

I WANNA DIE

by the Suicide Squad

Book of Specifications

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Introduction

Hello to whoever will read this book of specifications which will introduce to you our game project.

Our team is called the Suicide Squad and our project 'I WANNA DIE'. We will present you, in this book of specification, the different aspects of our project which is, trust me, a bit unusual .

This game is born in the mind of Clément then Aymeric joined him in his quest , modifying a bit the original idea , then being friends with Thibaut and Thibault and them having no group, they decided to join the group. After some discussions, beers, and trepidant murders, we all mixed our ideas and then all agreed on the different aspects of this project.

I WANNA DIE is a reflexion and platform game. The player will evolve in a rather friendly environment. In fact, we would like to create a game which has a different goal than the usual ones. The game consists of a set of levels where the aim is to kill yourself in order to go to the next harmless level. That turnaround in the usual game mechanics will affect all the game and may disturb the player during his gaming experience.

The aim of this project is to exceed our skills to present, at the end, a result which we can be proud of. Furthermore, we will have to improve ourself in coding, and respect some restrictions that we will find again in the professional world.

Well, this is the end of this introduction page to our project. We wish you a good reading ! :)

Individual Presentations

1.1 Clément

I'm Clément Gillard, the group leader. The goal of this project is to make a functional game as a team, in a defined span of time. As a group, it will teach me how to efficiently work on a group project. As an individual member of the group, it will give me the ability to learn about and work on some technology and algorithms I might never have used without having this project to do as a part of my education at EPITA. As a group leader, it will teach me how to manage a team and its teamwork, just has I might have to do during my professional career as an information technology engineer.

1.2 Thibaut

I am Thibaut Chérel, and I am in the class E1 at EPITA. At the beginning of the year, I wanted to do a platform game, because I always loved this kind of games, but I had no idea about who should I do it with. Then I started to think about doing it with Thibault. We heard that Clément and Aymeric, who are both our friends, wanted to be together but they were only 2. So Thibault and I decided to join them. When Clément spoke about a suicide game, I was very excited. We made a lot debates to decide precisely what we would like our game to be. We finally decided to make a reflexion platform game, which looks like my first idea, and everyone was happy with this. I think the project will really help me to work in group, because it is not just a group work of a few weeks ; we will work on this project together during 6 months. We will need a good team work if we want to succeed and produce a good game. The project will also teach me a lot of things, which are needed for the game and that I, as of right now, have absolutely no idea how to do. Furthermore, a long project like this one also improve our ability to work in group and individually, because the project will be spread between us, and I will have to work alone on my part. So I am very excited about this project, just by thinking about all the knowledge I will acquire.

1.3 Aymeric

Hello world ! I'm Aymeric, 18 years old and already passionate by information technology.

I believe that working in a group is a good way to improve yourself. In fact, it trains people to collaborate and make concessions. Furthermore, the aim of this project is to overpass myself to be able present, in the end, a good result of which i can be proud of. I would like too earn some skills too.

I am in this group because I share the same idea with the other members. We all wanted to do something a bit different than usual games, while still being a classic platform and reflexion game like Portal is. Furthermore, I wanted to code a game which had a different goal than survive and win (like all platform game), that's the reason why I joined this group.

We are all different, but we will all bring our qualities in this project and I am sure we will work well together. Clément is a great developer, and he is not afraid of difficulties. Thibault is reactive and funny. Thibault is serious and motivated.

I'm in charge of the level design because I would like to create the environment where the hero evolves. In every video game, the environment shows the atmosphere of the game, and that is something I really want to emphasize on .

1.4 Thibault

Shortly before the distribution of the "Project Information" file, I did not really have a project idea, nor a group to do it with. I just talked to Aymeric and Clément, they suggested to me their idea of a "suicide game", and I was really interested by this idea, it looked interesting to code, so they proposed me to join their group and I accepted. Personally this game will ask me concentration, effort and enough organization to finish this project. But I will also need to learn how to work with a group, organize myself with people and allocate tasks.

Synopsis

The game is based after the film "Inception" by Christopher Nolan (a spin-off, you would say). Our character knows that, if he is in a dream and can wake up only by dying, he has no proof that the current world he lives in is the real one. His only way to be sure is to die, so he decided to commit suicide since, it is his only way to be really sure that he is not just dreaming. But in his quest for a real world, he would have to show his ability to commit suicide in dreams, which can be very friendly and a little too safe to die, and his will of traveling between worlds.

Structure

Our project is a game, and we want this game to be in 3D. It will be a reflexion and a platform game so we need to make different levels. That is why we need designated level designers. In our game, we will implement sounds and cutscenes. We also need to add an AI for a few non-player characters and a network to play online with other players.

