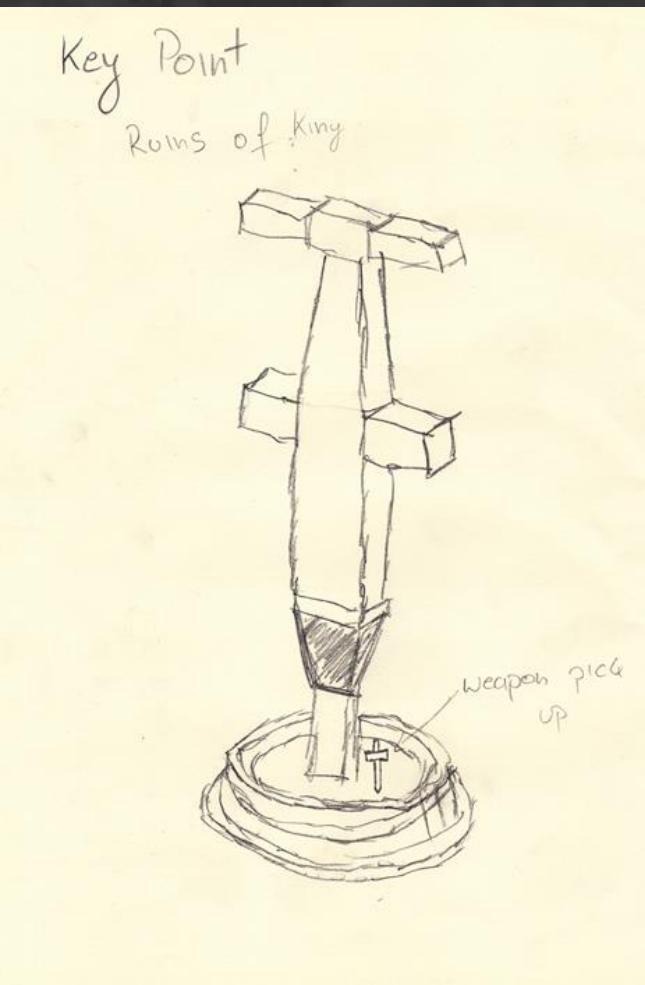
LEVELDESIGN ENVIRONMENT

Somewhere deep in the Forest, player will needs to Find a skeleton of a superior Warrior and his powerful neckless to solve the puzzle.



LEVELDESIGN ENVIRONMENT

Kings ruins is place where the enemies hidden Arthur's Sword.



LEVEL DESIGN ENVIRONMENT

Corpses and medallion.

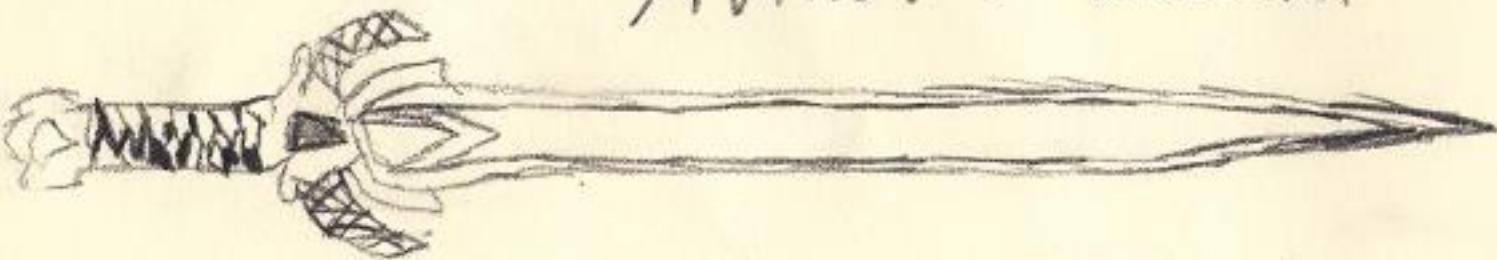
- Can be found in the forest
- Necessary to complete “Find the hidden weapons” mission



LEVELDESIGN WEAPONS

Arthur can be using 2 different weapons, his magical wand and sword.

Arthur's Sword



Arthur's Wand



INVENTORY

```
public class Inventory : MonoBehaviour
{
    public bool inventoryEnabled;
    public GameObject inventory;

    void Update()
    {
        if (Input.GetKeyDown(KeyCode.I))
            inventoryEnabled = !inventoryEnabled;

        if(inventoryEnabled == true)
        {
            inventory.SetActive(true);
        } else {
            inventory.SetActive(false);
        }
    }
}
```

