Official Game Design Document for:

Island Adventure 9:

*The True Beginning*

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# **Table Of Contents**

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**Part 1 : Game Overview**

Game Concept **3** Look and Feel **4** Game Flow Summary **4** Target Audience **3**

Feature Set **3**  Genre **3** Project Scope **4-5**

**Part 2 : Gameplay and Mechanics**

Gameplay **5** Screenflow  **7** Replaying and Saving **8**

Mechanics **5** Game Options **8** Cheats and Easter Eggs **8**

**Part 3 : Story, Setting, and Character**

Story and Narrative **9** Game World **12** Characters **14**

**Part 4 : Interface**

Visual System **15** Audio **16** Sound Effects **--**

Control System **15** Music --- Help System **16**

**Part 5: Artificial Intelligence**

Support AI --- Non-Combat Characters **16**

Enemy AI **16** Friendly Characters **16**

**Part 6: Technical Aspects**

Target Hardware **17** Development Hardware and Software **17** Network **17**

Game Engine **17** Development Procedures and Standards **17** Scripting Language **17**

**Part 7 : Game Art**

Concept art **18** Characters **18** Equipment **18** Misc. **18**

Style Guides**17** Environments **18** Cut Scene **18**

**Part 8 : Secondary Software**

Any other software used  **18**

**Part 9 : Management**

Detailed Schedule **19**

**Appendix A : Asset List**

Art **20** Sound **21** Music**22** Voice **22**

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**Part 1 : Game Overview**

**Game Concept**

Third Person Perspective. You are shipwrecked on an island from a trade mission that you were on that went awry. There are three islands, Volcanic, Tropical, and Temperate. The goal is to build a raft to get from the first to the second island and then a boat to get from the second to the third island, where your ship has been beached, and will need to be repaired before you can escape. And of course to survive all this time.

**Feature Set**

**Combat System**

1. Three tiered attack and defence.
2. Bow and Arrows
3. Spears
4. Shields Maybe?
5. Armor if we have time.

**Survival**

1. Contextual clues about player condition
2. Can get sick (possible puking)
3. Can die from hunger and thirst
4. If you drink water from a river you are fine but if you drink water from the stagnant water source then you have to clean it. Also you cannot drink ocean water.

**Biomes**

1. Volcanic - very few enemies
2. Tropical - no intelligent enemies, intense weather
3. Temperate - intelligent enemies and non-intelligent enemies

**Genre**

Survival simulator

**Target Audience**

Male and Female gamers 16+

**Game Flow Summary**

As the player moves through the game by walking, running, and jumping, they will run into hostile and non hostile enemies. A player will need to stop and address a hostile enemy or run away from it if they so choose. Combat will require skill in dodging and timing, but the player will reap rewards necessary for survival. In times of peace, a player is looking for materials necessary towards building a raft or a boat to get to the next island. The player is also looking for areas to replenish their water and food necessity. A map is nowhere to be found so navigation is a constant task the player must face, finding landmarks and keeping a trail. (Perhaps a stealth mechanic to increase options for combat/non combat?). Finding structures along the way may provide helpful materials or clues to where materials might be, but come with challenges to overcome before or after you enter the structure (concrete, yurts, caves). Weather is also something the player must be on watch for as rain and volcanic ash and hot weather affect the player differently and force a player to adapt in certain ways.

**Look and Feel**I guess an environment and characters as realistic as possible would be the ideal. The ideal look is a Hawaii like world with the Volcanic Island being an island currently in formation, magma spewing everywhere. The feel will be like a pirate’s life, gritty and rough. You're a captain having lived life on the sea so you're used to a hard lifestyle, doing whatever you can to survive. Everything is dirty and you don’t care. The structures are old and decayed. The world is breathing with nature and mostly untouched by modern civilization (except for maybe the temperate? Not sure about the backstory of these islands).

