

Developer: Another Game Studio

Project start: 2/2/2018

Platform: PC (Oculus Rift)

Genre: Virtual Reality

[Project Nanni]

Synopsis:

- Notes, clues you read to learn about the situation, the world around you, etc.

Type of game:

- Horror
- Suspense
- Puzzle

World Environment ideas:

- Asylum
- Haunted house
- Abandoned hospital

Character movement:

- Pulled through
- Cinematic style
- Controller movement [With the AI implementation and Stealth we lean towards this controllers]
- Teleport movement [With the AI implementation and Stealth we lean...]

Enemies:

- Zombies
- Aliens
- Mentally ill patients
- Ghosts

Game features:

- Water to have things swimming around you
- Stealth, to not be noticed by other enemies, or wait for the coast to be clear
- Game time ~ 10-20min depending on controllers
- Use of environment for weapons to beat the enemies
- Art/Sound/Lighting heavy

AGS Team

Logan King:

- Primary: Programmer
- Secondary: Assets Manager

Andre Reano:

- Primary: Programmer
- Secondary: Lead Designer

Ivan Echavarria:

- Primary: Lead Programmer
- Secondary: Lead Producer

Anto Nanah Ji:

- Primary: Programmer
- Secondary: Lead Programmer Assist

Taha Saleem:

- Primary: Programmer
- Secondary: UI Programmer

John Zhu:

- Primary: Programmer
- Secondary: AI Behavior

FIRST WEEK TASK:

Read document and add or suggest features if necessary

Search for assets that match the theme of the game and provide the links so we can decide what we go with.

Schedule will be provided later today