

By

TeaM8s: Jake Scheide, Bailey Sostek, Kyle Savell and Mike Macninnes

****

**Back Box Description:**

Enter Jim; an unskilled citizen living off whatever money he can make from odd jobs and busking. Naturally, when he receives a phone call from Le Grand Mone, the fanciest hotel in the area, he jumps at the chance to be The Doorman. The intriguing conversations with guests will make him question just how expensive a room is – and the worth of the items they bring with them. Can you be a mini Robin Hood and steal your fortune from the eccentric guests? Perhaps, with a little charm, suave and patience… After all, the best criminals hide in plain sight!

**Features:**

* Visual novel game coded in Ren’Py
* Incredibly deep conversation branches
* Unique objectives generated for each playthrough
* Variable difficulty levels give players opportunities to both learn and master the game
* Original art and dialogue for seven unique characters and items

**Description:**

As our game is coming closer to completion, we feel as though it perfectly represents the goals that we set out to accomplish in our concept document. We were able to implement all important features that we had hoped for and more. We had wanted the player to feel like a villain, and the final game does a good job of this.

It is clear that your character is in no way a hero. The information that you gain by talking to the residents will be used to rob them, and all of the information you gather is vital. You need to be paying attention to the details, or you won’t be successful in your big heist. It is difficult to pull off well, so when you do, it truly does feel joyful.

The only variations of the concept document come from some of the cut scenes that occur in the game. We were going to show the player what item was supposed to be found before the game play begins, however we removed that so that the player must find out what item they will need to steal themselves through dialog. We removed the “Security Room” where the player would grab the key, because it seemed didn’t fit with the pacing of that section of the game. We also made slight variations to other cut scenes, such as changing a third-person scene to fit with the rest of the first-person view, or a slight variation of the ending scenes.

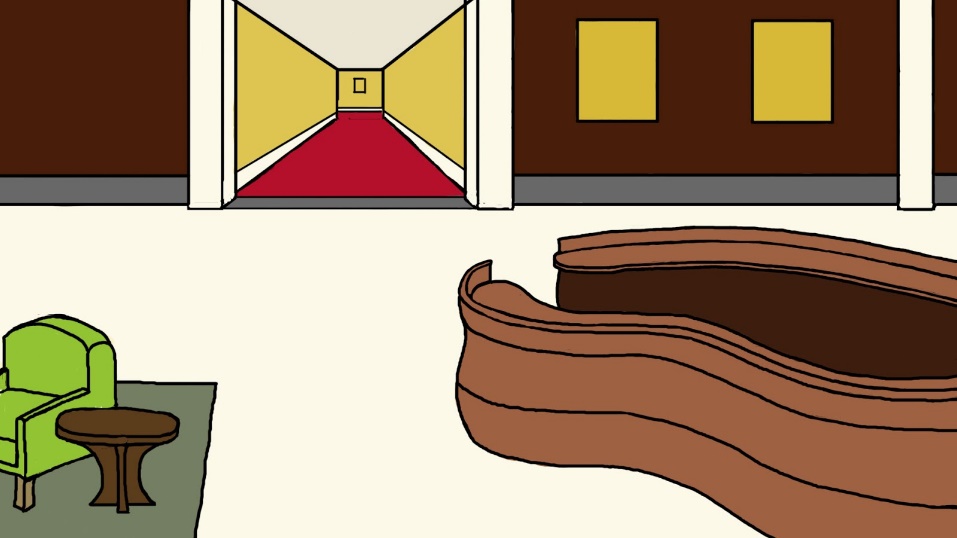
**Questions from Playtest Survey:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | 1. | Did you find the item? |  | |  |
| |  |  |  | | --- | --- | --- | | 2. | If you answered 'YES', how difficult did you find the game? |  | |  |
| |  |  |  | | --- | --- | --- | | 3. | If you answered 'NO', how difficult did you find the game? |  | |  |
| |  |  |  | | --- | --- | --- | | 4. | Did you use the notepad? |  | |  |
| |  |  |  | | --- | --- | --- | | 5. | Did the game feel original? |  | |  |
| |  |  |  | | --- | --- | --- | | 6. | Did you notice any bugs or any technical glitches? (Purely errors in gameplay, rather than story/spelling) |  | |  |
| |  |  | | --- | --- | | 7. | General Comments / Suggestions | |  |