**Project Scope**

***Number of locations:*** Three. Temperate, tropical, and volcanic one defining characteristic per biome. For example a concrete building of some form and a cave in temperate. In tropical we can do a small village of teepees or yurts and a clearing that is warmer than surrounding areas and in the volcanic area a small pond that is the only water source in the area. We could also give the player the ability to name the areas.

***Number of levels***

Three. More if we decide to finish the game.

***Number of NPC’s***

~60 including the Evil/Good crew leftover from the wreck and your old first mate.

But most of the interaction will be through either clues around the map or an old manual.

**Part 2 : Gameplay and Mechanics**

**Gameplay**

***Game Progression***

You were the captain of the ship. There was a mutiny and you were put in the brig. A storm comes and you get shipwrecked on a chain of islands. When you awake you are on an active volcanic island, with no sight of your ship, but you can see a tropical island in the distance. Your goal is to survive long enough to build yourself a raft that will take you to the second island. Upon arriving at the second island, you see that further out, there is a third, temperate looking island with your ship wrecked on the coastline. Your newly crafted raft will not be enough to get you to the third island, but this tropical island has plenty of resources to make a small boat that will survive the journey. Unfortunately, it is also inhabited by aggressive wildlife and constant rain, which will make your struggle more difficult. After you complete the construction of your new vessel, (in **later** versions we should include the actual sailing part.) You can sail to the third island, where you find a small portion of your crew who were not part of the mutiny, and are friendly with you. They explain that the mutineers are working to rebuild the ship under the command of your old first mate. The loyal crew members are in no shape to fight, but vow that they will return to your side if you can regain control of the ship. In order to do this, you will have to fight the wildlife of the island, as well as the mutineers, and eventually, the first mate. After this “boss fight” you will be treated with a cutscene of you at the helm of your newly repaired ship sailing into the sunset.

***Mission/Challenge Structure***

The missions will go like this for the first two islands. Build a raft escape the island get to the next island. Build a small boat get to the third island. Defeat the mutineers build the boat leave the islands.

***Puzzle Structure***

Will there be puzzles? Maybe how to eat or something

***Objectives (What are the objectives of the game?)***

Survive. Escape. Kill. Live.

***Play Flow (How does the game flow for the player?)***

See Game Progression Section.

**Mechanics (What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. How do all the pieces of the game interact?)**

***Movement***

General Movement

Keeping in mind that this is third person this should be standard wsad keys for movement with any combination moving you at a forty five degree angle (or around there). A jump and crouch function are also necessary and a use function. (However, if we get into the sailing thing we should have a tie and untie button as well as a use button). Running option as well.

Other Movement

**Sailing -** Potentially a sailing system if we have the time to figure it out, otherwise a cutscene that takes you to the next location.

***Objects***

Picking up Objects: For bug related purposes we will press e to pick up objects. If we have the time we can go in polish it up with animations for picking up and setting objects down.

Moving Objects Inventory slots only no weight. Max stack of ten of normal sized objects small objects will be one hundred and big objects ie. logs will be one.

***Actions***

*Switches, Buttons, and Doors* - Unlocking/opening doors, changing the direction of sails,

*Picking up, Carrying and Dropping*

1-0 is your hotkey inventory whatever you are carrying is what can be acted upon. For example if you wanted to tie a rope to something you would need to have the rope active in your inventory. Otherwise it will not be available to act upon. ‘E’ is used to pick items up and items that are able to be picked up are marked by its name.

*Talking* - There will not be player driven communications with NPCs, but there will be cutscenes to generate story and background.

*Reading* - Along the way, you will discover information about plants and animals that inhabit the chain of islands. This information will be written down in your journal for future reference. If you find a red mushroom, for instance, you will get a page in your journal that tells you what you know about it. If you eat it, and it hurts you, that information will be recorded in your journal so you know not to eat them anymore. There will not be signs to read.

***Combat***

Combat will revolve around the player fighting for their life against the wild creatures of the island as well as the mutinous crew. Combat will be a variable experience as to reinforce how the player interacts with their surroundings, giving a sense that good problem solving and quick thinking will see them through.

