

Vision

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Target Audience: Individuals who are interested in environmental conservation, sustainability, and social issues.

Target Platform: PC

Genre: 2D Platformer, Story-rich, Exploration, Thriller PG-15

Concept Statement

Goal: The goal of the game is to educate people about the importance of conserving natural resources and how we shouldn't take the accessible food and water that we have for granted. We'll portray the lives of people living in a dystopian society with a lack of these essential resources and the desperation of the people in these situations. These events motivate the main character to change their habits and they should change or else (another ending).

Interactivity: The player controls a character as they communicate with NPC to slowly piece together what happened to lead to the situation they are in now. The player can also view and interact with objects like newspapers and clothes to better understand the world. While interacting with objects/NPCs and exploring the world certain scenarios will occur where the player would have to make important decisions that will have a major impact on the game.

Player Motivation: The player's motivations to play the game are driven by the curiosity to explore the world and to find out why everything is the way it is now.

Setting, Story, Narration: The story starts off with a person waking up from amnesia. We as the player control the individual as they traverse the world to figure out what has happened that led to this dystopian future. After the player wakes up and starts exploring the world, they'll soon discover famished people laying all everywhere begging for some food and water. We'll discover groups of individuals fighting for resources, and when the character walks into a restaurant he'll find that everyone is only being served a few scraps of food. After witnessing more gruesome scenes, the player is in shock at the reality of the situation they're in and decides to jump off of a building as their only means of escape. But, they find out that it was all a dream and vows to change how they've been living, this involves generating less waste by only buying just enough food so none are thrown out and spending less time in the shower. The game will end with a few scenes describing annual food and water wasted and how limited they are.

Constraints: The game will not end unless the player has interacted with all required scenarios. The player is required to talk to certain individuals or accomplish certain goals before unlocking

new scenarios/zones. The player can't undo any decisions they've made during one playthrough, they'll have to replay to experience it.

Feature Set

- The player controls a character in a 2D Platformer where they can interact with the environment by getting close to it and pressing "E".
- Talk with NPC to slowly piece together what really happened.
- The player will have some internal monologues.
- Create a progression system where the players have to do certain tasks like wearing a jacket to go outside.
- Create scenarios that force players to make a choice that will greatly impact the game.
- Parkour to reach and collect secrets (food scraps).
- Extra: Create Minigames to educate players further.

Team Roles

Group Member:	Primary Role	Secondary Role
Zheng Heng Kwong	Game Designer	Front-End
William Lin	Tech Lead	Front-End
Najeeb Al-Awadhi	Subject Matter Expert	Project Manager
Shahd Ibrahim	Project Manager	Game Designer

The Competition

- Undertale: Our game will have a similar layout Undertale the level design and player interaction would be similar and how the player's action has consequences. But our game teaches players about the significance of basic resources like food and water, similar to how Undertale imparts the lesson of valuing and safeguarding life.
- Precipice: Our game focuses on the same core concepts as we also explore a dystopian future caused by human action, but unlike Precipice, we'll focus more on resource shortages and their impacts by exploring the different environments around us. We'll also be focused more on how people can make positive changes in their day-to-day lives as an overall message at the end of the game. This will take place with the character waking up from a dream with the motivation to inform others. Finally, we'll focus more on

providing players with an engaging experience by creating a 2D Platformer, which introduces more obstacles and gives players wider control over the character.

Innovation/Creativity

Unique storytelling and setting that'll leave players speechless with different outcomes for scenarios to increase replayability. Each NPC will also have its own distinct and authentic background story and personality, creating an immersive experience for the player to engage with. The art will also be simplistic to increase relationality.

Scope Management

We limited the scope of our game by creating a low baseline for the elements the game should include like the number of scenarios, character interaction, and dialogue. Where the game can be further improved upon with the inclusion of more interactions and potentially a few minigames or a combat system if there's enough time.

Timeline:

Date	Task
3/12-3/19	Create a basic game idea
3/19-3/26	Flushing out game mechanics and story
3/26-4/9	Deciding which assets to use and dialogue
4/9-4/16	Create a prototype for the game
4/16-5/7	Create the game
5/7-5/14	Bug fixes
5/14 - 5/23	Prepare for the group presentation

Meeting/Communication Plans

We are to allocate an hour every Tuesday after class to go over the project in person and the tasks to be completed that week. Moreover, we use discord as a means of communication while meeting on weekends on discord if necessary.

Additional Gameplay Concept Document

https://docs.google.com/document/d/1mYF6gUtdM1Iwwpjv7vTm2Dm_BHdRIy262w7_PdeeKY4/edit?usp=sharing

Timeline of the Game

Scene 1: The player wakes up from bed

Story and Setting:

Level Design:

Scenario: None so far

Player interactions:

- Clicks on clothes to wear them
- Read Newspaper

Scene 2: The player walks down the street of the underground city(this is in the additional Gameplay Concept Document).

Story and Setting:

Level Design:

Scenario: Before entering scene 3, players will find people fighting for small fruits from the tree. Where they can decide to act on their impulse and join or argue with these individuals to convince them to think about the future and how important it is to plant the fruit for more.

Player interactions: The player can also NPC's on the street about what happened.

Scene 3: The player witnesses a robbery taking place where in the hurry, a water bottle is left behind.

Story and Setting:

Level Design:

Scenario: When the player picks up the water bottle, a scenario occurs where the player drinks half of the water and has to pick to save the rest or wash their hands.

Player interactions:

- The player can pick up the water bottle.
- The player can then interact with an NPC, where they can either offer them water or not. Not doing so doesn't impact the ending if, but giving the water leads to a good ending and not having the water at all leads to a bad ending.
- Read Newspaper

Scene 4: The player sees a sign to the surface city and decides to check it out.

Story and Setting:

Level Design:

Scenario: None so far

Player interactions:

- The player can interact with the guards and can bribe the guards with the collected food scraps or they can sneak in.
- Read Newspaper

Scene 5: The player walks around the streets and enters a store. After exiting the store they find cannibalism in a back valley and other despicable acts.

Story and Setting:

Level Design:

Scenario: They sit down to eat only to find out how little food is on the plate. The player can choose between either arguing about the small portion and being kicked out(leads to the bad ending) or being satisfied with what they got(good ending)

Player interactions:

- The player can enter the store
- The player can talk to NPCS

Scene 6: The player enters a building ending up on the roof.

Story and Setting:

Level Design:

Scenario: None so far

Player interactions:

- The player is forced to jump off the building.

Scene 7 - Good Ending: The players up from bed and decides to change.

Story and Setting:

Level Design:

Scenario: None so far

Player interactions:

- The player takes a quick shower.
- The player keeps leftover food in the fridge.
- The player closes all lights that aren't needed.
- The player walks outside(end of the game).

Scene 8 - Bad Ending: The players wake up from the good ending only to realize they're back that scene 1, then goes to the end of the game screen.

Scene 9 - End of game: Gives some information about food and water waste.

List of things to do for saturday:

Create at least 2-3 of the scenes and story.

Figure out how to program at the same time.
Create repository.