

# Team LNKD

Nicki Baumgart - Comm Arts   Kenny Bills - Comm Arts   Jadon Skatoff - Music

Lorelai Davis - Comp Sci   Daniel Polen - Comp Sci

Intro to Game Dev, CMSC 445 | COAR 463, Fall 2024

## Kiss of Death

**Genre :** Minigame Dating Sim

**# of players :** Single Player

**Platform :** PC & Keyboard

**Age Range :** ESRB - T

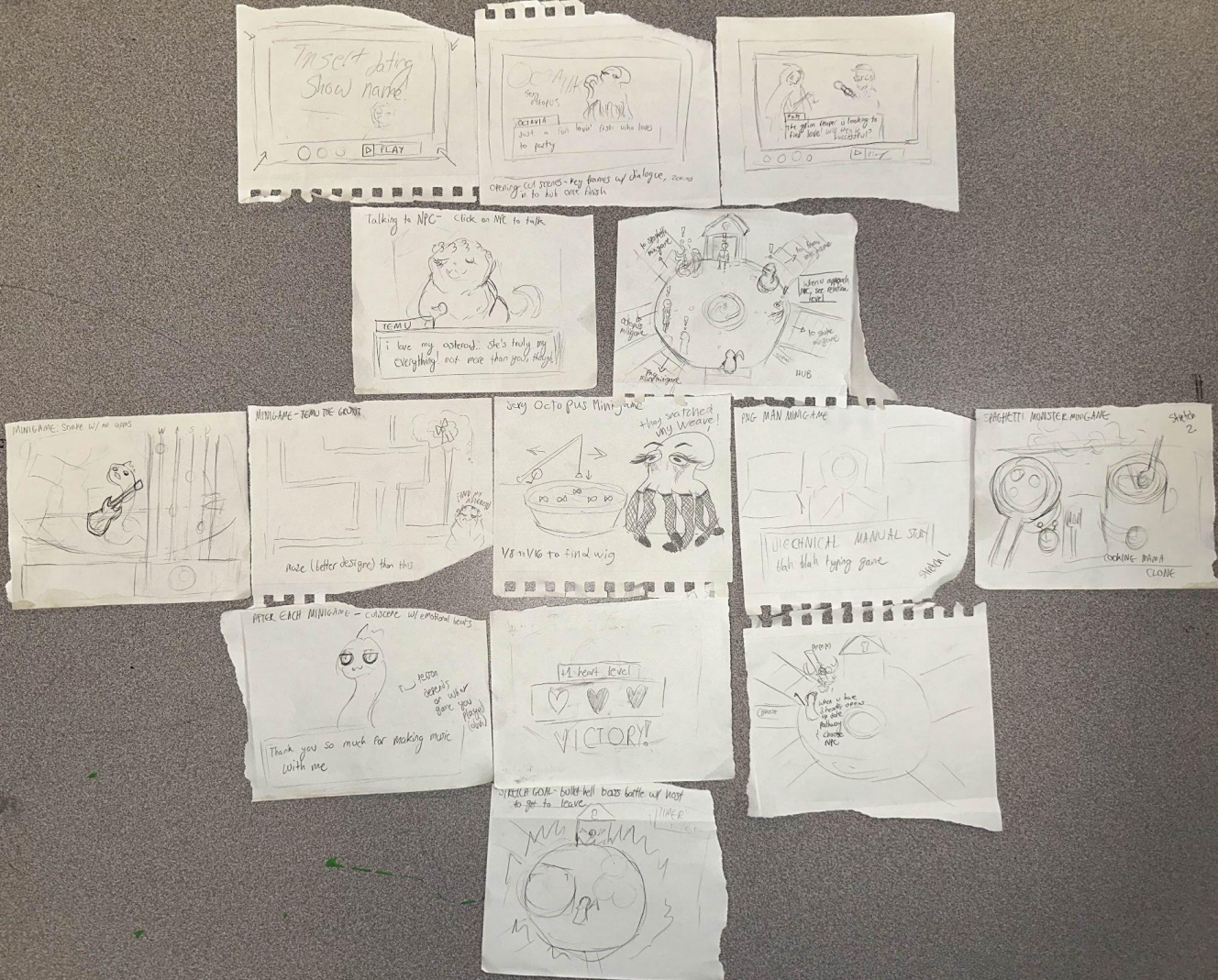
**Summary :** You are the Grim Reaper and you are participating in the hit dating show 'Kiss of Death' where evil characters go to find love. In order to find love you will need to talk to all of the contestants vying for your attention and complete the challenge they impose on you to get close to falling in-love. When you complete the challenge 3 times you may choose who will win the show and fall in-love with you.

**Game Loop :** Enter the game show, play the dating games to earn love and to learn more about them, pick a lover, will you end happily ever after?

**MVP :** A basic form of the main hub with some character art. Only Temu, the character on the top left is playable as this moment. Their game is a maze in which you need to get to the end and touch the temporary asteroid art.