To make our game accessible for all, we will create a website, in which there will be a way to download the game, a presentation of the project, like the game, the team members and the evolution of the game. It would also need links to the softwares and the elements, like sounds and images, we will use.

We want to make a trailer, a short advertisement, which would tempt people to play the game. To show the progression of the project, this trailer will progress with it, thus the viewer will see new part of the game.

To realize this project, we will need to work separately on different task. But those tasks must be put together, so we will use a distributed revision control with Git to allow us to share files and parts of the game easily.

This project will also have costs because we will use a lot of softwares like Unity, Visual Studio and Audacity, and we will also need some material resources.

Main points of development

We all wanted to do a 3D game , because we wish that the player has more possibilities than the classics jumping, going forward and backward.

The game will be like all traditional platform games, the player will be able to interact with some object of the environment in 3D, take bonuses and penalties. We are not decided yet to give the possibility to attack in order to kill, it will depend of the time needed to have a way to defense. They will be an introduction chapter, to introduce the player to the game mechanics, and then the level of difficulty will increase at each chapter .

To simplify our work, we decided to code in C# which is more "human friendly" than the other language we were proposed, OCaml. For the graphics, we can make our own textures with GIMP or Adobe Photoshop but most of the textures will be taken from the Internet. We will work with Unity and Visual Studio and the different tools which are available on Framework.NET in order to ensure that there are no conflict between our codes.

The code has to prepared for all cases and cope with the various errors. It has to be easily understandable and optimized.

4.1 Task distribution

	Clément	Aymeric	Thibaut	Thibault
Git	X			
Graphics		X		X
H.U.D.			X	
A.I.	X			X
L <small>A</small> T <small>E</small> X <small>\&</small> redaction	X			X
Level design		X	X	
Network	X			X
Story			X	
C# Scripts		X		X
Website		X		
Sounds		X	X	
Trailer & cutscenes			X	

4.2 Objectives for each presentation

	1 st Presentation	2 nd Presentation	3 rd Presentation
Camera	100%	100%	100%
Languages	0%	0%	100%
Decor	30%	100%	100%
AI	0%	30%	100%
Player Interface	30%	80%	100%
Character	70%	100%	100%
Multiplayer	0%	20%	100%
Sounds	20%	100%	100%
Levels	20%	60%	100%
Game Settings	0%	30%	100%
Website	100%	100%	100%
Trailer	0%	100%	100%

4.3 Material costs

Software	Cost	
Unity	\$ 1,500.00	(offered by EPITA)
GIMP	FREE	
Adobe Suite	\$ 12.00	(monthly)(offered by EPITA)
Blender	FREE	
L <small>A</small> T <small>E</small> X softwares ¹	FREE	
Sony Vegas Pro	\$ 599.95	
Sublime Text	\$ 70.00	
Visual Studio Pro	\$ 499.00	(offered by EPITA)
Audacity	FREE	
Notepad++	FREE	
Mono	FREE	
Total ²	\$ 2,728.95	(\$1,999 by EPITA)
Real total ^{2,3}	\$ 729.95	

¹This includes many softwares on many different platforms. All of them are free.

²Calculation over 5 months

³Softwares already provided by EPITA not included

Progress since validation of the book of specifications

5.1 Clément

5.1.1 Progress from validation of the book of specifications to 1st presentation

Date :	Achievements :
11/02	Outline of the website with Aymeric
14/02	Work on the website
19/02	Implementation of the bug tracker
20/02	First steps with Git
21/02	First steps with Unity
22/02	Switching of all scripts from JavaScript to C#
25/02	Running script done
08/03	Ladder climbing script done
09/03	Crawling script done

Report of activities

My priority was to do our website, suicide-squad.esy.es. That's why right before the vacations I met up with Aymeric, so we could do the outline of the website. The site was online shortly after, which let us lots of time to improve it, implementing our own bug tracker and other useful stuff.

Then I had to meet up again with Aymeric because he needed some scripts to complete his levels. I jumped at this opportunity to start learning how worked Git, and how to use it, such that I was able to write a little usage manual for me, and,

above all, my teammates, so we were able to work together on our project with this powerful tool.

5.1.2 Expectations and Feelings

I'm pretty happy with how the website came up. I am also really confident in the development of this game. I know there is still a long road until we could say "we made a real game", but I know this day will come!