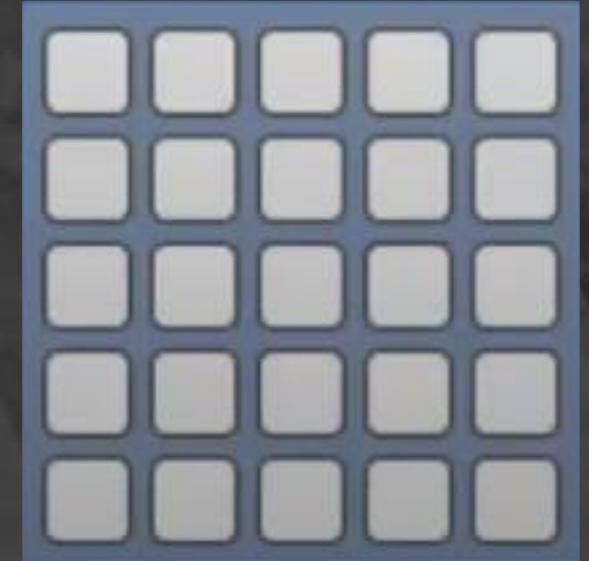
```
public GameObject inventory;
private bool inventoryEnabled;

private int allSlots;
private int enabledSlots;
private GameObject[] slot;

public GameObject slotHolder;

void Start()
{
    allSlots = 40;
    slot = new GameObject[allSlots];

    for (int i = 0; i < allSlots; i++)
    {
        slot[i] = slotHolder.transform.GetChild(i).gameObject;
    }
}
```



- The player will access the inventory system using I key.
- At the beginning he will only change the weapon.

LEVELDESIGN ENEMIES

Wild spider

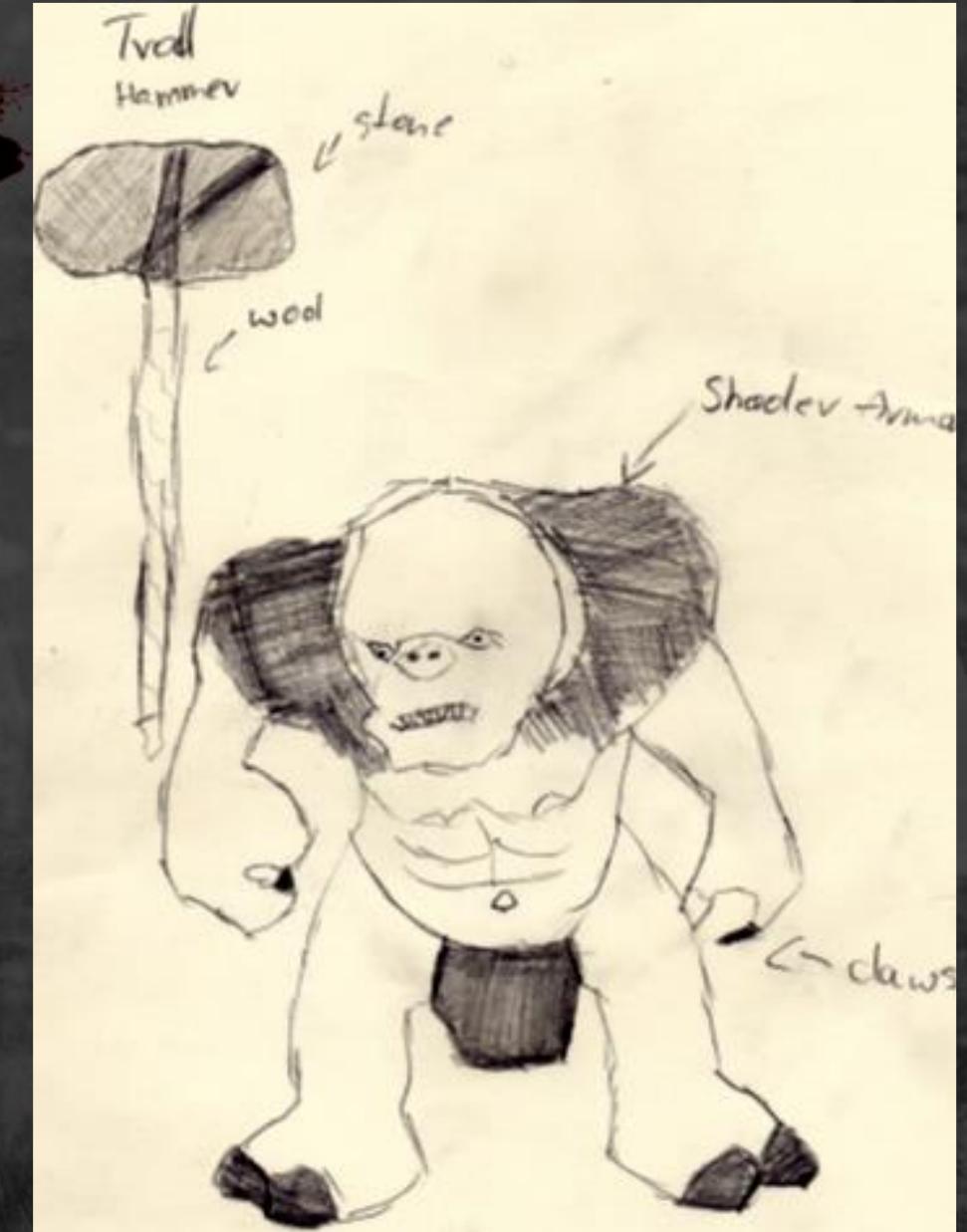
- The wild spider can be found Deep inside the Forest
- Appear while completing the mission “Find the hidden weapon”
- When they see the enemies they rushing towards
- Their attacks have a chance to poison the player
- Difficulty lvl: Easy



LEVELDESIGN ENEMIES

Cave troll

- Cave troll will show if the player is not able to solve the puzzle.
- Very Slow
- High Damage
- Difficulty lvl: Hard



LEVELDESIGN ENEMIES

Wolf

- Traveling in packs.
- Very Fast
- Difficulty lvl: Medium
- Can be found in a forest



LEVELDESIGN ENEMIES

Ghost

- Appears around the corpses of the ancient warrior while completing the mission “Find hidden weapon.”
- Very Quick
- Difficulty lvl: Very Hard
- Big Damage



LEVELDESIGN LIGHTS

- Moon light
- Flare light
- Fire light



LEVELDESIGN LIGHTS

Moon Light

Moon light will appear when time change from day to night.



