

REVELATIONS

A Cry from the Past

WHO ARE WE?



Left To Right

- Game Designer / Programmer : Andre Reano
- Lead Producer/Lead Programmer: Ivan Echavarria
- Assets Manager / Programmer: Logan King
- Lead Artist / UI Programmer: Taha Saleem
- Software Manager / QA: Anto Nanah Ji
- AI Programmer/ Sound Design: John Zhu



GAME INFLUENCES

Layers of Fear



Amnesia



AC Syndicate





GAME OVERVIEW

- Our game genre will be a horror / suspense type.
- It is set in a Victorian Era, much like how AC Syndicate is set in Victorian London.
- The game will be played inside an orphanage.
- It will be a survival game that will be driven by the story of our main character; Father Matthews. When Matthews checks on his kids, something happens to him and suddenly he is experiencing a nightmare he doesn't understand.



MECHANICS, DYNAMICS, AESTHETICS

Mechanics:

- Seated VR experience
- Controller movement
- Stealth mechanics
- Problem solving
- Sound and visual importance
- Item interactions
- Run or fend off enemies
- Regenerative health system



Dynamics:

- There will be a normal walk movement
- Stealth movement will be used to try and avoid enemy detection
- Puzzles to solve in order to progress
- Sound to hear enemies and game checkpoints
- Visualizing in-game texts for solving problems and understanding the story
- Interaction with items by picking them up, placing them in specific spots

MECHANICS, DYNAMICS, AESTHETICS (CONT.)

Aesthetics:

1. Needs:

- Audio and visual cues will be important to progress
- Audio and visual effects that will provide immersion
- Audio effects that makes you feel like it's happening right in your vicinity
- Victorian era decoration and art work
- Health system is regenerative like CoD games
- Heart rate audio system for stealth mechanic

2. Wants:

- Video cut scenes for story immersion
- Possible voice acting
- Different difficulties(?)



PLANNING

- Scrum and sprint system to provide every members respective task to do for every week
- Use of Google spreadsheet to organize our assignments
- Mandatory meeting every week to update ourselves with tasks for the following week
- Deadlines to provide assigned tasks
- Use of GitHub, discord to manage our project
- Plan ahead of times to not fall short on our deliveries

PLANNING(CONT.)

Here's an example of our sprint spreadsheet planning:

Controllers: Main game controllers will be the Oculus controllers, testing and/or secondary controllers will be keyboard and mouse UI: We will avoid as much as possible to add text to the screen. Players health will be on the display queues of damage will be implied with the screen turning green loventory. Player will pull a bag and pick an item or put items in it grabbing them with their hand. Player will have to hold a lamp with one hand and one other items. SPRINT#2 Category BackLog / User Stories To Do Started on (Date) In Progress/ Due Testing Priority Controllers Controllers Controller Input Coulus Input Oculus Input 2/9/2018 Due Friday Feb/16 Test on build TBA High Art Assets environment Victorian House Type Find assets 2/9/2018 Due Friday Feb/16 N/A High Sound FX Steps/Breathing/Screams Find Sounds 2/9/2018 Due Friday Feb/16 N/A High Level Design Blueprint of level Actual Level Design Anticipation moments Create a puzzle 6 Puzzles 2/9/2018 Due Friday Feb/16 Test on build TBA High Level Puzzles Create a puzzle 6 Puzzles 2/9/2018 Due Friday Feb/16 N/A High Level Puzzles Create a puzzle 6 Puzzles 2/9/2018 Due Friday Feb/16 Test on build TBA High N/A High Level Puzzles Create a puzzle 6 Puzzles 2/9/2018 Due Friday Feb/16 TBA Medium To Implement at some point To Implement at some point	С	A B	D	Е	F	G	Н	I	
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