5.2 Thibaut

5.2.1 Progress from validation of the book of specifications to 1st presentation

Date :	Achievements :
07/01	Synopsis writing
15/01	Storyline writing
25/01	Learning how to use basically Unity
15/02	Help with the first level architecture
25/02	Research of the sound needed
6/03	Learning how to implement sound.

Report of activities

Firstly, I had to write the synopsis and the storyline. It was very important to be done quickly so the other members of the group could know what to do in the level. Then, I had to learn the basics of Unity, even if it was not really a need at this time, but it was interesting and I knew it would be easier after.

Then I helped Aymeric with the architecture of the first level.

And because I am in charge of the sound of the game, I researched a lot of sounds which will be great, and music game aswell as sound effect. I found what I have searched and how to put some sound in the game, but I could not put many because my scripts were not perfect.

5.2.2 Expectations and Feelings

I think the project is progressing well but I have to admit that the work I have done is not the most significant part. But it is still a great pleasure to work in this project despite all the pressure. I learned already a lot of information since the beginning, and it give me the will to continue to work for it.

5.3 Aymeric

5.3.1 Progress from validation of the book of specifications to 1st presentation

Date :	Achievements :	Importance
23/01	Validation of the book of specifications	5
09/02	First steps with Unity	1
11/02	Outline of the website	4
15/02	1 st level finished	3
20/02	2 nd level finished	3
02/03	Decoration of the firsts levels	4
08/03	First steps with scripting	1
10/03	Work with Thibault on a menu	3



Report of activities

I first learned how to manipulate unity, then I thought of what is going to be in the first level. So, The game (you just lost it) begins peacefully by the tutorial. With that in mind, I created the two first levels with some help from Thibault (help on 3D object).

Afterwards, the essential question, for me, was what atmosphere should be given to the Tutorial Chapter. Textures, Skyboxes, settings/decorations, are made in order to give an oniric atmosphere (strange structures, soft textures).

There is
never enough
time to do all
the nothing
you want.

5.3.2 Feelings and expectations

I feel like my objectives are accomplished, the Chapter one is fully designed, only one script is missing until it is fully finished. I wish I could have a bit more time in order to make little more details. I love the universe of the game, so it's a pleasure to work on this project, even if sometimes it is difficult to agree with all the group. People are getting on well in the group so, there is a good working atmosphere.

I discover that I can realy stress people for a work I realy need, which can be annoying for people in the group but essential for me.

5.4 Thibault

5.4.1 Progress from validation of the book of specifications to 1st presentation

Date :	Achievements :
20/01	First steps with Unity
18/02	First steps with Blender
27/02	Creation of a wall for a level using Blender
08/03	Creation of an item that moves using Blender
09/03	Creation of some decors using Blender
11/03	Creation of a decor for a wall using Blender

Report of activities

So, I first learned how to use unity to be able to understand how to create decors and textures, then I practiced a little on script writing and how use them in Unity. Just after those tutorials I learned how to use Blender to be able to design some useful elements for the game.

5.4.2 Expectations and feelings

My primary objective was to understand Unity and Blender which is now fulfilled. My expectations about the design of the game have been realised. I took pleasure to design objects on demand of Aymeric; I create, he implements. Even if as of right now I didn't do a lot of objects because we just want to have an overview of the levels to complete them after, with some more decors.

Conclusion

We are sure of the success of this project, because we all are very motivated about it. We know our actual skills, and thus we know this project is feasible in six months. We also have a lot of ideas to add in our project, we are focused on the principals parts, but if we finish those parts earlier than expected, we could still add a lot of things.

So we hope you will support us in this project, because it became very important to us.

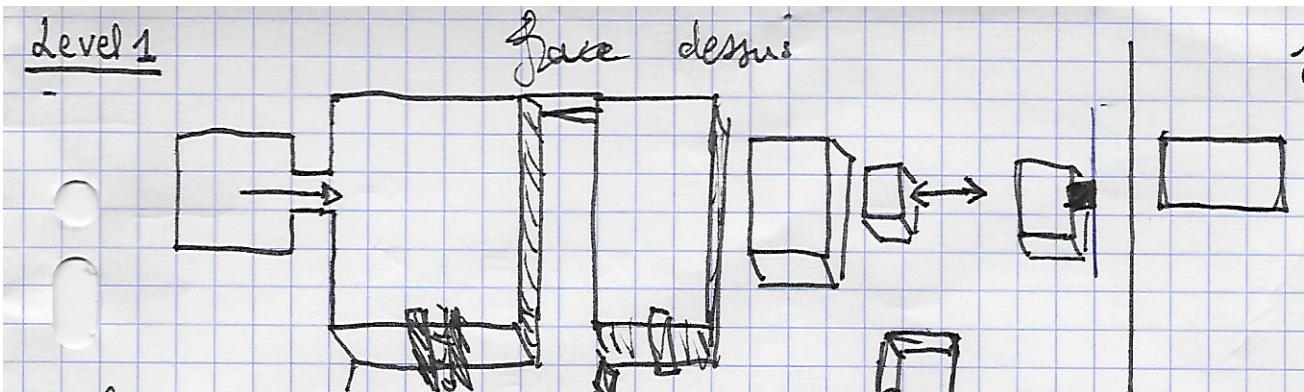
We also would like to thank you for reading this book of specifications, and maybe for helping us with it.