LEVELDESIGN LIGHTS

Flare light

Player can use flare as a source of light



LEVELDESIGN LIGHTS

Flare light

Guards are warming up next to the fire as it also protected them from the monsters.



GAME OBJECTIVES AND REWARDS

Name and description	Rewards and punishment	Difficulty Levels
<p>Get out - first quest, player need to solve the puzzle using old Alphabet to know the name of the most powerful mage in the Kingdom.</p> <p>Find the hidden weapon – The crown hidden Arthurs weapons in the forest so even if he get out he doesn't have his powerful tools with him.</p>	<p>When player solve the puzzle and guess the name right, the doors will open, and he will get out. If player solve the puzzle wrong, it will summon the cave troll.</p> <p>Arthur sword was taken by Leader of the guards and wand is hidden in the ruins of kings. To open the hidden player need to find the</p>	Easy Medium

Quest system

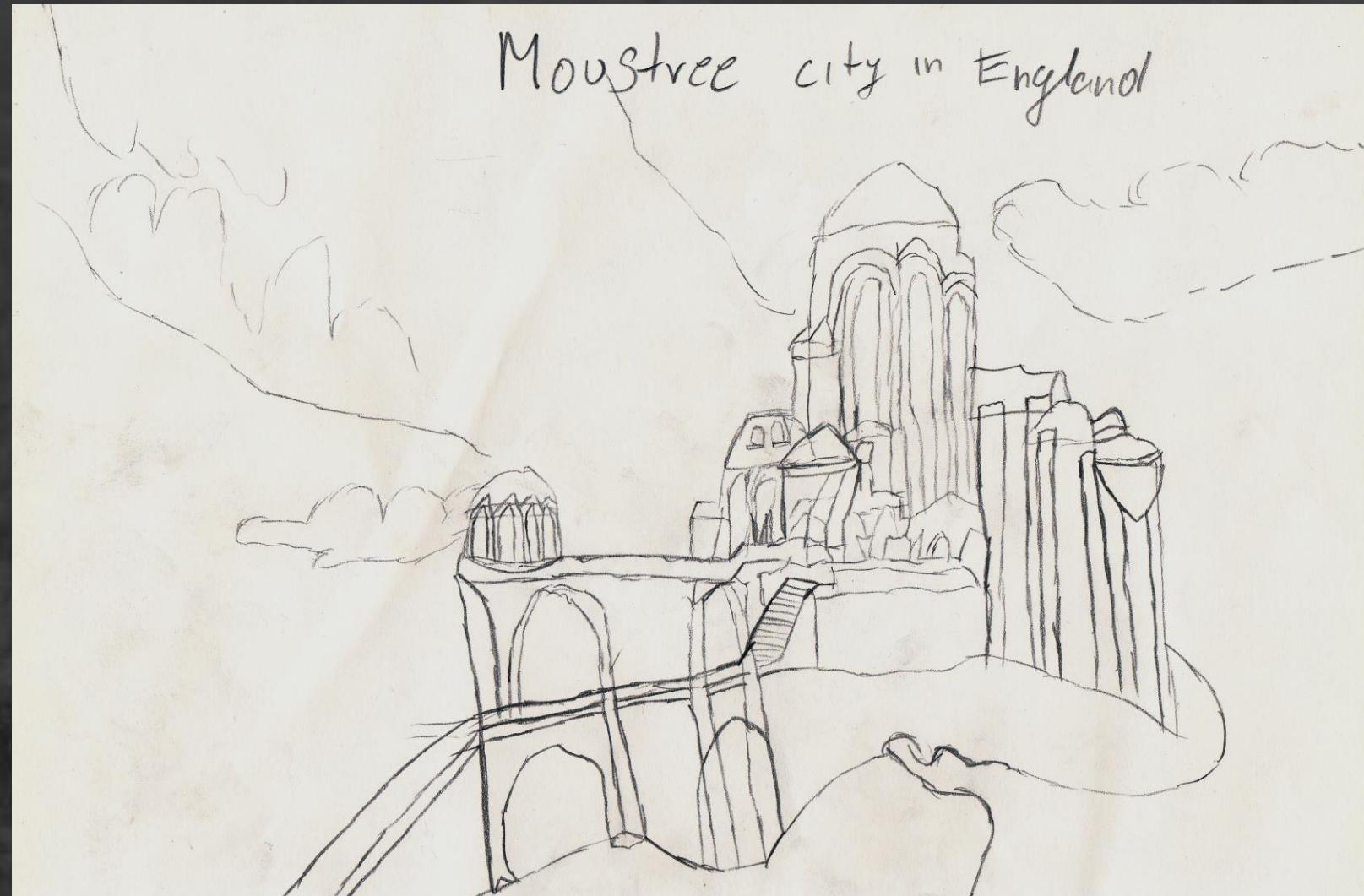


AI enemies

Guards will follow the patrol system which means that certain amount of time the guards will change and they will be difficult to defeat.