Offensive abilities include a heavy and light attack that can be chained together to form small attack combos. Heavy attacks are slower and best used to end an attack string or start one, with light attacks being useful for enemies that have been opened up.

To encourage players to diversify their attack style, if the player uses two heavy attacks in a row, the time it takes to swing the second will be too slow, and the enemy will punish the player.

Players will be able to choose from up to 3 target area’s on the enemy. Head, body, and legs on humanoid creatures or perhaps just body and head for smaller, more nimble targets. Each target area will have it’s own hit point value and ‘killing’ an area will cause the target to become hindered, or die.

Head- Hardest to hit, lowest health. Destroying this area severely hinders the target, or kills them outright. Causes the target to stagger and make wild, slow, attacks. Makes the enemy a non threat.

Body- Easiest to hit, highest health. Destroying this will kill the target, this is the main health bar.

Legs- A hit to the legs can open up a target for further attack or, if you destroy this area, make the target unable to move around or dodge.

These effects are not finalized, and will be worked further as the game progresses.

Defensive maneuvers will revolve around a dodge roll and a block button. Heavy attacks should be dodged, while light attacks can be dodged or blocked. The player recovers from the block much faster than the dodge, able to counterattack or run.

***Economy***

**No Economy.** There will be no trading or purchasing of goods, and no currency. We will have items you can gather, things you can craft with those items, and the ability to store items in a crafted chest.

**Screenflow**

***Screen Flowchart (A graphical description of how each screen is related to every other)***

Main menu -> New Game, Options, Load, Credits (Clicking on each option will take you to that screen).

Options -> Return to game/Main Menu

Load -> resume previous save game.

Credits -> Return to main menu.

Play screen -> Esc. to open options menu (pauses game), <Hotkey> to open Journal

Journal -> Return to game

***Screen Descriptions (What is the purpose of each screen?)***

*Main Menu Screen*

Allows the player to go to the options, load/save, and play screens.

*Options Screen*

Allow the player to change options such as graphic quality and audio volume.

*Map/Journal Screen*

Will not give player location but will show the general layout of islands and also let you record information. For example, being able to name the islands and name and describe the plants that you gather or animals that you see.

*Credits*

Credit screen will scroll through a list of the names of who worked on the project and what they worked on for the project. As well as credits for assets we use.

Play Screen

**Game Options (What are the options and how do they affect gameplay and mechanics?)**

Screen Resolution:

Standard screen sizes only. Just changes the resolution of the game.

Render quality or LOD settings  
This changes the complexity of the models that we are using. Example Super Mario Bros and Whatever weird stuff mario is now a days with the chipmunk costume.

Difficulty

This will decrease the amount of damage that enemies normally output. This may also increase the amount of health or defense you have by a little bit.

Sound Settings:

Simple sound settings. Basically mute and unmute for different options like music

To be done later:

Button Mapping

Camera Settings

Perhaps a zoom/zoom out option that lets you control how close the camera is to the character.

**Replaying and Saving**

Saving is an option at any point except for while in combat. Replaying is an option on the Main Menu screen with the ‘New Game’ button. One can reload save points as well.

**Cheats and Easter Eggs**

Secret secrets. There is a parrot somewhere hidden on the island that used to be on your ship and can provide some entertaining information about your old first mate. Parrot appears flying alongside the ship in the final cutscene. Easter egg should be to be able to find Poseidon, the Kraken or Mermaids. Wilson Volleyball Easter Egg.

**Part 3 : Story, Setting, and Character**

**Story and Narrative**

***Backstory -*** You are a merchant ship captain on a journey across the sea, when your crew mutinies against you, and throws you into the brig. A storm strikes the ship, and the inexperienced crew end up crashing the ship into a chain of islands. You awake washed upon the shore of a volcanic island alone, but you can see a more habitable looking island in the distance.

