Documentation for IT608 Project

# 2.1 Storyboarding

# 2.2 Project Documentation

**Intellectual Killah**

Ben Pay – Art Director

Rohan Anderson – Level Designer

Liam Bargh – Lead Developer/Project Manager

Edward Miller – Intern/Audio Director

**Ed's Quest (Title Undecided)**

Our game is a survival style shooter game where the player is placed in a the center of a map with 10 AI or other players with the sole goal of being the Last Man Standing. The game has 4 story levels and free play mode which allows for the player to play an endless number of games with the AI, Weapons spawning in different locations. In each level of the story mode the AI will increase in health, speed and damage. The Ai in the free play mode will be at the same strength of the 4th level.

The main character is an Mark Weinstien from a another reality who has started to play the game and teleported into the game world. The player must control Mark as he attempts to survive 4 rounds to exit the game world. The story is designed to be short and sweet allowing for the player to gain access the free play mode quickly whilst adding a dimension and some extra depth to the game.

The game is played in quick rounds which will last between 2 and 4 minutes.

**Milestones**

Milestone 1 is completion of the first level – Player will receive access to the Shotgun

Milestone 2 is completion of the second level – Player will receive access to the Frying Pan

Milestone 3 is completion of the third level – Player will receive access to the Sniper Rifle

Milestone 4 is completion the forth and final level – Player will receive access to Free Play

The game doesn't teach any lessons around life other than drugs have a comedown period

**Research**

Player Unknown Battleground – due to its current popularity in the last two months we have taken aspects of this game in particular the last man standing and allowance for weapon variety

Hotline Miami – We looked at the art style and tried to incorporate a similar style into our game with the top down view being an emphasis.

# 2.3 User Documentation

Marketing

**Unique Selling Proposition**

Ed's Quest is unique in the market as the combination of gameplay style and art/camera view isn't common and any games that use similar game play and top down camera angle don't incorporate a pixel art style

I don't believe the game has any direct competition as it in itself is extremely unique, a game with a similar art style and top down camera is Enter the Gungeon which is available for $17.99 on steam or Alien Swarm which is a top down shooter but it doesn't incorporate the survival aspect as a key game play feature.

Our Game is special because it fits a niche in the market where no top down pixel style survival shooter is currently available and therefore being so unique in this aspect makes the game special.

**Target Market**

The target audience of Ed's Quest is 13 and above, the game is aimed for quick game play and with the plan of allowing for multiplayer making it good for playing with or against friends.

The Game will be geographically aimed at English Speaking Countries but due the plan to release the game on steam, the doesn't have a particular key geographic audience in mind.

The Game isn't a problem solving game or an intellectually challenging game and is aimed at those who are looking for a short, enjoyable relaxing experience.

**Genre**

Top Down Shooter – The Game is a survival shooter with a top down camera view this combination makes the genre best fitting the game is Top Down Shooter

**Target Rating**

R13 the game doesn't feature enough Blood, Gore, Drugs or Sex to require a rating higher than R13 but its level of violence and use of steroids is sufficient to earn a restricted rating

**Target Platform**

The Target Platform currently is Steam/PC this would allow for the evolution of high scores looking at times to clear each level in free play mode and allow for the game to evolve to be played with 10 Online players in multiplayer

The port to console is something that is being considered but will depend greatly on how the game performs on the PC and whether the demand.