STORYLINE

The Story starts in Moustree starts at 5th and early 6th centuries. Arthur, our hero has superpowers that's why people think he is a threat to the crown.



STORYLINE

The queen has ordered to find the most gorgeous which will take Arthur to the place where the ambush was prepared. The most powerful mage in the Kingdom was invited to cast a spell which will limit the power of our hero.



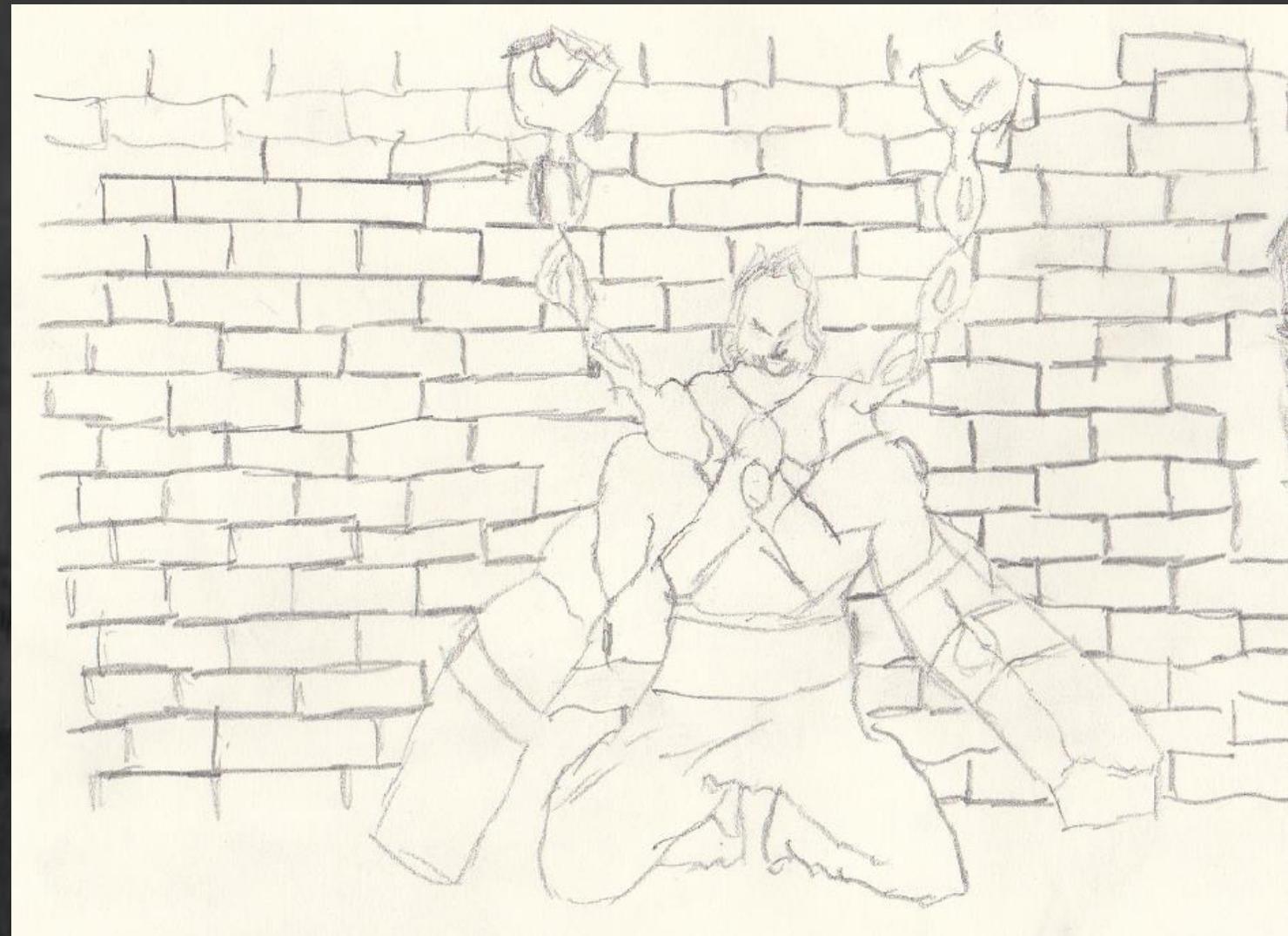
STORYLINE

The queen has ordered to find the most gorgeous which will take Arthur to the place where the ambush was prepared. The most powerful mage in the Kingdom was invited to cast a spell which will limit the power of our hero.



STORYLINE

The queen has ordered to find the most gorgeous which will take Arthur to the place where the ambush was prepared. The most powerful mage in the Kingdom was invited to cast a spell which will limit the power of our hero.