***Plot Elements -*** You start the game on the ship you captain and are quickly mutinied by your crew and first mate, coming out of nowhere. After you crash, you are left confused until arriving on the third island to see your crew. They explain what happened and your final plot element will be to confront your first mate about the mutiny. Coming to a fight conclusion.

***Game Progression -*** Your goal is to create a small raft to get yourself to the second island, where there are more resources to gather, food to find, and creatures to kill and harvest. Once you arrive on the second island, your goal is to create a small sailboat to cross to the third island where you can see your ship washed upon the shore. After building your boat and sailing to the final island, you meet a group of your loyal crew who are hiding from the mutineers. They explain to you that the mutineers, under the command of your old first mate, are repairing the ship to escape the islands. You must confront the mutineers and your first mate, defeating him in a duel, in order to regain control of your ship, at which point, you must gather the resources to repair your ship. All throughout the game, you will have to eat, drink, and survive the elements and creatures you find on the island.

***Cut Scenes***

Cutscene #1 - “On a dark and stormy night...”

-Actors: Jimmy, Phillip, and the crew

-Description- As the sun is setting on a seemingly nice day, the camera focuses on Jimmy and Phillip walking around the ship, just having sailed off of a port with a big shipment. As Jimmy retires to his captains quarters, the camera stays on Phillip as he turns around with a slight grin on his face and the screen fades to black. Heavy rainfall can be heard as the screen fades into the captain's quarters. Thunder and lightning is low but present. The door swings open and people start flooding in, ripping Jimmy out of his bed. They drag him to the below deck and throw him in the brig, the storm getting increasingly more violent. Phillip explains this is a mutiny and the camera cuts to the other part of the crew tied up somewhere in the ship. Close up on Phillip’s face as he says, “I am the captain now.” Immediately after that a huge wave can be seen coming and shortly crashes into the ship as the screen cuts to black. You come to on the first island.

-Script:

**Jimmy**: “Another successful delivery! I am pleased with the crew we’ve built, I feel we are finally hitting our stride.”

**Phillip**: “Yes, we have done quite well lately. Yet I still worry that some of the crew is not getting their fair share of the payment. We do most of the work and the ship would not run if not for a select few of us.”

**Jimmy**: “I hear your concern, Phil, but I simply can’t budge on the pay. Perhaps if the crew stopped spending all their dubloons on rum right when we get to port, you all might have some left over.”

**Phillip**: “Jim please, would you rather we take from the rum we are to deliver?”

**Jimmy**: “Now stop that! That is against everything we stand for. I can’t believe that would even come out of your mouth. I am going to retire to my quarters. Try not to steer the ship in circles tonight.”

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**Phillip**: “Mutiny!! Yaaaah!!”

**Jimmy**: “What the--”

**Phillip**: “We’re finally gonna take the pay we deserve, ALL OF IT! We’ve locked up your crew Jim. Nothing can stop us from taking all the rum in the cargo hold as well. This is justice Jim, this is \*!!!!!\* (huge wave comes crashing down on the ship while hearing a thundercrack).

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(Shows Jimmy waking up on first island shore)

**Jimmy**: “Whoah, what happened?”

(Proceed to playing the game on the first Island)

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Cutscene #2 - Sailing to different islands

-Actors: Jimmy

-Description: Once the player has completed their respective raft or ship to get to the 2nd and 3rd island, show a cutscene of the sail going up and the ship moving.

Cutscene #3 (This could be in game with audio, no cutscene needed) - Meeting the old crew

-Actors: Jimmy, Tim, Ryan, Conner, Wes

-Description: Upon arrival on the third and final Island of the game, Jimmy notices a billow of smoke rising out of a near part of the forest. The first sign of human life he’s seen since the storm, he quickly yet stealthily moves toward the smoke. Crouching and seeing through a bush, he sees his old crew huddled around a fire, cooking a giant lizard they seemingly just killed. Wes notices Jimmy peeking through the bushes.

