# Game Concept

# Puppeteer

## Group members:

| | |
|---|---|
| Carl Appelkvist | **Dev** |
| Ludvig Björk Förare | **Dev** |
| Philip Stenmark | **Dev** |
| Benjamin Vesterlund | **Dev** |
| Filip Renman | **Dev** |
| Robert Ringholm | **Artist** |

## Assigned roles in the team:

| | |
|---|---|
| Sandra Andersson | **Team Lead/Scrum-master** |
| Anton Jonsson | **Tech Lead** |
| Oscar Leiner Olsson | **Art Director** |
| Gustav Mårdestam | **Design Lead** |
| Kristoffer Lundgren | **Git Responsible** |

# Introduction

"Puppeteer is an exciting action party game for PC made in Unity where a group of puppets tries to escape the all-seeing puppeteer from his haunted mansion along with his traps and enemies."

# Description

As a regular player you wake up in a bedroom alongside your other team mates. It appears at first sight to be an abandon mansion, but as you progress you notice that something is working against you. Your main goal is to escape this abandoned mansion from the puppeteer. As you go, traps and monsters will start to appear that you need to defend against. You can pick up weapons to defend yourself, or power-ups with different abilities. Areas that you have already discover will also seem to have changed. If it would happen that you run out of HP, you are going to be downed for an amount of time. If your timer runs out, you will die unless one of your teammates finds and revives you.

In another match of the game you may play as the puppeteer, the being that controls the entire house. It is your job to make sure the puppets (mentioned above) don't escape the mansion. You will be able to pick up the rooms, switch and rotate them to make different layouts and confuse the puppets. You are also able to place all the traps and enemies, but you're limited with cooldowns. Your goal is to kill all the puppets in order to win the game.

# Key features

- Multiplayer Co-op
- 4 players vs 1 all-seeing player
- Escape "haunted" mansion from traps and great enemies
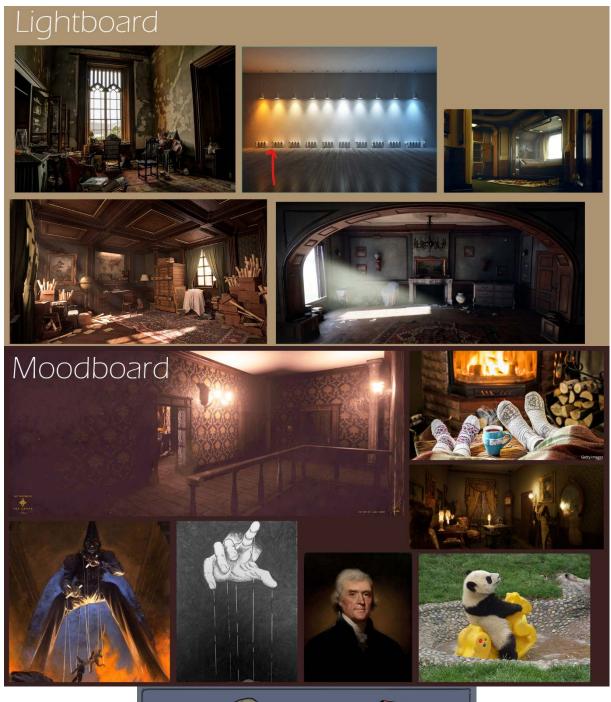- VR-support for up to 1 player

# Genre

Co-op fantasy first-person action RTS.

# Platform(s)

The game is mainly made for PC with support for VR for the puppeteer. It has support for LAN multiplayer.

# Concept art (optional)

# Team rules

## Working Hours
- Minimum 8h/day.
- Minimum 40h/week.
- Aim for working hours from 9 to 17.
- Daily reporting to Trello for tasks and Clockify for time tracking.

## Meetings
- Daily scrum at 9.
- Weekly sprint at Monday after daily scrum with sprint retrospective.

## Communication
- All late attendance is to be reported on our shared discord server or group chat on Facebook.
- All absence, like going to the doctor etc., is to be written up on the whiteboard.
- All main communications for everything, ideas, specification documents etc. is on discord or Facebook.

## Attendance
- There will be no waiting for late attendances.

## Situation Management
- You get 3 strikes for late attendance. After that they must specify why they are late so often. If nothing changes, we will report to the teacher.
- Managing non committed members is to firstly have a talk with the person and if nothing changes there will be a report to the teacher.

# Role Expectations

## Team Lead and Scrum-Master
- Lead the scrum meetings.
- Manages the scrum-board.
- Is responsible for turning in the time report.
- Keeps communication between the teachers and the group.

## Git
- Sets up a good working environment.
- Take care for solving merge conflicts and other problems, git-related.

## Art Director
- Has final say in visual thoughts and ideas.
- Can motivate design choices.
- Is responsible for making sure there is a consistent visual style.
- Will help with limiting the amount of time spent on assets.
- Will review assets.

## Design Lead

- Has final say in game design thoughts and ideas.
- Can motivate design choices.
- Is responsible for keeping communication with Piteå.
- Will make sure the game has a consistent theme.
- Will keep the overall game design document updated.

## Tech Lead

- Has final say in programming design thoughts and ideas.
- Can motivate design choices.
- Make sure the code keeps a good design.
- Will keep the design document for coding updated.

## Other Members

- You've got your own responsibility to update their tasks in Trello when there is changes and report their working hours in Clockify.
- You will ask the one responsible for git if there are any questions or insecurities.
- You will write good and explainable commit messages.
- You will regularly pull and push in git.
- You will have good communication with all the member if there are any changes or questions, but especially with those with a role.
- You will follow the definition of done.
- You will follow all the team rules listed above.