GameDev 1 – Final Project GDD

Spring 2021 | Tim Handley

## Player Motivation/Experience:

<Night out Z> is an immersive 2D platformer game that is rich in narrative. The player takes on the role of an AI robot - Agent, whose goal is to figure out what makes humans different. She heads off to Z city during the night, chasing her answer. The game has a high stimulation, allowing the player to engage in the game world - talking to different people and examine different things. As the player travels through the Z city, a tragic story slowly unfolds itself.

Game Structure:

Player Format: single player

Challenges: Finding objects that push the story forward

Procedures: the player controls an avatar to learn about the Z city and unfold a story.

Boundaries: screen boundaries

## Narrative:

**Premise:** The player plays as an AI robot that is well developed. She is simply named Agent, but she is extremely bright. She has always wondered why humans are different from robots, therefore she broke out of the lab and took a night out to the Z city, hoping talking to different humans will allow her to learn more about a story of Aurora and the city.

**Setting:** Z city

**Characters:**

* Agent
  + The main character of the game, the player. An AI robot.
* ARi
  + Aurora’s good friend is outside of the club.
* Zachary
  + A young man who wants to commit suicide. Aurora’s engaged boyfriend.
* Cat
  + Aurora’s cat, she can talk!

## Core Mechanic:

The Core Mechanic of this game includes movement and clicking. The player can move freely around and explore the world of the Z city. Players can also click different buttons to interact with the world.

## Other mechanics:

starting conversations, examine objects, using scanners

Receiving information

# GAME SYSTEMS OVERVIEW

## Definitions:

* **Agent:** A character, object, or item that has stuff and/or does stuff. Ex: The sun could be an agent because the sun has stuff, and the sun does stuff.
* **Attribute:** A noun. A property of an agent. A characteristic of an agent. Agents have properties. Is the sun yellow? Yes. The sun has a yellow color. Therefore, yellow is an attribute of the sun.
* **Behavior:** A verb. Something that an agent can **do**. Is the sun creating light? Yes. The sun **does** make light. Making light is a behavior of the sun. Behaviors have source, target, and effect. Behaviors connect agents. Note that a behavior can connect an agent to itself. True fact: The sun does shine light on itself. For the shine behavior, the sun is both a source of light and a target that receives light.

## Written System Description:

* Agent - AI Robot
  + Attributes
    - Sprite: The sprite used for the agent.
    - Position: The agent moves around the environment on platforms
  + Behaviors
    - Move: the Agent can move around in the environment
    - Talk: the Agent can talk to humans
    - Examine: the Agent can examine interactive objects in the environment
* Dialogue box
  + Attributes
    - Position: on the top of the screen
    - Canvas: used to display text
  + Behaviors
    - Display: shows Dialogue between the player and other characters also text for examination.
* ARi
  + Attributes
    - Sprite: The sprite used for the agent.
    - Position: she stands in front of the bar on the right
  + Behaviors
    - Converse: ARi can chat with the player
* Zachary
  + Attributes
    - Sprite: The sprite used for the agent.
    - Position: Zachary is standing on the edge of the cliff on the right
  + Behaviors
    - Converse: Zachary can talk to the player
* Cat
  + Attributes
    - Sprite: The sprite used for the piece.
    - Position: the cat is sitting on the roof of the pizza shop.
  + Behaviors
    - Converse: Cat can talk to the player, talk about herself, answer questions.
* Witch
  + Attributes
    - Sprite: The sprite used for the piece.
    - Position: the middle of the air on the hill
  + Behaviors
    - Converse: Cat can talk to the player, talk about herself, answer questions.
* Portal (Blue)
  + Attributes
    - Sprite: The sprite used for the piece.
    - Position: within the level, towards to right side
  + Behaviors
    - Teleport: take the player to another scene.
* Portal (Green)
  + Attributes
    - Sprite: The sprite used for the piece.
    - Position: within the level, towards to left side
  + Behaviors
    - Teleport: take the player back to the last scene.
* Pizza
  + Attributes
    - Sprite: The sprite used for the piece.
    - Position: the jukebox is located on the left side of the pizza store
  + Behaviors
    - Interaction (examine): the pizza can be examined by the player
* High heels
  + Attributes
    - Sprite: The sprite used for the piece.
    - Position: the is located on the left side of the bar
  + Behaviors
    - Interaction (examine): the high heels can be examined by the player
* Trashcan
  + Attributes
    - Sprite: The sprite used for the piece.
    - Position: the toy is located on the side of the club.
  + Behaviors
    - Interaction (examine): the trashcan can be examined by the player

* Flower field
  + Attributes
    - Sprite: The sprite used for the piece.
    - Position: the toy is located on the side of the hill.
  + Behaviors
    - Interaction (examine): the flowers can be examined by the player

## Systems Diagram

