

THE THREE MUSKETEERS

AND ALSO WESTIN

CARTER DUBOIS - COMMUNICATION ARTS

SOPHIA FIGUEROA - COMMUNICATION ARTS

KALAKRITI PILLAI - COMPUTER SCIENCE & COMMUNICATION ARTS

WESTIN YANG - COMPUTER SCIENCE & COMMUNICATION ARTS

HIGH LEVEL CONCEPT

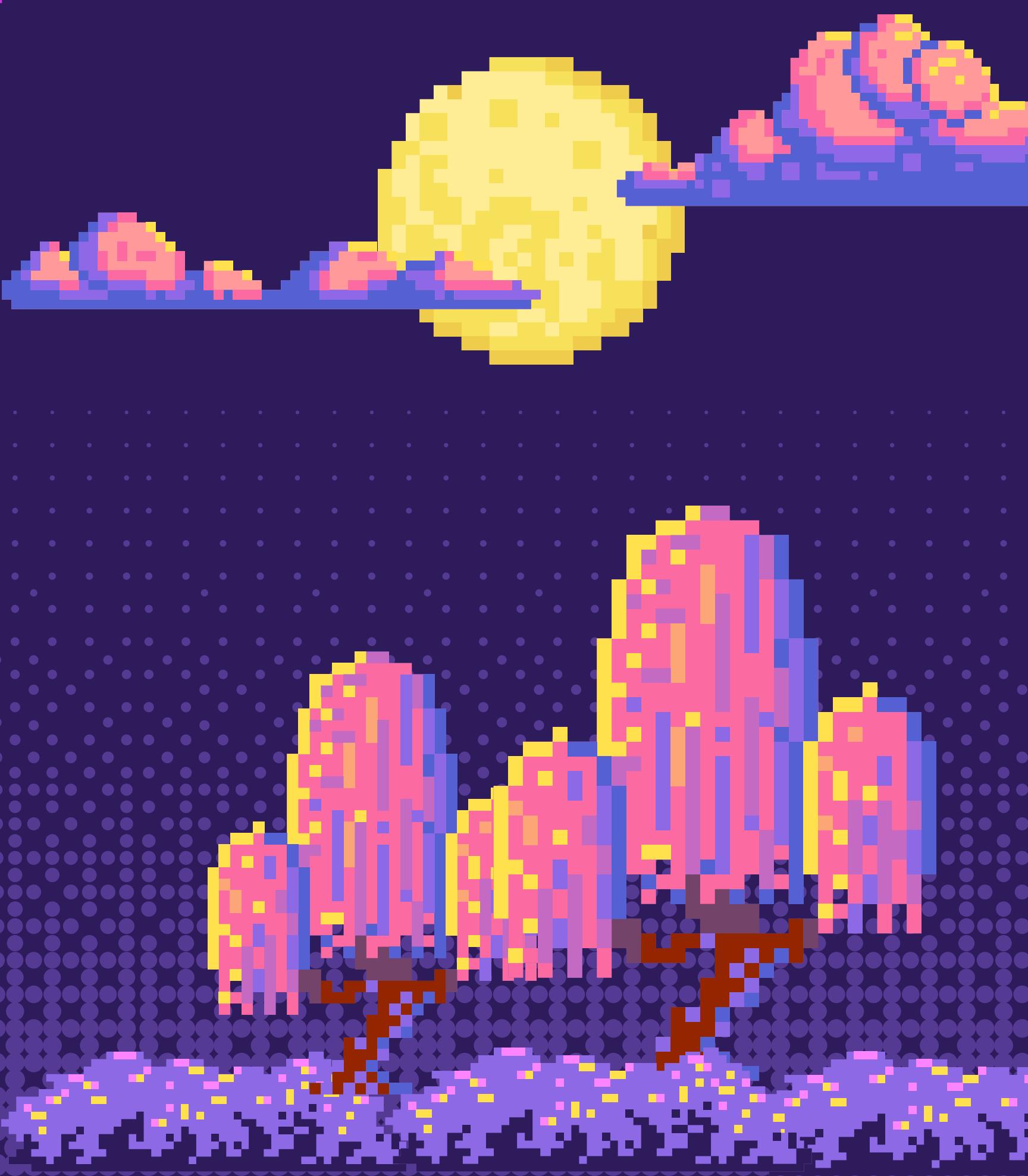
DEADLINE DREAD

Shoot-em-up, Top-down. 1 player

You are a game developer struggling to stay motivated and meet your deadlines. Fight off your depression and stay productive!