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-Script:

**Wes**: “Jimmy! Is that you? You’re alive!”

**Jimmy**: “You guys made it! What the hell happened?”

**Ryan**: “Phillip decided a mutiny was in order and locked up anyone not participating.”

**Conner**: “A huge storm hit and next thing we know, we woke up on this island in the middle of who knows where.”

**Tim**: “Your ships toast captain. We tried to see if we could repair it, but looks like most of the crew survived and are trying to repair it themselves.”

**Wes**: “If you can’t already tell, we’re barely able to hunt none the less fight.”

**Jimmy**: “And Phillip? Did he make it?”

**Ryan**: “I saw him ordering around some lackeys. Looks like they’re close to repairing the ship too.”

**Conner**: “If you could stop them Jimmy, we could get our ship back and sail out of this god forsaken land.”

**Tim**: “If you stopped them before they drink all the rum, we could have something to celebrate with!”

**Jimmy**: “I’m coming for ya Sanctuary.” (Fade to black)

Cutscene #4 (Same deal with cutscene #3) - Meeting the evil crew

-Actors - Jimmy, Phillip, Evil Crew

-Description: *(either this cutscene begins right after Cutscene #3 ends or you travel a fairly linear path to the evil crew and the broken ship)*

Jimmy walks out of the forest onto the shoreline where his main ship crashed at the beginning of the game. As the camera pans the area, evil crew members are walking about, working hastily to repair the ship and keeping guard. The camera (Jimmy’s view) zooms in on Phillip standing on some boxes pointing his sword around, ordering lackeys around and drinking from a bottle of rum. Camera cuts to a close up of Jimmy's face making a scowl as the screen fades to black.

Cutscene #5 (Same as Cutscene #3, no cutscene needed) - Meeting Phillip

-Actors: Jimmy, Phillip, Evil Crew

-Description: After fighting your way through the bottom of the ship to the top, the camera is set up on the outside of a set of doors leading to the main deck and shows Jimmy breaking through these doors. Camera cuts to a Full Body of Philip acting very surprised. After some dialogue, he quickly orders the few lackeys he has around him to attack Jimmy and the boss battle begins. After you defeat a group of harder to kill lackeys, perhaps there’s a close up of the ground and a loud thump sounds as Phillip jumps off his boxes he's standing on, and the camera pans slowly up his whole body. The shot ends with him finishing off a bottle of rum and throwing it to the side, hearing a breaking sound of glass as the screen fades to black.

-Script:

**Jimmy**: “Phillip! I am here to take back my ship!”

**Phillip**: “So you made it out alive huh!? Why would I ever become your slave again? Why would I subject my friends to your ignorant leadership once more?”

**Jimmy**: “Can’t we come to some sort of agreement? I can give you a raise if that’s what you really want.”

**Phillip**: “I don’t just want a raise Jimmy don’t you understand? I want control, I want power. I’m not scared of you anymore. (Takes a swig of rum) ATTACK!”

Cutscene #6 - Killing? Phillip

-Actors: Jimmy, Phillip

-Description: The camera shows the ground as moments later Phillip falls down hard and Jimmy stomps on his chest to keep him there. After an epic exchange, the camera is pointing up towards Jimmy as he lifts his sword and on the downswing, cut to black as death and blood splatter sounds ensue. (Perhaps a non-violent ending? Where Jimmy ties Phillip up to be judged or taken prisoner after they land on a familiar land?) Fade into Cutscene #7.

-Script:

Phillip: (Falling grunts)

**Jimmy**: (Stomps on Phil’s chest) “Why couldn’t you just be a team player? Why did you have to betray me?”

**Phillip**: “I was tired of living my life for somebody else. I wanted more. More money, more power, ...more rum. I wanted to help my friends. ”

**Jimmy**: “Your greed serves nobody but yourself. I’m sorry it had to come to this.” (Now either you kill Phil or tie him up and sail off with him. I’m not too stoked on solving problems violently :). )

Cutscene #7 - Sailing off with the new ship, minus the evil crew

-Actors: Jimmy, Tim, Ryan, Conner, Wes

-Description: Maybe the ship is already pretty much repaired when you fight Phil and you assume you can just sail off, maybe you assume the good crew was gathering supplies to finish repairing it, or maybe show a short montage of them repairing it. In any case, fade to the good crew on the main deck surrounding Jimmy behind the wheel of the ship. The ship is already sailing off towards the sunset as the crew sings merchant songs and drinks rum. The camera is set up on the shore watching the ship sail off. Credits roll as the ship gets further and further into the distance.