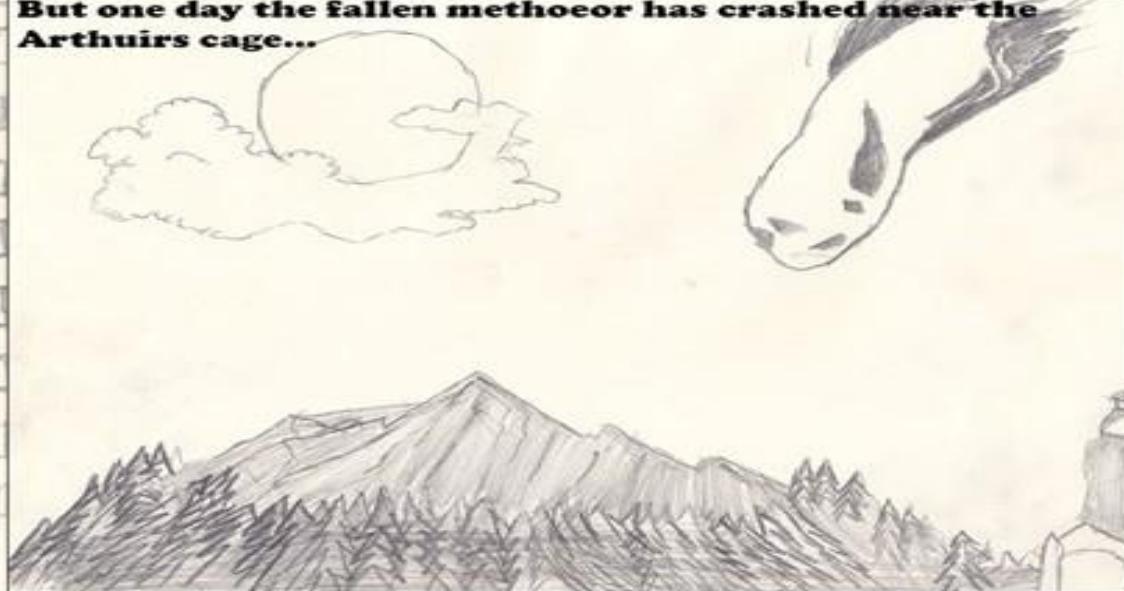
STORYLINE

. One night falling meteor crashed near the forest and his aura weakened the spell cast by Mage. Arthur felt a slight power in his veins and starts his escape.



Story board

Long time ago in Moustree a city of england was living very powerfull mage named Arthu, one day the Crawn start to believe that he migh be a threat as he is almost the most powerfull person in the city.



So they send guards to find him...

But one day the fallen methoeor has crashed near the Arthuir's cage...

ASSETS LIST

Assets Names	Type	Part of	Material
Spiders	Enemies	Monster	Spider Skin Material
Wolfs	Enemies	Monster	Wolf Skin Material
Troll	Enemies	Monster	Troll Skin Material
Ghost	Enemies	Monster	Transparent Material
Guards	Enemies	Human	Skin Material
Rocks	Environment	Environment	Rock Material
Trees	Environment	Environment	Wood Material
Weapons	Weapon	Items	Iron/wood Material
Buildings	Environment	Environment	Wood Material

ASSETS LIST

Assets Names	Type	Part of	Material
Grass	Environment	Environment	Grass Material
Small Trees	Environment	Environment	Wood Material
Medallion	Item	Quest Item	Gold Material
Skeleton	Environment	Quest	Bones Material
Skulls	Environment	Environment	Bones Material
Fire	Environment	Environment	Fire Material
Flare	Environment	Environment/Item	Fire Material
moon	Environment	Environment	Moon Material
Fog	Environment	Environment	Fog Material

ASSETS LIST

Assets Names	Type	Part of	Material
Asteroid	Environment	Environment	Asteroid Material
Small Trees	Environment	Environment	Wood Material
Armor	Items	Items	Iron Material
Fireball	Skills	Character	Fire Material
Frost Bolt	Skills	Character	Frost Material
Skybox	Environment	Environment	Material
Ruins	Environment	Environment	Rock Material
Companion	AI	Learning Machine	Skin Material

SOUND EFFECTS

Sound Effects	Type	Description	Trigger
Walk	FX	Character is walking	Every time when player walk
Run	FX	Character is running	Every time when player run
Jump	FX	Character is jumping	Every time when player jump
Auto Attack	FX	Character Attack	Every time when player attack
Pick Up	FX	Character is picking up the object	Every time when player pick up the item
Use	FX	Character is using the object	Every time when player use the item
Hit	FX	Weapon Hit	Every time when player hit with weapon
Hit 1	FX	Taking damage from monsters or enemies	Every time when player is hit
Cave Opening	SFX	Cave Opening	When cave is opening

SOUND EFFECTS

Sound Effects	Type	Description	Trigger
Burning1	FX	Burning effect of flare	All the time
Burning2	FX	Burning effect of Fire	All the time
Burning3	FX	Burning effect of Fireball	All the time
Freeze	FX	Freezing effect	After freezing
Slow	FX	Slow effect	After hit
Poison	FX	Poison effect	After spider hit
Tip	FX	Tip Showing on the screen	In certain situations
No Access	FX	Showing on the screen	In certain situations
Explosion	FX	Explosion after skills	After skill hit the object