# Storyboard

- Intro Cutscene
- Hub Gameplay
- Minigames
- Earning points
- Final Level





# Asset List

*Italicized : Potential Copyright*

## Intro Cutscene

- TV Frame - **waiting list**
- Play Button - **waiting list**
- Opening cutscene - **bottleneck**
- Character intros - **bottleneck**
- Static effect - **waiting list**

## Hub Scene

- Hub Environment - **on track**
- Character assets (3-6) - **completed**
- MC sprite + animations - **completed**
- MC animations - **waiting list**
- Heart/Interaction UI - **on track**
- Host - **on track**

## Dialogue Assets & Convo Scenes

- Hub Convo Blurbs - **on track**
- Confession Scene - **on track**
- Intro Blurb - **waiting list**
- Post win scenes - **bottleneck**
- Textboxes - **waiting list**

## Rhythm Game

- Background art - **completed**
- Snake character - **on track**
- Music note board - **waiting list**
- Note icons - **waiting list**
- Score UI/Fonts - **waiting list**

## Maze Game (Reuse Character Sprite from Hub)

- 3 maze maps (difficulty++) - **on track**
- Asteroid - **on track**
- Instructions Screen - **on track**

## Fishing Game

- Background - **completed**
- Pond - **on track**
- Fishing Rod - **on track**
- Bar & Timer - **waiting list**
- Wig Asset - **on track**

## Music Assets

- Snake mini game music - **waiting list**
- Hub music - **on track**
- Beginning cutscene music - **waiting list**
- Ending Music - **bottleneck**

## PNG Man Typing game (Stretch 1) - bottleneck

- Text box
- Text
- Cursor
- Timer
- PNG Man (Stock Image)
- PNG background (Stock image collage)

## Spaghetti Monster Game (Stretch 2) - likely cut

- Pot
- Pan
- Timer
- Food Objects
  - Meatball (1-5)
  - Pasta Sauce
  - Noodles
- Background

## Bullet hell (Stretch 3) - likely cut

- Less detailed hub
- Bullets



# Concept Art



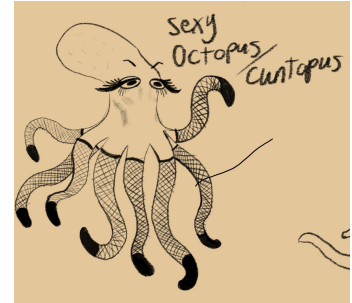
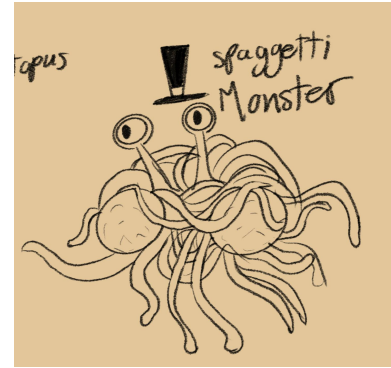
Game Host



Temu the Grunt



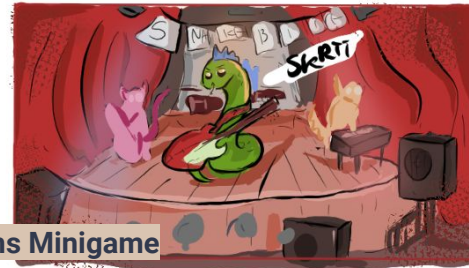
Hub World



PNG Man



Snake with no arms Minigame



# Calendar

Each Members roles:

Lorelai - Lead Game Developer

Nicki - Character & Level Artist

Kenny - Environment & Level Artist

Daniel - Game Designer & Producer

Jay - Music Designer

Member	Week 1	Week 2	Week 3	Week 4	Week 5
Lorelai	MVP Design Work	Beginning Cutscene & Start minigame, (try to finish maze minigame)	Finish core mini game mechanics	Integrate created assets/Polish UI (implement stretch goals if possible)	Test play/publish game
Nicki	Hub characters. Character models (2/6). Walking animation. (stretch)	Finish character models.	Character animations. Level assets.	Writing. Opening cut scene.	Art Polish
Kenny	Design hub world	Design backgrounds	Design mazes and fishing minigame assets	Spaghetti monster game assets	Art Polish
Daniel	Project Setup and Skeleton	Hub scene setup with scene transfer	Finish game handling mechanics and provide support to Lorelai	Polish out all surrounding scripts to eliminate bugs (touch upon stretch goals)	Crunch time bug fixing & playtesting
Jay	Music Design Meeting	Work on music	Submit music	N/A	N/A

# References

Types of RISK that can affect us are:

- **Scope creep:** Allowing the scope of the project to increase further than what our resources can manage
- **Technical issues:** Having scripts or whole game mechanics get bogged down technically and not function to need causing delays in other aspects of the project
- **Creative blocks:** Designing the narrative around and inside of the project can't get delayed due to a disconnection visions or just a overall lack of creative direction causing a slump in creativity

[Unity Asset Store \(free\)](#)

[Rhythm Game Tutorial](#)

[Fishing Game Tutorial](#)

[Typing Game Tutorial](#)

[Possible TV Effect - github](#)

[Unity Crt Asset - Free](#)

[Dialogue system tutorial](#)

[Cutscene tutorial](#)