-Script:

**The whole crew**: (Merchant/Pirate/Ship Shanties for celebration)

**Game World**

***General Look and Feel of world***

***Area #1***

**-General Description**

A volcanic island with tide pools and lizards and the smalls amount of natural resources to be able to make a small raft. Think turtles.

**-Physical Characteristics**

A barren island that is still volcanically active. It has the barest of vegetation and a couple of trees and a lot of rocks.

**-Levels that use area (#levels?)**

Levels is not exactly the right idea behind it.

**-Connections to other areas**

The islands will be connected linearly. Basically, volcanic will lead to tropical tropical will lead to temperate.

***Area #2***

**-General Description**

Tropical and wild. This island is wet and cold while also having extremely hot days. The animal life is more varied with much more dangerous animal life being present and many more climate related dangers. Shelter will be important as well as fire on this island. The weather seems to vary more simply due to the left over volcanic ash that is in the sky.

**-Physical Characteristics**

Many lush trees and a lot more sounds. There are also a lot more animals.(first three do not need to be present in the scene just their noises.) Crickets, cicadas, birds, the occasional chicken, lizards, jaguars, and bears.

**-Levels that use area (#levels?)**

Tropical will be connected to the temperate island which is where the ship is .

**-Connections to other areas**

Connected to Temperate.

***Area #3***

**-General Description**

Temperate climate, your ship is beached along the shore, There is crew shelter and movement as well as more human noises. This should feel like an island but still a lot less natural as there are 50+ humans living on the island. As such there should be A LOT of wildlife and berries around the island. In general you should have to sneak around to avoid the enemy crew and the location of your friendly crew should be fairly obvious. How we will do this I do not know but you know ambiance and stuff.

**-Physical Characteristics**

A lot fewer dangerous animals. A lot more humans. A lot of shelters like tents and hammocks and fires.

**-Levels that use area (#levels?)**

Null reference error no such level exists.

**-Connections to other areas**

Connected to by the Tropical island, but you cannot return once you have left the tropical island.Until you have repaired the boat.

**Characters**

***Captain of Ship (Jimmy)***

-Back Story: It’s been his dream to captain a ship since he accompanied his dad on a trip once when he was 6. Now, after working his way up the ladder for years finally acquired a ship Called the Sanctuary, his Dad's ship that he obtained after he passed away in a horrible Ninja Turtle accident.

-Personality: Down to earth noble values. Great Leader. Diplomatic.

-Look

* Physical characteristics

-Average skinny guy. 6ft tall. 170 lbs. Captains clothing.

* Animations

-Running, walking, fighting, eating, sitting, cooking, drinking.

-Special Abilities: Has advanced determination to accomplish any goal he sets his mind to. Agile. Great with a sword.

-Relevance to Game Story: Main Character. Was the victim of a mutiny against his ship and must get it back. Leader of the good crew.

-Relationship to other characters: Leader of the ship. The head honcho. The Kingpin. (Could Jimmy and Phillip possibly be brothers? Their dad decided to gift Jimmy the ship because he wasn’t a drunk and Phil holds a mutiny out of jealousy and hate?)

-Statistics: High attack and speed.

***Human:***

*Friendly Pirates:*

*-*Mostly incapacitated after the ship crashes. Waits until Jimmy can deal with any and all problems.

*Enemy Pirates:*

*-*Mostly alive after crash. Always Inebriated. Main objectives are to kill anything they see and work on repairing the ship for Phillip. Doing whatever Phillip asks them to.