SOUND EFFECTS

Assets Names d	Type	Description	Trigger
Wolf Attack	FX	Wolf Attack	When Wolf Attack
Troll Attack	FX	Troll Attack	When Troll Attack
Ghost Attack	FX	Ghost Attack	When Ghost Attack
Spider Attack	FX	Spider Attack	When Spider Attack
Sound Track1	SFX	First Sound track	Frost Material
Sound Track2	SFX	Environment	Material
Sound Track3	SFX	Environment	Rock Material
Sound Track4	SFX	Learning Machine	Skin Material
Sound Track5	SFX		

CHARACTERS

Character	Description	Characteristics	Misc. Info
Arthur	<p>Arthur is a powerful warrior, he is our main hero. He was imprison for such a long time and its looking for revenge. But before that he need to get out from the terrifying forest.</p> 	Strong, cocky, Mage of fire and ice.	Main hero
Princess	<p>Princess, The player can see her only in the introduction story at the beginning of the game.</p> 	Insecure, Powerful, Greedy, Assassin,	Royal Family
Prince	<p>Prince, The player can see him only in the introduction story at the beginning of the game.</p> 	Insecure, Blind, Powerful, Warrior, Future Final boss.	Royal Family

MAIN MENU

START

OPTIONS

SAVE

LOAD

EXIT

PAUSE MENU

RESUME
OPTIONS

SAVE
EXIT

GUARDS

- Guards are patrolling the forest and guarding the cave.
- Leader which can be found in the Camp is in position of Arthurs powerful sword.
- Guards talk sometime with each other.



GUARDS PLAGUE



It is so creepy here,
bloody hell!

Yeah, at least our Capitan
is enjoying himself!

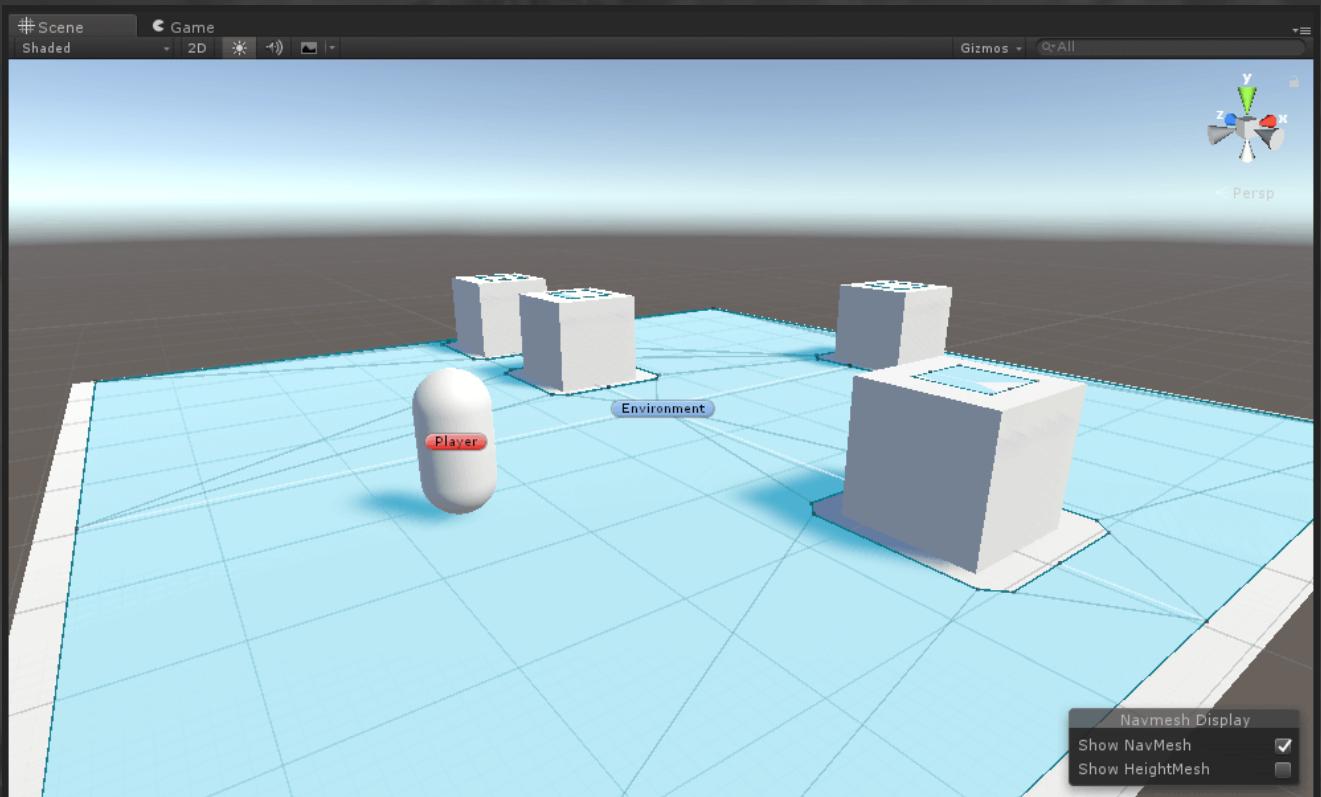
Oh yes! After they gave
him this stupid sword,
he completely lost his
mind!

