

Basic Information

Game Title: Unfolded (temp)

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IMGD 4000 Students:

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Elevator Pitch (maximum 3 sentences describing the game):

At the age of 14(?) , [name pending] is ecstatically turned into a magical boy. The only issue is he was given clothes for magical girls instead. Desperate to be given the right outfit, [name pending] ventures out with his poofy skirt and wand in hand! (dungeon crawler)

Detailed Description

Where and when does the game take place?

2010s suburban United States

Who/what are the protagonist and adversary (which one is the player)?

Protagonist:

(Name is not final) Colin, a 14 year old magical boy on a journey to the Organization of Magical People to demand more fitting clothes.

Adversary:

Varying eldrich horrors

Explain the primary objective of the player and how the player wins.

Objective:

Reach the boss at the end of the dungeon floor.

The player wins by beating the boss at the end.

Include some adjectives to describe to us what the vibe of your game is like.

When doing this, think about what emotions you want to try to make the

player feel. Some good adjectives might include fanciful, silly, dark, hardcore, relaxing, stressful, frantic, melancholy...etc.

- Whimsical
- Horror
- Humorous/Sarcastic
- Juxtapositional

Explain the general game narrative (if any) in 1-2 paragraphs

Colin, a 14 year old boy living in your average suburb, finally achieves his dream of becoming a magical boy. The only issue, he was assigned magical girl clothes, he's a boy for crying out loud! How is he expected to be taken seriously in a poofy skirt? Follow Colin as he traverses the varying dangerous dimensions needed to reach those in charge of all magical beings, the Organization of Magical People.

Over the course of the adventure, Colin experiences the horrors outside of the Earth he is familiar with, over time learning to embrace the clothes that he was assigned. By the end, Colin was so invested in the process to reach the OoMP, that he realized his newfound enjoyment wearing feminine clothing but confidence in his identity as a boy.

What is the basic game mechanic? (Use visuals, as appropriate)

Our game is a dungeon crawler with a basic projectile combat system to fight enemies.

Include asset list (with brief description, as needed). Your asset list should list everything you anticipate having to create for the game from both a tech and art standpoint.

Art	Tech
<ul style="list-style-type: none">- Player (in magical clothing)<ul style="list-style-type: none">- Modeled, textured, animated- The OoMP employee character<ul style="list-style-type: none">- Modeled, textured, 2 animations- 3 Eldritch enemies<ul style="list-style-type: none">- 1: small cute enemy- 2: regular enemy- 3: boss	<ul style="list-style-type: none">- Projectile system- Enemy AI- Enemy spawning system- Simple room generation system- Power up system (health, atk, and atk speed)

- All modeled, textured, rigged with 2-3 animations
- 3 Dungeon environments
 - Decrepit baby room (Boss fight room)
 - 10 unique static meshes
 - Abyss-like cave (2nd room)
 - 6 static meshes reused (but retextured) with the glow cave, and 2 unique meshes
 - Glow cave (1st room)
 - 6 static meshes reused (but retextured) with the abyss cave, and 2 unique meshes
- Dialogue UI and character sprites (of Colin and The OoMP)
- Background music and ambience
- Sound effects
 - Player sounds
 - Enemy sounds
- 5 Particle effects
 - Enemy when hit, enemy when killed, player when hit, player when attacking/shooting, room cleared

Briefly describe the technical requirements that will be used in the game (e.g., physics, pathfinding, networking, AI).

Enemy AI

- Basic enemy pathfinding towards the player
- Variations based on enemies
- Melee and Ranged type

Enemy spawning system

- Enemies spawning in waves
- Wave spawns after previous wave defeated

Simple room generation system

- Next room spawns after current room completed
- Linear room system

Power up system (health, atk, and atk speed)

- Players receive simple power up following room completion
- 3 types: atk, health, atk speed

Include style guide, with all sketches, images, and concept art. artists will need to have come up with one concept sketch for their main character, 5 NPC characters/objects, and environment.