*Old First Mate* (Phillip):

-Jimmy’s first mate. Been working under Jimmy for years. However he is unhappy not being a captain and loathes Jimmy’s position. He longs for the power and control that comes for that position. Constantly drinking Rum to deal with his position in life. Kind of fat. Leads the mutiny on the ship right before ship crashes because of storm.

-Stats: Higher Defense and health because of constant inebriation.

***Animals:***

*Jaguars:* Fast, agile

*Chickens:* Virtually harmless

*Pigs*: Killed for food

*Foxes:* Small, fast. Killed for food.

*Large/Small Birds:* Can attack from the air. Small or Large.

*Good/Evil/Ninja Turtles:* Hard to kill but can provide a lot of food.

*Monkeys*

*Boars*

*Large/Small Lizards*

**Part 4 : Interface**

**Visual System**

***HUD:*** No Hud. Possibly a temporary Hunger, thirst, and Health bar.

***Menus:*** Title screen, Notebook, Inventory/Bag screen, Options menu, pause screen, (Game Over) Death screen.

***Camera:***Third person, can be zoomed in options menu. Fixed to player

**Control System (How does the game player control the game?) What are the specific commands?)**

W - Move forward

A - Strafe left

S - Move backwards

D - Strafe right

Mouse movement - Rotate character and camera

F - Pick up item

Esc. - Open main menu

R - Open Journal/Map

Q - Cycle target area

Left click - Light Attack

Right click - Heavy Attack-

Space - Jump

Shift - Dodge

E - Block

Tab - Target / Switch target

Ctrl - Crouch

Z - prone

**Audio**

Options menu can control music volume, sound effects, and dialogue.

**Help System**

The player will be given a short introduction to the concepts and controls, but will have to discover most of the gameplay on their own. Your journal will be a reference guide and will show information that you have discovered already, but will not present you with new information. Ie. If you eat a mushroom and it hurts you, that information will be in the journal, but if you do not eat it, you will not know what the effects will be if you eat it.

**Part 5 :**

**Artificial Intelligence**

**Enemy AI (Villains and Monsters)**

Animal AI

Predator

When player is inside of circle X this animal will move to attack the player.

Prey

When the player comes within a certain range of this animal, it will move in a direction away from the player.

Pirate AI

If player is detected inside of Radius X then the pirate will move to attack and will initiate the attack structure

**Non-Combat Characters**

Friendly Sailors

**Friendly Characters**

Tim, Wes, Ryan, and Conner.

**Part 6 : Technical Aspects**

**Target Hardware**

Developed for windows PC

Hardware specs

3.2-GHz PowerPC Tri-Core Xenon GPU: 500 MHz ATI Xenos

512MB GDDR3 RAM

Built-in, 250GB

**Development Hardware and Software**

Unity

Maya

3ds Max

**Development Procedures and Standards**

Once we arrive at MVP we will then begin optimization passes.

**Game Engine**

Unity and maybe some material help from unreal engine.

**Scripting Language**

C#

**Part 7 : Game Art**

**Style Guides**

Most of the art related to characters will be designed with the idea that all these characters are stranded on deserted islands after having survived a shipwreck. Worn clothing, tattered everything.

**Characters**

Characters are English and middle class but live on the adventurous side of life, sailing the sea. Working on a ship makes one very fit and most are, with the exception of Philip and his evil crew, who all look like drunks and have a little beer belly going on. The evil crew and Philip may have less tattered clothing because they don’t put in actual work and wear probably mostly darker colors to signify they are evil. On the other hand, the good crew and Jimmy can wear lighter colors and are in good shape. Animals look as realistic as possible. The only outliers may be Ninja Turtles and Lizards, which will look darker and have Ninja related accessories attached to them.

**Environments**

As realistic as possible and fitting the description of the environments above. Hawaii inspired. Tropical and a wide variety of plants, animals, and terrain.

**Equipment**

Weapons, clothing, inventory satchels, and any other gear will look rather worn as most of the game will be after you have survived a ship crash. New and clean versions can be made for before the ship crash.