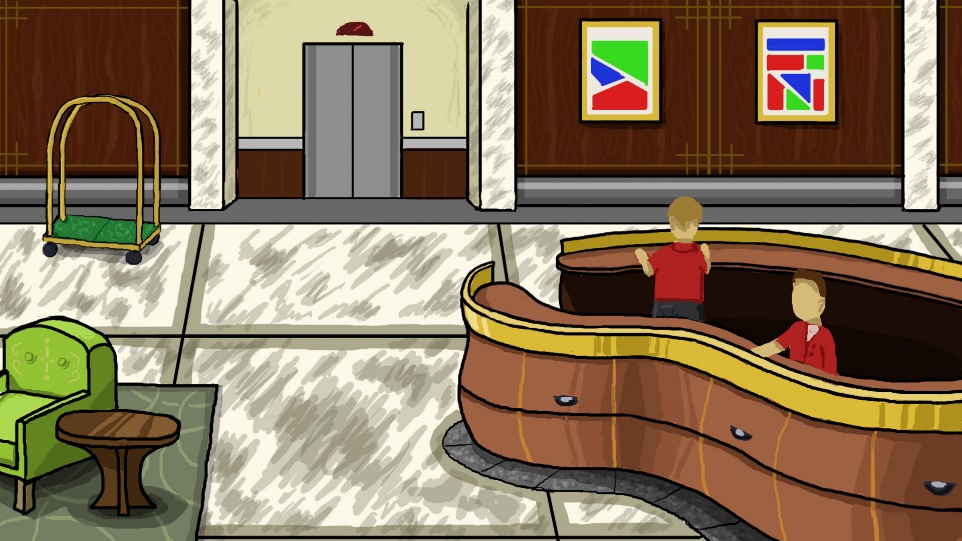
**Non-original Asset List & Documentation:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | Filename | Use in game | Time | Source & Information |
| music | Music\_Menu.mp3 | Background music for menu | 3:10 | "How it Begins" Kevin MacLeod (incompetech.com) |
| music | Music\_Intro.mp3 | Background music for intro sequence | 5:44 | "Sunflower Dance Party" Kevin MacLeod (incompetech.com) |
| music | Music\_Lobby.mp3 | Background music for lobby | 2:57 | "Deliberate Thought" Kevin MacLeod (incompetech.com) |
| music | Music\_Night.mp3 | Background music for night-time | 3:12 | "Satiate - only strings" Kevin MacLeod (incompetech.com) |
| sound | Sound\_Elevator.wav | Elevator beeping sound to signal floor select. | 6.6 sec | http://www.freesound.org/people/GilPS/sounds/241763/ |
| sound | Sound\_Lose.wav | Music/sound for lose state | 3.69 sec | https://freesound.org/people/LittleRobotSoundFactory/sounds/270329/ |
| sound | Sound\_Win.mp3 | Music/sound for win state | 2.06 sec | https://freesound.org/people/kiddpark/sounds/201159/ |
| sound | Sound\_Click.wav | Sound for pressing a menu/dialogue button | .045 sec | http://www.freesound.org/people/kwahmah\_02/sounds/256116/ |
| sound | Sound\_Door.wav | Sound for a character leaving a scene (door sound) | .65 sec | http://www.freesound.org/people/THE\_bizniss/sounds/53269/ |
| sound | Sound\_Phone.wav | Phone ringing | 20.1 sec | http://www.freesound.org/people/cbakos/sounds/50646/ |
| sound | snore.mp3 | Snore sound for | 3.0 sec | Hollywood sound effects library |

**Original Concept for Lobby Scene:**

****

**Final version:**



**Character Art:**