Character and Enemy Concepts

mini cute enemy concepts

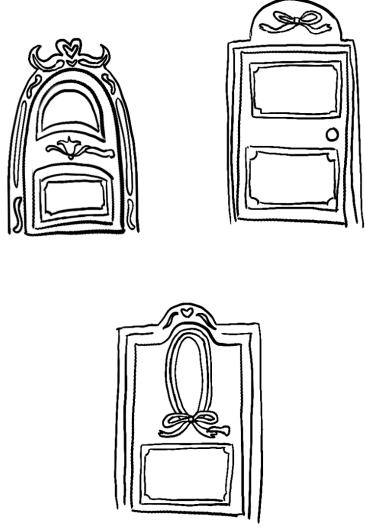
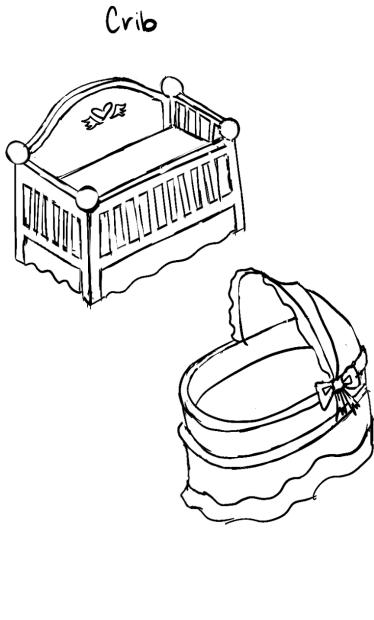
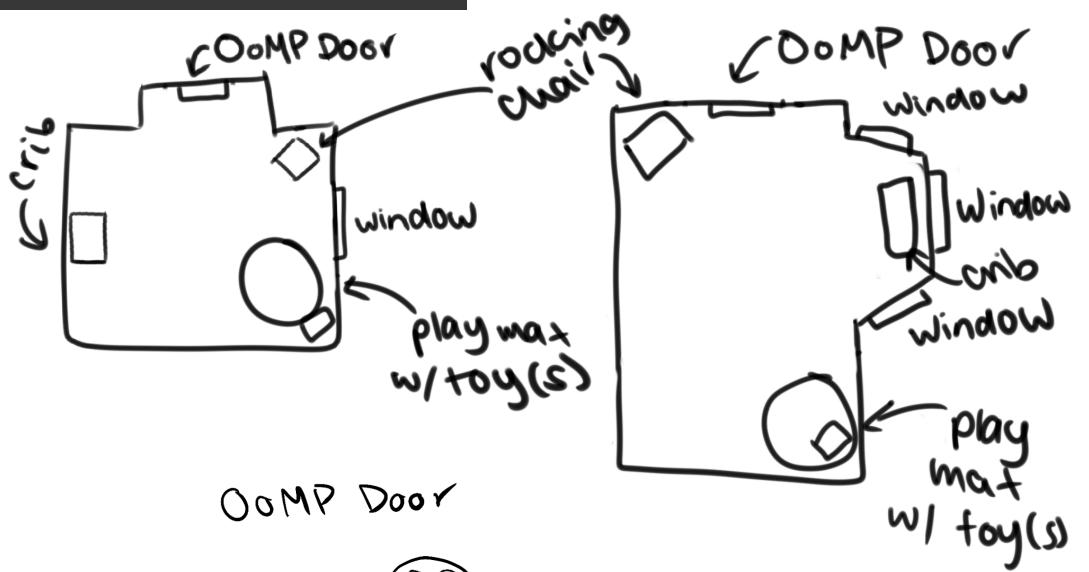
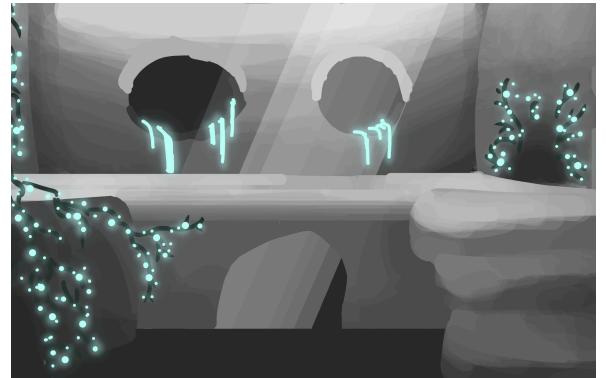
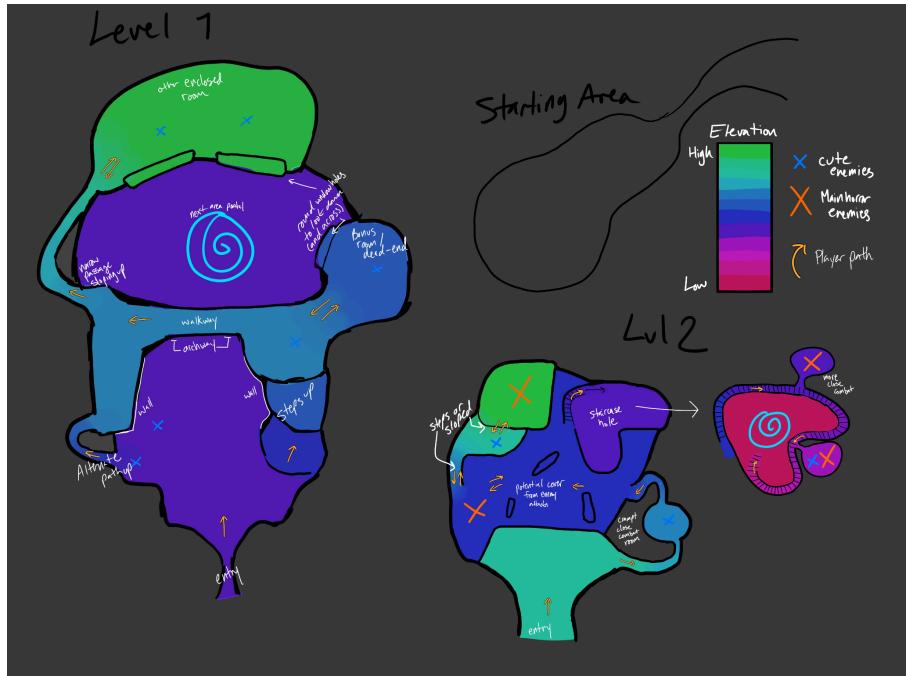
1#



2#



Environment Concepts



- Player (in magical clothing)
- The OoMP
 - Semi-horror, uncanny human features
- 3 Eldritch enemies
 - 1: small cute enemy
 - melee
 - Blob, slime (potentially)



- 2: regular enemy
 - Long-range form of attacking
 - Tentacles, spit, corrosive goo(?)
- 3: boss
 - Grappling and long-range
- 3 Dungeon environments
 - Decrepit baby room (Boss fight room)
 - Large door in back (to trigger cutscene/ending)
 - Abyss-like with water (2nd room)
 - Minecraft glow cave (1st room)
- Gun
 - Nerf Rebelle



Inspirations:

▶ Legend of Zelda: Echoes of Wisdom