

Project Brief:

- Goal of the project
To create a simple easy game for entertainment
- Final product / deliverable description
It will be a game design for HTML(app optional) platforms
- What will be delivered
An app that works for both android and iOS
- Target Audience
Ages 7+
- Timeline (start date / finish date)
Start at Mar 2, 2021

Game Design Brief

Story

Tom and his friends are playing in the house/at the town. Jerry is so smart and he/she knows how to pretend himself /herself finding others items to hide, such as inside a box, under a chair, or behind the sofa that have been place in the house. So, who will be the best seeker?

Characters

Tom: is a handsome puppy.

Jerry: is a lovely kitty.

Zara: is another beauty kitty.

Uni: is another baby duck.

Unknown characters: are any adventitious visitors.



Gameplay

Jerry, Tom, Zara and Uni are playing Hide and Seek.

When the game starts, half of them will be the one to look for others.

Or Another players will have 50 seconds to hide as an object.

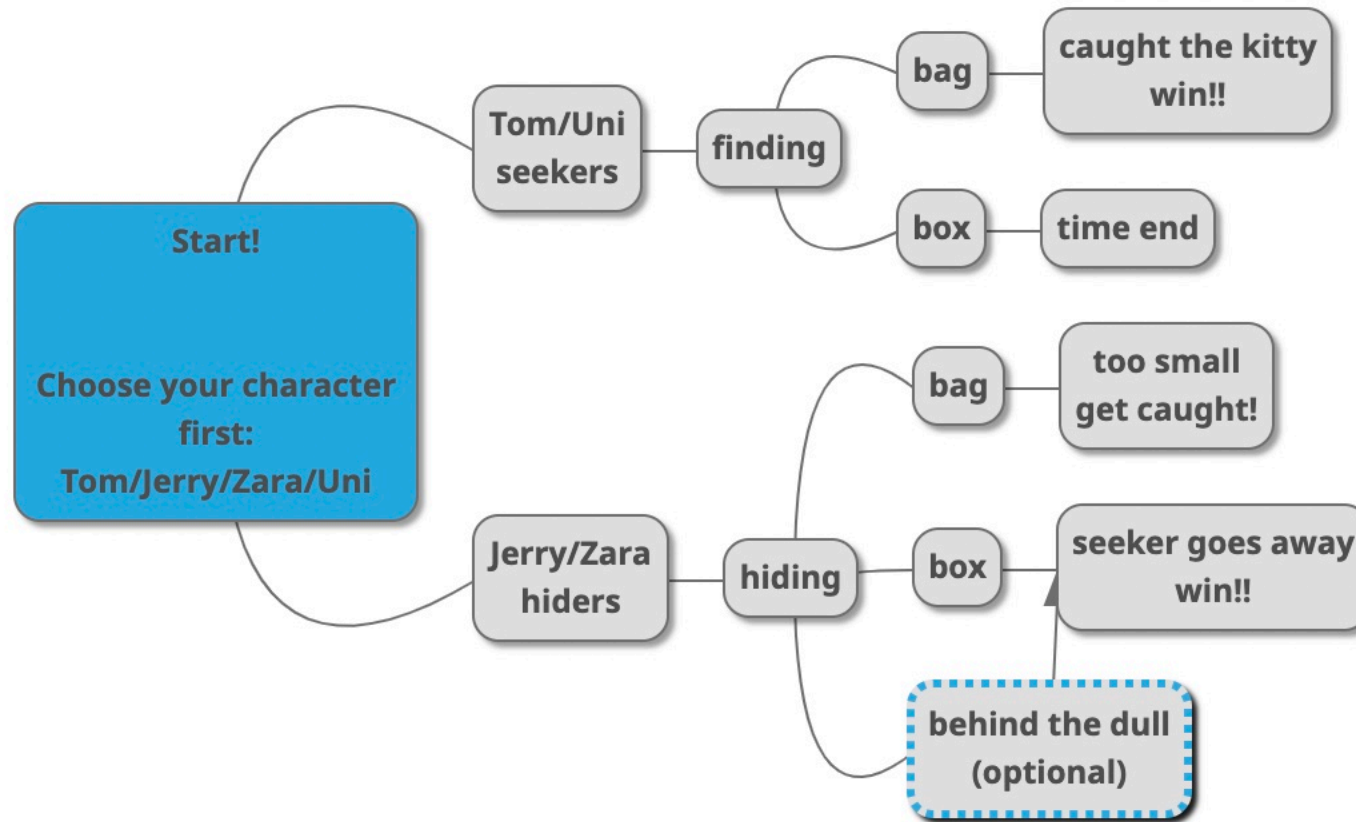
The winners will earn candy.

Visual Art Description

The art style will be 3D cartoon characters and background

Happy and thrilling sounds will be active, as well as some of the beep and celebration sound

The text will use modern fonts/sans serif such as Interstate





Alex

Age: 21

Gender: female

Major: graphic design

Education: graduated from SFSU

Location: lives in San Jose

Biography:

Alex enjoys reading novels in her free-time, and she also like to watch drama. She is a humorous person, and she would find a game that have interesting story behind.

Personality: explorationist

Technology: laptop and iPhone user

Painpoint on games: unfinished and violent games

Goals: because she just graduated from SFSU, and she has time while she is looking for a job. So she would like to play a funny game for relaxing.