WHAT'S UNIQUE?

- Humor of the premise, + it's fourth-wall breaking aspect (applies to us IRL!)
- Fighting a corruptive area is unique. Most shoot-em-up games focus on enemies over environmental hazards
- Potential arcade mode AND story mode



DESIGN SPECIFICS

Platform: PC & keyboard, Possibly mobile

Audience: Appropriate for everyone. Target audience is people who know what 9-5 exhaustion feels like

MVP Game Loops:

--The Shmupping--

You have base Motivation Gun

You are destroying the Depression as long as possible

Eventually you die and go to Shopping

--The Shopping--

You have a button which lets you play again

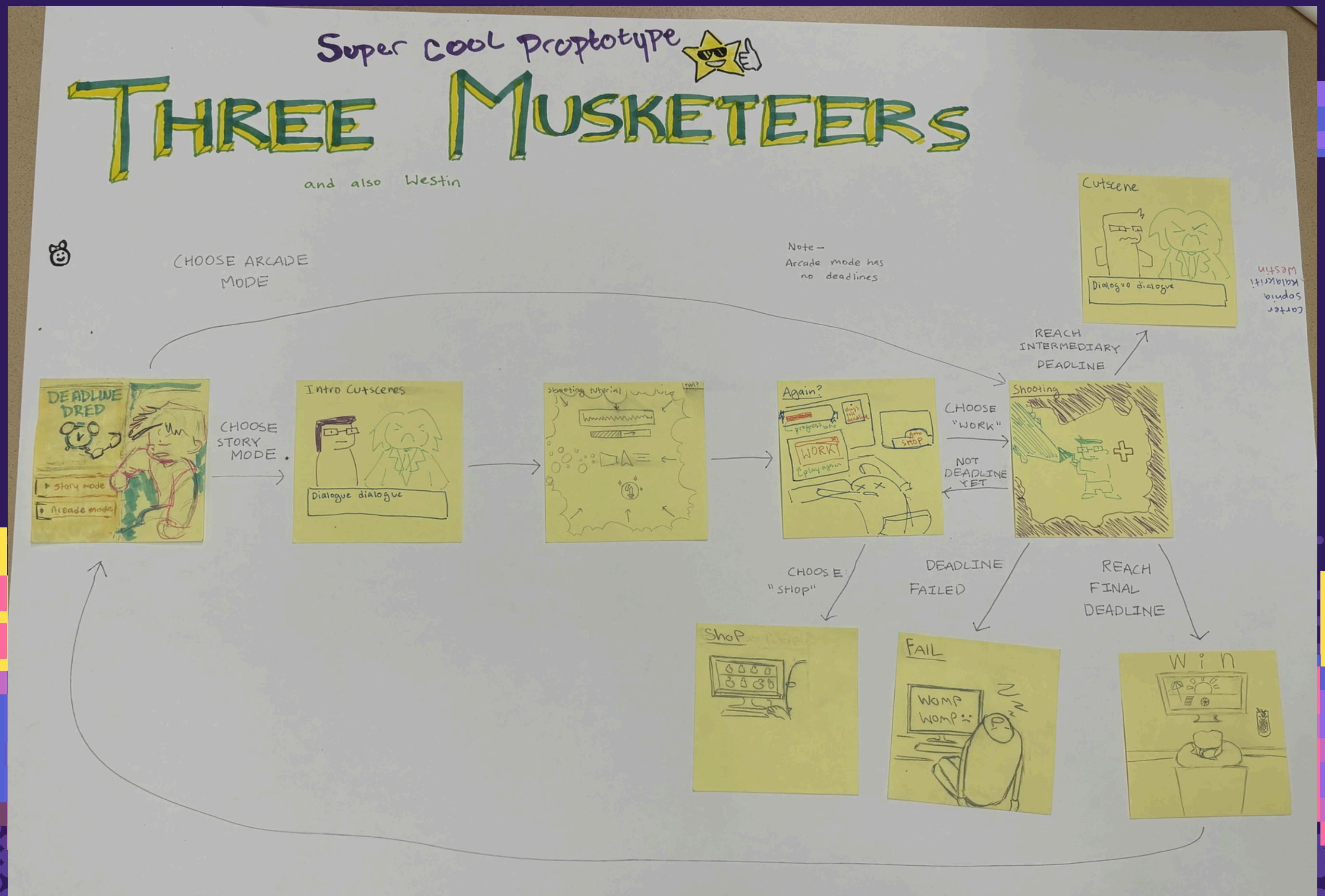
Monetization:

Cosmetics

MOOD BOARD



PAPER PROTOTYPE



ASSET LIST

	A	B	C	D	E
1	Category	Name	Code or Art	Hero or Filler?	Who do it/get online?
2	Player	Idle	Art	hero	Sofa
3	Player	Walk cycle	Art	hero	Sofa
4	Player	Aiming poses?	Art	hero	Sofa
5	Player	Gun	Art	hero	Sofa
6	Player	Player movement	code	hero	Westin
7	Player	Shooting	code	hero	Westin
8	Depression	visuals	??? (Art)		Carter
9	Depression	it fill the screen and be cleared	code	hero	Carter
10	UI	shopping UI buttons	art	filler	sofa
11	UI	UI mechanics	code		kalakriti
12	Cutscene 1				sofa
13	Cutscene 2				sofa
14	Final Cutscene				sofa
15	Cutscene 1	Background	Art		sofa
16	Cutscene 2	Background	Art		sofa
17	Final Cutscene	Background	Art		sofa
18	Gameplay	Background	Art	Hero	Carter

	A	B	C	D	E
1	KEY	Changes based on week	lighter means task is done		
2					
3					
4	WEEK 1 - Planning	Carter	Sophia	Kalakriti	Westin
5	<u>paper prototype</u>	determine game art style	determine game art style	create organizational docs	
6	<u>refined proposal document</u>	paper prototype	paper prototype	paper prototype	paper prototype
7	<u>idea chosen: Deadline Dread</u>			make 1-page summary	
8	<u>presentation of info from this week</u>		presentation		
9	WEEK 2 - MVP	concept art		switching between 2 scenes	player movement
10	<u>Set up project/github</u>	be on the github	be on the github	make the github & be on it	help make the github? and be on it
11	<u>concept art</u>				
12	<u>DELIVERABLE: MVP</u>			depression advancement code?	player shooting code?
13	<u>develop functional core mechanics</u>				
14	WEEK 3 - Design & Asset Creation				
15	<u>Finalize visuals and audio</u>				
16	<u>create/source assets</u>				
17	<u>DELIVERABLE - refined asset list with documented sources</u>				
18	WEEK 4 - Development and Integration				
19	<u>DELIVERABLE-- playable game</u>				
20	<u>Test and refine gameplay</u>				
21	<u>Integrate assets</u>				
22	WEEK 5 - Test, Fix, Deploy				
23	<u>Final playable game</u>				
24	<u>Upload project document to itch.io</u>				
25	<u>post analysis to canvas</u>				
26	<u>Submit Git to canvas</u>				
27	<u>DELIVERABLE - work on itch.io and unity.play</u>				

LINK

[HTTPS://DOCS.GOOGLE.COM/SPREADSHEETS/D/1JZDTET2W](https://docs.google.com/spreadsheets/d/1JZDTET2W)

RFG ENIUS22J9S519QZCXIS6ZQ2N KU YQY/EDIT?

USP=SHARING

REFERENCES

YouTube

Inky

Adobe Creative Cloud

unity asset store

itch asset store