DRMGames

Project Description:

What happens when you win a castle, and a wizard sneezes inside of it? magic leaking out into reality, tearing at its fabric. Will you be able to save reality, and yourself? (Are you ready Allyson?)

Audience:

This is intended for the enjoyment of those who like thrillers and puzzle solvers.

Goals and Objectives:

Sound will be key to the experience as most scare features are purely sound based. Making sure each room creates a unique feel of horror to provide an ever-changing landscape within a central location keeping them grounded. Balancing the audio with visuals that also ensnare the senses, creating strong immersion and gameplay that makes returning for replay a heart pounding delight. Sound design must be clear and concise; using different techniques used in common horror games to instill fear in the audience. Audio must queue at certain events to create a unique environment for each separate scene. Each soundscape must be tuned for the scene in which it resides. To learn how to world and lore build while using VXR, Unity, and norm core to learn how to build an experience built for multiple users.

Major Requirements and Features:

The experience must include a unique story and tutorial of the mechanics of which are needed to play the game. Must have 6 unique scenes with their own unique environment and monster/ time constraint. Needs unique challenging puzzles.

Modelling: 6 different unique environments with different assets to complement the scenes and portray what the scene is with as few assets as needed.

Sound: sound is specialized and sets the mood to the scenes. Sounds need to be curated for object interactions. Sound queued for certain events happening.

Story: has an underlying story connected by notes, journal entries, and sound clips.

Coding: Norm core multiplayer is properly integrated. AI guides the models in a believable way using smooth animations. Unique puzzles for each stage. Tooltips and a proper tutorial.

Interaction Design:

Interactable objects for collection through Steam VR script customized for use in Normcore. Monsters for helping drive forward gameplay (help prevent the experience becoming stagnant and losing the thrill). Time factor as well for added difficulty/drive/spookiness.

Team Roles and Reporting Structure:

Rielly will be doing most shaders, texturing, and animations within the scenes.

Makenzie will be doing most of the coding, AI, and world building.

David will be doing asset curation, sound design and UI aesthetics.

Reporting will be done through daily updates through discord to communicate completed or started work. Team calls will happen when creative decisions that need to be made.

Communication Plan:

Communication will be done through discord as well as trello to clearly and concisely communicate progress and any issue or road bumps as they arise.

Timeline and Milestones:

By team meeting 1 we will have curated all the asset lists and characters sounds list, references, and some form or a story developed.

By team meeting 2 full level will be constructed and assets in place, coding being applied and troubleshooted.

By team meeting 3 experience is functional with just bugs, polishing, and lighting to be adjusted/fixed as needed.

Deliverables:

A stable runnable version of our game. All in a Unity Build

Personal Goals: Natural animation and moving AI, Gorgeous Shaders, good world design, and working AI, Natural hand posing, looks good aesthetically, Fully developed story or back story to the experience.

Experience Goals: Create a resident evil type experience where tension and jump scares feel always around the corner but curiosity and adventure prevail as you explore the road to Scaremalot. :)

Success Criteria:

The game is up to our personal and project goals.

We are not sure what the overall aesthetic of this project is? Silly, serious, visceral? Where is the multiplayer rationale? Is this a coop experience.

Challenging puzzles are challenging to create. Be careful not to get bogged down in puzzle creation. Iterate quickly and efficiently. Try to find assets that can be shared across rooms and puzzles.

I recommend focusing on less spaces and puzzles to get a complete and polished project that serves as a proof of concept for the game. One environment, one creature, 3 puzzles.

MILESTONE 1 REVIEW:

Less scenes, focus on the mood, use the design document more for personal/marketing. Focus on what the players get out of it and use the project description to better describe the project.