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

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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.

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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(?)

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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:

	A	B	C	D	E	F	G	H	I
	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 greyish and Inventory: 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 item on the ot								
SPRINT#2	Category	BackLog / User Stories	To Do	Started on (Date)	In Progress/ Due	Testing	Priority	Done
	Controllers	Controller Input	Keyboard/Mouse inpt	2/9/2018	Due Friday Feb/16	Test on build TBA	High	Yes
	Controllers	Controller Input	Oculus Input	2/9/2018	Due Friday Feb/16	Test on build TBA	High	No
	Art Assets environment	Victorian House Type	Find assets	2/9/2018	Due Friday Feb/16	N/A	High	No
	Sound	Game Over/ Main Screen	Find Sounds	2/9/2018	Due Friday Feb/16	N/A	High	No
	Sound FX	Steps/Breathing/Screams	Find Sound FXs	2/9/2018	Due Friday Feb/16	N/A	High	No
	Art Enemies	Orphans , ghostly kids etc	Find assets	2/9/2018	Due Friday Feb/16	N/A	High	No
	Level Design	Blueprint of level	Actual Level Design	2/9/2018	Due Friday Feb/16	In progress	High	No
	Level Puzzles	Create a puzzle	6 Puzzles	2/9/2018	Due Friday Feb/16	TBA	Medium	No
	Anticipation moments	Create anticipation	Scare anticipation	2/9/2018	Due Friday Feb/16	TBA	Medium	No
	Jump Scare	Create a jump scare	Jump Scare	2/9/2018	Due Friday Feb/16	TBA	Medium	No
	AI	Implement enemy AI	Enemy AI	2/9/2018	On Going	TAB	Medium	No
	To Implement at some point							
	Game UI	Screens UI	Screens Design		TBA	TBA	Low	No
	In Game UI	Inventory, Health reaction	Inventory / Player UI		TBA	TBA	Low	No
	Art objects	Items, Lamps, etc	interactable items		TBA	TBA	Low	No
	Story Dialog	Record sound of voice	Game Voices		TBA	TBA	Low	No