**Cut Scenes**

Most animation will be done in a Mocap studio at Lane in the Media Arts lab. Assets will be designed by us including the ship, characters, weapons, environment, etc.

**Misc.**

The ship will need a model for before and after the crash. We can use the before one at end when they have fully repaired the ship again. Art for the sky at night may also look different, revealing a starry skyscape.

**Part 8 : Secondary Software**

-Trello:Checklist and Project Management

-Adobe Photoshop CC: Image editing and painting software.

-Adobe InDesign CC: Graphic Design software.

-Autodesk Maya/3D Max/Mudbox: Suite of 3d modelling, sculpting and texturing software.

-Motion Capture Software

-Pro Tools: Sound editing and recording software.

-Audacity**:** Open source audio software.

-Skype: VoIP software for communication.

-Git: Version Control software.

-Google Doc’s: Rich Text Editing and Collaboration software.

**Part 9 : Management**

**Detailed schedule**

**Week 1: Main character model/non-combat animations**

Tim - Inventory and Picking up stuff

Conner -Grinding on the main character and getting him looking nice

Wes - Start on menus. Title Screen, Start/Pause Menu, and Options Menu.

Ryan - Item Models and modeling models.

**Week 2:Attack System Prototyped**

Tim - Make sure Inventory is working work with Conner or code for Attack Sys

Conner - Work on Attack System

Wes - Keep working on menus if finished work on modeling islands

Ryan - Work with Wes finish the Islands

**Week 3: Voice Acting and Mocap**

**// all will work on Voice Acting if we can find time before this we should.**

Tim -

Conner -

Wes -

Ryan -

**Week 4: Polish the Islands and Maps**

**// all will work on polishing the game where it stands.**

Tim -

Conner -

Wes -

Ryan -

**Week 5: Sailing Possibly Finished**

**Week 6:**

**Week 7:**

**Week 8:**

**Week 9:** Polish any rough edges.

**Appendix A : Asset List**

**Art**

***Model and Texture List***

-Animals

-Jimmy, Phillip, Tim, Ryan, Conner, Wes, Good Crew, Evil Crew

-Trees

-Ships, rafts

-Food

-Plants, Bushes

-Campfires

-Weapons

-Clothing

-Any Structures

-Rocks

-Ground/Grass Texture

-Different types of animals textures

***Animation List***

***-***Combat Animations

-Walking, Running, Sitting

-Climbing?

-Standing/Idle

-Drinking Rum

-Skinning?

-Talking

-Falling Down

-Pointing

-Picking up items

-Dropping Items

***Interface Art List***

-Notebook

-Satchel UI

-Title Screen UI

-Pause Screen UI

-Game Over screen UI

**Sound**

***Environmental Sounds***

-Birds chirping

-Insects humming/droning

-Jaguars/Boars/Pigs making animal noises

-Trees blowing in the wind

-Waves Crashing

-Ship creaking sounds

-Water flowing (Rivers, lakes?)

-Humans talking to themselves or each other

***Weapon Sounds***

-Swords clashing

-Swords hitting body/armor

-Grunts from people getting hit

-Death Sounds

-”You’ve been spotted” sound

***Interface Sounds***

-Dropping item sound

-Opening notebook/ Turning pages

-Pause music

-Button clicking sound for options, title, pause screens

-Game Over music

**Music**

***Ambient***

***-***Ambient nature sounds, differentiated and customized for the tropical, temperate, and lava environments.

***“Action”***

***-***Combat music can be like a Pirates of the Caribbean type music I imagine.

***Victory***

***-***During the final cutscene there will be a celebratory shanty the crew can sing.

***Defeat***

***-***A “Game over” track will play on death

***Opening cutscene music***

A merchant ship like track can play during the opening cutscene at certain times.

**Voice**

Refer tocutscenes to see lines for each actor. Other than that, general passive human noises as well as combat dialogue for the evil crew.