

High Level Vision Canvas			
Game Code Name:	Evil Siebel		
Target Platform(s):	PC		
1. Genre <i>(1st person shooter, Puzzle, Sidescroller, etc.)</i>	3. Player Types <i>(ranked by importance)</i>	Core Pillars <i>(in the form "User can...")</i>	Core System Breakdown <i>(ex: Combat has Melee/Range)</i>
1st person	Speedrunner (tries to escape as fast as possible)	User will solve puzzles to obtain collectibles required to progress through the levels	UI for lives and score
Horror	Collector/Completionist (wants to explore every part of the map)	User will utilize movement to avoid enemies or use limited item to temporarily disable them	Enemy behavior
Puzzle		User will traverse through a variety of floors/levels, each with their own unique puzzles	Music and sound effects
Adventure			Damage system
			Environment interaction
2. IP/World/Environment <i>(high level of environment, characters, style, history, etc.)</i>	4. Player Experience <i>(in the form "User will feel... when they ...")</i>		Collectibles
Siebel Center	Challenge through solving puzzles		
Realistic	Accomplishment by clearing rooms/floors		
Evil robot enemies being controlled by AI	Fear/tension when escaping enemies		
Different floors			Required Hidden Systems <i>(ex: AI, Save/Load, Navmesh)</i>
			AI to control enemy behavior
			Save points after each floor
			Tracking collectibles needed to progress
5. Inspirations			
<i>(Use movies, games, comics, etc. to describe key elements of the game, remember to include what is targeted - ex: UI inspired by LoZ: Breath of the Wild)</i>			
Poppy Playtime	Puzzling system		

Dead by Daylight	Enemy escape and interactions			
Terminator	(Story- evil robots/AI)			
Color Coded Grading Elements				
<i>Inspirations (#5)</i>	<i>Genre (#1)</i>	<i>User Types (#3)</i>	<i>Core Pillars (#6)</i>	<i>Core Systems (#7)</i>
Inspirations should state what element of the project they are inspiring. <i>Example: Red Dead 2 (UI)</i>	Look for things that don't belong. <i>Example: World descriptions, Features, Systems.</i>	User types should be tied to User Experiences	These should be in the form of "User Can..." The items don't need that phrase but should flow from it. <i>Example: Explore a vast world of differing climates.</i>	Core systems must support a core pillar or key functionality. <i>Example: Load/Save is not a pillar but is a key functionality.</i>
Inspirations should have other elements like Genre	Look for missing elements: <i>Example: 3rd person but no genre like RPG or Action.</i>	Check the Core Pillars and Experiences to ensure	Each element should be related to a specific user	Think of elements that support key project infrastructure or system that are inferred by Core Pillars. <i>Examples: Travel app that visits various sites in a Country needs a transit system between sites.</i>
	Think about Camera and Genre/Class me	The Type should be followed by a short description	Each element must describe a core element of the project, remove it and the project cannot deliver the expected experience.	
			The pillars should include the key elements, review the player experience, World Description, and Core systems to see if they describe something that is key but not listed in the Pillars. An example might be multiplayer for a game or activity driven for a travel app.	Remember Core Systems is a means of informing the team what systems need to be developed/architected.
	<i>IP/World (#2)</i>	<i>User Experience (#4)</i>	Don't let the core pillars get too low level or you are taking away decision making from the team, keep the pillars high level, giving the game structure without too much detail.	<i>Hidden Systems (#8)</i>
	Each element should describe the background / World, giving context to the project. Review the other areas to ensure the correct elements are present. <i>Example: Genre says RPG and World says Post-Apocalyptic, missing near future or far future to help define the world/tech.</i>	These elements should describe the emotions elicited as users experience the key areas of the project.		These are your standard systems that don't make the game or the app the app (as in core systems) but they are needed for the project to function properly)
		The Core Pillars should tie to the Experiences, all of the experiences should be there, one experience can support multiple core pillars.		Examples include animation, AI, voice, cinematics. We can't name all but we should name those key systems that support the gap in general.

		<p>This should only be for experiences, not other areas of the canvas. <i>Example: a core pillar, system or type is listed in this area</i></p>		
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