Game Design Proposal

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1   Introduction

Our team name is Project Raven, our project is a 2D pixel art exploration and mystery game where the player plays as a character with recurring amnesia. The main character will go into a coma-like state and forget everything that happens before while also losing consciousness for an unknown period of time.

The exploration part of the game lets the character roam around the map and interact with objects and other characters. The mystery lies in the plot and the interactions with the characters, each interaction that is required to move further into the game will unleash a series of events. The goal of the game is to find out how to survive. The area itself will kill the player including the environment and some of the creatures around.

2   Game Plot

The game sill start with the main character losing his memories and the player does not even know his name. He will figure out his name after he finds the notes that he has written about his circumstance. Most of the notes will read that he is trapped inside and that the other people are working to keep him from getting out. Some of the notes may lead him to think that he needs to find his way out, other notes tell him that these persons are your friends and you should trust them.

The goal of the game is to figure out that ultimately, you need to stay within the barricaded airport. There will be more and more hints that come up as you progress through the game that will show you that it is not safe outside, but it will also be easier and easier to escape because barricades soften up over time. Additionally, the player will initially think that they need to escape because of his past notes and the cliché of the game.

The story is about a group of people who have barricaded themselves in the airport surviving on the airport's rations and the emergency supplies, they have only been there for about 3 weeks and they have enough supplies to last at least half a year if it is for the five of them only. The airport is completely abandoned, barricaded parts of the airport has blood stains and the many of the chairs and seating arrangements have been destroyed. The group managed to secure the entrances and exits and barricaded away the rooms that are contaminated with deceased people.

The main character falls into a coma for one week and he wakes up with no memories. The only thing he knows is that this happens to him many times before because it feels natural for him to have no memories. There are some notes that he leaves for himself this time because this is the

second time it happened since they arrived at the airport at that time. He has to first explore the area and gather clues, the character will fall into coma multiple times before the end of the game. Each time the scenery changes and the character realizes that some certain amount of time has passed. The amount of time is apparent in the change of scenery, over time other rooms unlock.

His friends are trying to save his life by keeping him in, but his notes and his own self gets paranoid that his friends aren't really his friends and is conspiring together to keep the main character hostage. It will be very easy to lose the game or get killed throughout the game because it gets easier and easier to leave. After the player loses, he now understands that the friends were actually trying to help him. The story continues after they first go through the entire game.

This time they will try to stay inside and as the story unfolds, he needs to make correct choices to gather materials and help the friends keep the area secured. This is the actual run through of the game.

3   Technical Design

- Character Movement - Simple cardinal movement for the main character

- Camera Movement - Camera moves in cardinal direction in set change of length. We will try to get smooth transition, may not be possible depending on time.

- Events - Interactions with certain objects and collision triggers will trigger events which will modify other portions of other rooms.

- Dialogue - Interacting with other creatures and other characters will trigger dialogue between the player and the other characters.

- Time - Implement system where time passes and is accounted for in the game.

- Interactions - Implement system where the player can interact with objects and other characters.

- Save and Load - Saving states of the game for returning in the future.

- Checkpoints - Save points where the player can return to the checkpoint when they die so they do not have to repeat the entire game again. (This is not required, can load from save point instead)

4   Creative Design

The entire game will be built off of pixel art. The game will be played top down and we will make all of our pixel art ourselves. If some object assets will apply to our design and look good implemented into the game would we start using open source assets.

Our plan is to produce all of the pixel art by ourselves because it is easier to keep everything in conjunction with each other. The background will be an airport and in the airport there will be many other different areas as well as the main terminal and landing zones. Other areas may include but not limited to a shopping mall, a museum, an arcade, or a food court.

The characters will also be made and animated using pixel art. The main character will have movement and idle animations. His friends and other creatures that are around the airport will only have idle animations. Some creatures may have attacking animations depending on their interactions with the character and their hostility.

The design of the art will be very different from the style of airport that we know, since the character is constantly going in and out of comas and amnesias. The different styles represent the calamity that the player himself experiences through his eyes and keeps the setting in harmony with the player himself.

5   Putting It All Together

When putting everything together we need to make sure that the characters looks well in the background as well as all the mechanics working smoothly. The camera should shift from section

to section when the players goes through the game and the interactions with each character should give context on what is happening around the area currently. There can be some dialogue that might be useless and the character can get no information on those.

When we get the time working, we need to make sure that the game follows its own timer set within the game and keep the time in consideration when certain events happen. This will be difficult because we would need to keep track of an internal timer and adjust the game based on the internal timer.

Additionally, we would like to make sure that the game flows smoothly and nothing takes away from the player's game play experience. Basically this will add everything in.

6 Polishing

At the end we need to polish the game and make sure that the game functions smoothly without many bugs. This means that the character will move through the game and the camera will work normally as well as the events and the changes to the map will happen and does not cause the game to get stuck. We will spend the last week polishing the game and making sure that the game runs well.

6.1 Milestone 1

Design:

1. Environmental Art - Get half of the tiling done which is half of the entire map. This only includes the floor and some certain objects that belongs in an empty airport.

2. Character Art - Get two character and its animation done as well as another character or a creature finished without its animation.

3. Objects - see Environmental Art

4. Level Design - Flesh out how the first interactions will occur

5. Initialization - Complete initialization and have the scene set up

6. Character Movement - Complete Character Movement on an object and have the script reflect how a character would move without the character first, then add in the character and the background.

6.2 Milestone 2

Design:

1. Environmental Art - Complete tiling the map. This only includes the background and not objects that populate the map.

2. Character Art - Get another two character and its animation done as well as another character or a creature finished without its animation.

3. UI Art - Get basic dialogue UI completed.

4. Objects - Get some objects completed to allow interactions with these objects.

5. Level Design - Flesh out how the second interactions will occur after another bout of coma and amnesia.

6. Camera Movement - Complete basic camera movement

7. Interactions - Complete basic interactions between main character and objects and other characters.

6.3   Milestone 3

Design:

1. Environmental Art - Get objects completed that seems like it belongs in the airport. Make sure that there are enough objects to interact with.

2. Character art - Finish the last character and start working on other creatures that will appear over time.

3. Level Design - Flesh out how the final interactions will occur

4. Events - Start working out how the events will occur and how is the game going to handle events.

5. Time - Flesh out and complete time implementation.

6. Dialogue - Make and complete implementation of dialogue between the characters and the creatures.

6.4   Milestone 4

Design:

1. Environmental Art - Finish the rest of the objects that will be in the airport.

2. Character art - Get all creatures that will be needed completed.

3. Level Design - Finish designing all the puzzles and the interactions.

4. Events - Finish working on event system and implementing the event system.

5. Save and Load - Complete implementation of save and load