Clément GILLARD Aymeric ALIXE Thibaut CHEREL Thibault CHAMOY.
- aka. the SUICIDE SQUAD

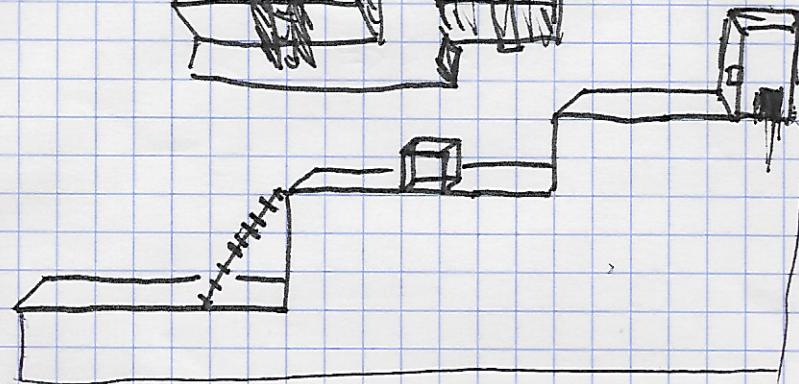
Appendix

level 1

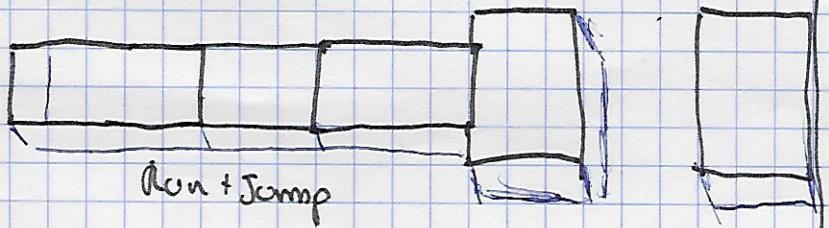
face dessus



level 2

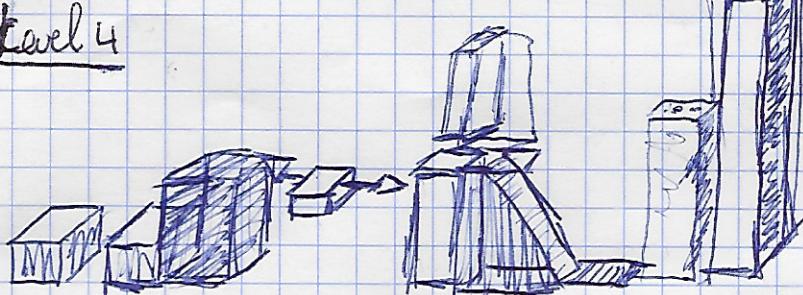


level 3



Run + croupier

level 4



Début du jeu

(cinématique): On explique au joueur qu'il doit pour se déplacer dans le monde réel, il faut faire des

gestes



1^{er} chapitre, le personnage joueur se rend compte qu'il faut régulièrement

Fin chapitre 1

(cinématique): Il se réveille dans un lit d'hôpital, il croit que c'est fini BIM élément onirique et c'est pas fin

Chapitre 2

Fin chapitre 2 (ambulance)

(cinématique) le joueur se réveille dans une école mais penet qu'avant

Chapitre 3: le joueur pense commence à

désespérer

Fin chapitre 3 (stormtrooper ~~lequel~~ WTF!!!)

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[propre fin du jeu]

Le joueur se retrouve dans un environnement basique (genre bâtiment de bureaux)

Projet
fiche Designers

develop Chapter

I. Chapter one ; Welcome To Dream .

1. let's move (learn to move, jump, discover environment)
2. In'teract (learn to interact [echelle, bouton, transition])
3. j'Mooove ! (more complicated [run + jump, escalade, ...])
(run + s'accroper)

Fin Chapter

Cinématique

Figure 5.3: First drafts for the chapter outline