True, True
Fella



NAV MESH

- NabMesh mesh component will be attached to the player character and it will help him navigate through the environment using Navigation Mesh.
- It will be also used for Guards path as an abstract structure is used in pathing through environment.



GAME MECHANICS

LIST

- Physics :
 - gravity of objects and collision with it,
 - run,
 - jump,
 - collecting items,
 - spell casting and normal attacks.
- Internal economy
 - Player health
 - Different items
 - Levelling system

GAME MECHANICS

LIST

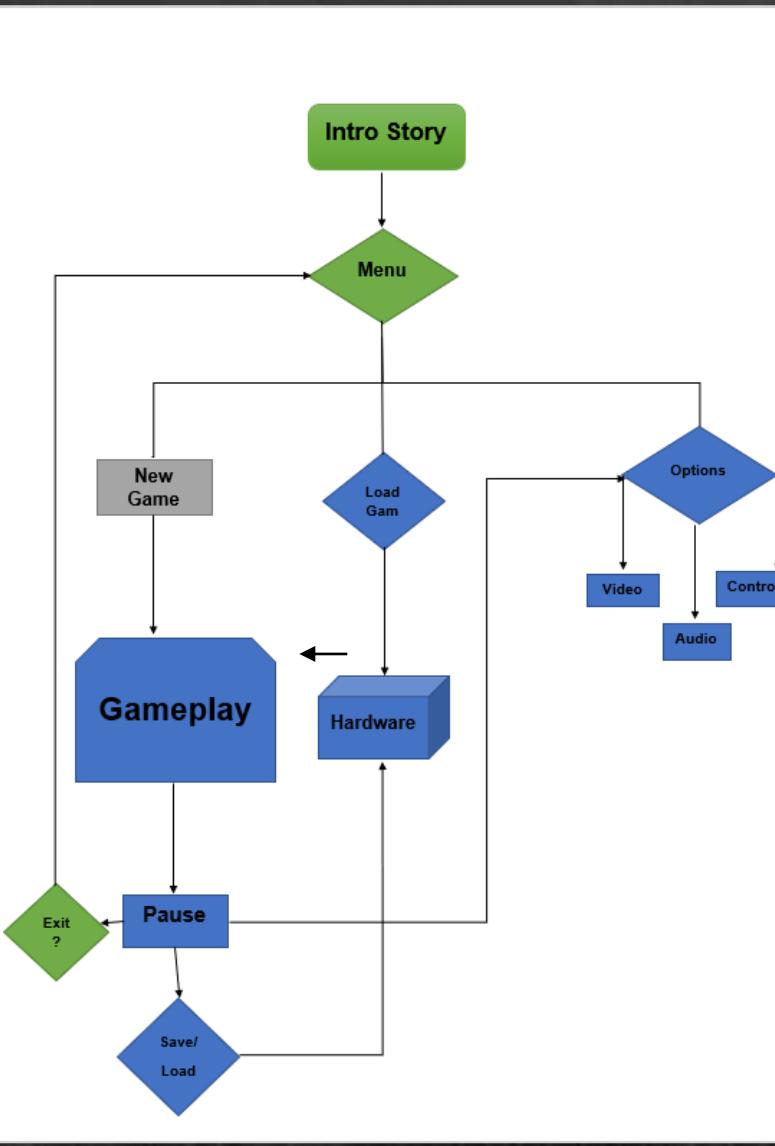
- Progression mechanics:
 - Quests and puzzles,
- Tactical manoeuvring
 - Defeating or outsmarting the opponent,
 - Levelling up and accessing different parts of map,
 - Good use of special abilities.

CAMERA

The game will be entirely in first-person perspective, with the players hand shown on the right side of the screen.



GAME INTERFACE CHART



JUSTIFICATION

The intellectual property known as IP is defined as a creation using mind like software, artworks, symbols and products that are original. IP is divided into few categories: copyrights, patents, trademarks and design right. The main reason for the Intellectual Property Law is to prevent stealing or copying someone's products, designs, brands or pattern without any permission. Forbidden Forest like every created game is a concern of Intellectual Property Law and is protected by copyright. When an idea, brand or product is invented, Copyrights are created automatically and they last for 70 years after the death of the creator, 95 years from publication or 120 from creation(Carlton Fields, 2019). However, copyrights protect the expression of an idea, but not the idea itself(Oldaker, 2020).

JUSTIFICATION

- IP is limited to something that you physically create that is unique from anything else(Virtuoso Legal Limited,2020). For example, something like the idea for the game like Forbidden Forest is doesn't mean that the idea of creating Fantasy horror game is the subject of copyright. However, the dialogue or the tutorial of how is. Forbidden Forest will have his own dialogue system and the unique story. The storyboard was drawn from a scratch and then edited. Many have tried to claim that someone has stolen their idea, but they only have an idea and not the physical product(Virtuoso Legal Limited,2020).

JUSTIFICATION

- A patent for an invention is granted by the government to the inventor, which gives him the rights to stop others from making, using or selling the invention for a limited period (British Library,2020). The invention becomes a property after the patent is granted and it opens it for marketing so the inventor can sell it, rent it etc.Moreover, the goods or services can have many different forms for example words, slogans, logos, colours or sounds. This subjects can be protected by trademarks. Trademarks are like badges of origin(British Library,2020).

