

Project Deliverable 1: Project Concept

Objective

You are to submit a single “concept” document which describes what your system does, and how it may look. This document should be suitable to show to a non-computing person, written in understandable and non-technical English.

Your document should have 5 sections as follows:

1. Aim of game

- a paragraph or two describing the name of the game and summarising it in the sentence or two.

2. Story

- The ‘narrative’, story behind WHO the player is, WHAT they are trying to do, WHY they are trying to do it etc.

3. Game Play

- How the game is won and lost
- How the user scores points / progresses through the game
 - E.g. how they complete a level
- What happens when:
 - A level is completed, or failed
 - Something goes wrong during a level
- How to gain / lose lives / score / health etc.
- Things you may need to pickup / open / interactive with etc.

NOTE – the above list is not completed – use common sense to try to fully describe your game (e.g. a card game would not include “lives” but something different...)

4. Possible additional game features:

5. Annotated screen design of running game

- hand-drawn sketch or scan / photo of a sketch
 - i. annotated – with the names of items on the screen,
 - ii. arrows to indicate how objects are moving / animating etc.
 - iii. main in game, and game status GUI elements illustrated

See the provided example on the next 2 sheets ...

1. Aim of game:

- to collect all the notes for the chords of the 'lost song'

2. Story:

- the Evil Drummer hates melodies and music, and has STOLEN all the notes to the magic song of "Music Land"
- your role as a novice musical monk is to search through the different counties of MusicLand, searching for the lost notes
- Each county (level) contains all the notes of one of the chords needed by the song

3. Game play:

- For each level you will be shown the notes you need
 - E.g. level 1: C major = notes C E G
 - The level is complete when you have collected all notes for the chord-county
- If you collect a WRONG note you will be magically transported (respawned) to a RANDOM location in the county, and will LOSE any notes you have collected so far
- Some notes may be hidden behind doors or inside musical instruments
- On some levels you may need a special tool to help you 'see' or 'hear' a note
 - Special 'glasses', special 'headphones' etc.
- The Evil Drummer may leave drums and drumsticks lying around and other traps to slow you down or take away your collected notes

4. Possible additional game features:

- Lose life if fall off "cliffs of noise" or run out of time on a level
- In final level have to fire all the collected music notes and chords to knock down a wall to release the magical song and win the game
- If collect enough extra musical symbols, can gain an extra life

5. Annotated sketch of running game

