

# Alien Video Game Shop

## Design Document

### Overview

#### Project Purpose

This 3D environment will be a part of an interactive animated series called "Alien Counter Encounters." In this experience, the player travels around the universe, encountering aliens of different cultures at various counters. In this scene, the user can interact with a four-armed alien clerk at a video game shop, where they will be able to wander the aisles, and browse through video games of a far-off galaxy.

#### Target Audience

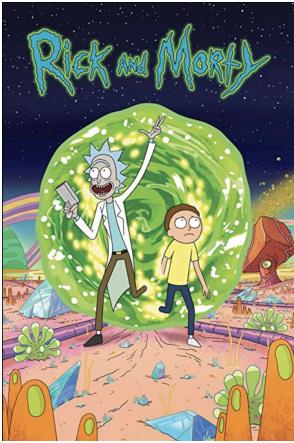
This experience is targeted at users who enjoy:

- Point and click, narrative-driven adventure games like [Tales of Monkey Island](#)
- Narrative puzzle-based games like [Myst](#)
- Simulation role playing games like [Stardew Valley](#)

#### Concept art



## Reference examples

<p>Rick and Morty</p>  <p>© The Cartoon Network, Inc.</p>	<p>Chicken Run</p>  <p>Copyright © 2000 by Dreamworks Pictures.</p>
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## Project Requirements

<b>Shaders / Materials</b>	<ul style="list-style-type: none"> <li>- Colorful cartoon-style materials with bright colors</li> <li>- Machine on counter (till) has shimmery, bubbling material</li> <li>- Inclusive skin tones for aliens</li> </ul>
<b>Lighting</b>	<ul style="list-style-type: none"> <li>- Should be colorful and fun</li> <li>- Overhead and floor fluorescent-style sci-fi lighting</li> <li>- Mostly baked lighting for performance optimization on web</li> </ul>
<b>Animation</b>	<ul style="list-style-type: none"> <li>- The alien should be idling in store</li> <li>- One of the hanging objects from the ceiling should rotate or bounce up and down to make the scene feel more dynamic</li> </ul>
<b>VFX</b>	<ul style="list-style-type: none"> <li>- Shooting stars in the sky that the viewer can see out the window</li> <li>- Steam coming from air conditioning vent</li> </ul>
<b>Cameras</b>	<ul style="list-style-type: none"> <li>- Multiple camera angle options, including (1) a wide angle shot that captures the entire store, (2) a mid-range shot that focuses on the alien, and (3) a close-up shot that features a video game.</li> </ul>
<b>Post-processing</b>	<ul style="list-style-type: none"> <li>- More vibrant colors</li> <li>- Bloom on lights</li> <li>- Vignette</li> </ul>
<b>Audio</b>	<ul style="list-style-type: none"> <li>- Electronic hum of machines in shop</li> <li>- Music that might be played in the shop</li> </ul>
<b>UI</b>	<ul style="list-style-type: none"> <li>- Buttons to switch between camera angles</li> <li>- Menu with audio controls</li> </ul>