

Project Charter

Team Whatever

Leon, Adam, Nathan, Hizo, Yunhao

☐ Chosen Archetype

1. Maze

☐ Goals

❖ **What are the goals of this project?**

- Create an intriguing playable experience.
- Exploration focus
- Puzzle focus
- Turn-based movement which gives players time to think
- Compelling narrative

❖ **How are these goals compatible with the broader goals laid out in the team charter?**

- Our goals are to create a game that meets our players' expectations
- An exploration and puzzle focus and turn-based movement suit our players' playstyles
- The narrative gives the players a reason to care about the objectives

❖ **How does this game help the team reach its future goals?**

- This project will help to develop our collaborative skills as designers
- This project will serve as a good portfolio piece for our resumes

❖ **How does this game align with the team's motivation to create specific experiences for players?**

- The game should feature an appealing aesthetic and immersive environment.
- The game should be a short polished experience that delivers quality moments to the player.
- The game should not be pretentious.
- These can all be achieved within the maze archetype and align with our team's values.

❖ **What concerns, risks, or challenges has the team forecasted?**

- Any technical problems encountered during the process.
- Worry about any workload or poor time management
- The challenge of creating the actual puzzle which is the level design

- Keep timely communication and overcome remote online collaboration that can't be avoided.

❖ **How will the team overcome them?**

- Record and report progress in a timely manner.
- Set milestones and utilize the Miro or Kanban board to record progress.
- Maintain communication and attention on Discord to prevent missing any project changes or reminders.
- Don't change plans without other members' authorization.
- Plan time management and target quality in advance to overcome over-scoping

□ **Project Description**

❖ **A short breakdown of the game**

- Players explore a maze, looking for keys and solving puzzles to progress.
- Players experience a short but compelling narrative.

❖ **Player experience map (cont.)**



Figure 1: Refined gameplay experience

❖ **What parts of the game are core to the player's experience? (Pillars)**

- Navigate
- Explore
- Solve

□ **References**

❖ **What references did the team explore in relation to the archetype?**

- Labyrinth of Galleria (2023)
- Dark Deception (2020)

- Etrian Odyssey (2007)
- Dungeon Master (1992)
- Mabinogi (2006)

❖ What patterns were identified?

- Grid System Movement
- Combat
- Party system
- Minimap
- Doors and keys

❖ What references inspired the team for this project?

- Labyrinth - Movie (1986)
 - Fantasy elements/mazes can transform
- Dungeon Meshi - Anime (2023)
 - Party dynamics
 - Dungeon creatures and species for attack system
 - Hidden gate or intersection
 - Traditional JRPG fantasy story
- Made in Abyss - Anime (2017)
 - Feeling of exploration
 - Lost/trapped in a hostile environment

□ Audience

❖ Who is the target audience?

- Teenagers / Young adults who enjoy exploration and puzzle-solving
- People who enjoy a more relaxed and slow-paced experience
- People who enjoy role-playing and immersion in fantasy worlds

Excitement	Low	Completion	Mid
Destruction	Low	Power	Low
Competition	Low	Discovery	High
Community	Low	Design	Mid
Challenge	Mid	Fantasy	High
Strategy	High	Story	High

❖ How is this target audience justified?

- The maze environment provides a place for players to explore
- The game's turn-based nature allows players to play at their own pace.
- The narrative and aesthetics of the game will immerse players into the world.

❖ **How does the target audience line up with the goals of both the game and the team?**

- Make sure the theme is obvious and clear and confirm that players will not be unfamiliar with the game mode
- Creating interesting puzzle designs aligns with our team's goal to build skills in game design.
- The fantasy elements and focus on immersion appeal to players interested in role-playing games.
- A shorter, more polished game appeals to players who enjoy memorable and meaningful gameplay.
- The game's relaxed feel suits an audience that prefers a low-stress, enjoyable experience.

□ **Features**

□ **Feature 1 - Movement & Camera - Adam**

- This feature is a core component within our game, the movement and camera feature allows players to traverse and observe around each level. This feature connects all other features together by making the player able to explore the game. This supports two of the three pillars being navigate and explore due to these being mainly involved with the movement of the player. This also contributes to one of our main goals of making an exploration-focused game. Since our target audience is highly motivated by discovery, this feature relates directly to them.
- Reference
 - Movement: Labyrinth of Galleria (2023)
 - Camera: Cyberpunk 2077 cutscene (2020)

□ **Feature 2 - Dialogue System - Yunhao**

- This feature consists of the execution of the narrative within our game, this system will give the player text when an NPC is interacted with. This relates to other features in the game because the dialogue will offer hints to some of the puzzle areas in order to help players that are stuck. This supports the solve pillar as it directs players in the right direction to solve puzzles. This contributes to the goals due to the compelling narrative we want to deliver as well as the intriguing experience we want our players to have. Our target audience will resonate with this feature because they have high fantasy and story motivations.
- Reference
 - Dialogue box: The Legend of Zelda: Ocarina of Time (1998)

□ **Feature 3 - Area 1 (Ice Library) - Nathan**

- This feature is to create a map maze area mainly with ice puzzles in it. This relates to Feature 1, as the design of areas will be tightly linked

with how the player moves. It contains a certain level of level design that pivots around our core design pillars like Navigation and Exploration. This contributes to our goals as we want to create a puzzle focused game and one that is intriguing to players. Our target audience would resonate with this because they are highly motivated by strategy in games

➤ Reference

- Movement: Papa's Pastaria Slider Escape minigame (2013)
- Environment: [Frozen Library](#)

□ Feature 4 - Hub Area - Leon

- This feature is a central hub within the maze which will have NPCs, connections to the other parts of the maze, and the final door which the player is trying to open to beat the game. This will provide much of the overall structure of the game and connect experiences from other parts of the maze together. The target audience will resonate with this feature because it will act as a safe and familiar area for the player which will support our audience's desire for a relaxing experience.

➤ Reference

- Layout: Maze Runner (2014)
- Layout: Metroid Prime (Talon Overworld) (2002)

□ Feature 5 - Area 2 (Garden) - Hizo

- This feature is the second maze area in the game. It has water routing / flooding paths and moving blocks as its main mechanics. This supports our design pillar of puzzles by having complex dynamic puzzles within this section. Players resonate with this feature because of their desire for a high strategy

➤ Reference

- https://en.wikipedia.org/wiki/Hedge_maze
- <https://en.wikipedia.org/wiki/Greenhouse>

□ Feature 6 - Minimap - Adam

- This feature is a minimap in the corner of the screen that will show where the player has already been. The minimap will fill in as the player explores the maze. This supports the usability of the maze sections and resonates with players who want both a sense of safety, always knowing how to get back to where they were, and providing a sense of accomplishment for completing sections of the map.

➤ Reference

- Etrian Odyssey (2007)