JUSTIFICATION

- However, before applying for the trade mar it is advised to contact the Business and IP Centre to check if the trademark does not infringe someone else. The creation of the Forbidden forest can register the trademark for the protection of the name, logo or the slogan used in the game. However, British trademark fees are required every 10 years to keep a trademark in force. Before choosing the name for the game it is required to check if the name is not trademarked on the market or if the name of the game is not confusing or sound silly the audience. All the assets were bought or downloaded from the Unity Store. However, the unity store is protected by the EULA which means that every single asset downloaded from the unity have a license provided by the author.

JUSTIFICATION

- The audience agrees to the Terms and Conditions by ticking the box while registering as a user of the Unity Asset Store with Unity ID or otherwise(Unity Technologies,2020) If the author has informed the audience that his creation can not be used in commercial games then the user has no authority to sell the game even if it is created only from free assets. Regarding games copyrights, there are particular elements of video game which are necessary to create a game like HP bar, pick Ups, skyboxes or terrain which are not copyrightable, even some parts of scripts must be executed in a certain order to the outcome we wanted. The most important thing is to keep the data hidden from the public do not post it on social media or even add them to the stories. If the project is created by the group of people it is necessary to keep the confidentiality of the creation. In this scenario, the authors must discuss the use of Non-Disclosure Agreement(NDA) or a Confidential Disclosure Agreement(CDA).

JUSTIFICATION

- GDPR is an important aspect of any game as this day almost nobody is buying games from the store where the Cashier can check the customer ID and see if the client can purchase a product. Most of the game is bought from the platforms which require the user to sign in and proof their age, for example, Steam(2020), Origin(2020), Blizzard(2020), as some of the game has an age restriction due to strong violence or blood spread, some of them even require to send a picture of the ID. It is a legal agreement between at least two parties. Another key element is to register the design, it can be done by The Intellectual Property Office. In Britain, a Design Rights are provided automatically for 15 years from the date of creation, even if the registered design is not yet applied(British Library,2020).

Reference

REFERENCE

- 1001fonts.com. 2020. *Shoguns Clan Font · 1001 Fonts*. [online] Available at: <<https://www.1001fonts.com/shoguns-clan-font.html#license>> [Accessed 10 December 2020].
- Assetstore.unity.com. 2020. *Environmental Asset Pack | 3D Environments | Unity Asset Store*. [online] Available at: <<https://assetstore.unity.com/packages/3d/environments/environmental-asset-pack-170036>> [Accessed 10 December 2020].
- Assetstore.unity.com. 2020. *3 Skyboxes | 2D Sky | Unity Asset Store*. [online] Available at: <<https://assetstore.unity.com/packages/2d/textures-materials/sky/3-skyboxes-25142>> [Accessed 10 December 2020].
- Blizzard.com. 2020. *Blizzard Entertainment*. [online] Available at: <<https://www.blizzard.com/en-gb/>> [Accessed 10 December 2020].
- Deadbydaylight.com. 2020. *Dead By Daylight - An Asymmetrical Multiplayer Horror Game*. [online] Available at: <<https://deadbydaylight.com/en>> [Accessed 10 December 2020].
- Diablo III. 2020. *Diablo III*. [online] Available at: <<https://us.diablo3.com/en-gb/>> [Accessed 10 December 2020].
- Edition, D., 2020. *DARK SOULS™: Prepare To Die™ Edition On Steam*. [online] Store.steampowered.com. Available at: <https://store.steampowered.com/app/211420/DARK_SOULS_Prepares_To_Die_Edition/> [Accessed 10 December 2020].
- Fields, C., 2020. *Getting Creative With Video Games: Copyright, Public Domain, And Fair Use / JD Supra*. [online] JD Supra. Available at: <<https://www.jdsupra.com/legalnews/getting-creative-with-video-games-69693/#:-text=If%20it%20was%20created%20on,from%20creation%2C%20whichever%20comes%20first.>> [Accessed 4 December 2020].
- Ico.org.uk. 2020. *Guide To The General Data Protection Regulation (GDPR)*. [online] Available at: <<https://ico.org.uk/for-organisations/guide-to-data-protection/guide-to-the-general-data-protection-regulation-gdpr/>> [Accessed 10 December 2020].
- Origin.com. 2020. *Origin*. [online] Available at: <<https://www.origin.com/gbr/en-us/>> [Accessed 10 December 2020].
- Steamcommunity.com. 2020. *Steam Community*. [online] Available at: <<https://steamcommunity.com/>> [Accessed 10 December 2020].
- The British Library. 2020. *What Is Intellectual Property*. [online] Available at: <<https://www.bl.uk/business-and-ip-centre/articles/what-is-intellectual-property#>> [Accessed 10 December 2020].
- Unity. 2020. *Asset Store Terms Of Service And EULA - Unity*. [online] Available at: <https://unity3d.com/legal/as_terms?_ga=2.262139853.196489861.1607608561-1239166567.1606336190> [Accessed 10 December 2020].
- Virtuoso Legal. 2020. *What Is IP? - Virtuoso Legal, Intellectual Property Specialists*. [online] Available at: <<https://www.virtuosolegal.com/faq/what-is-ip/>> [Accessed 10 December 2020].