

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.

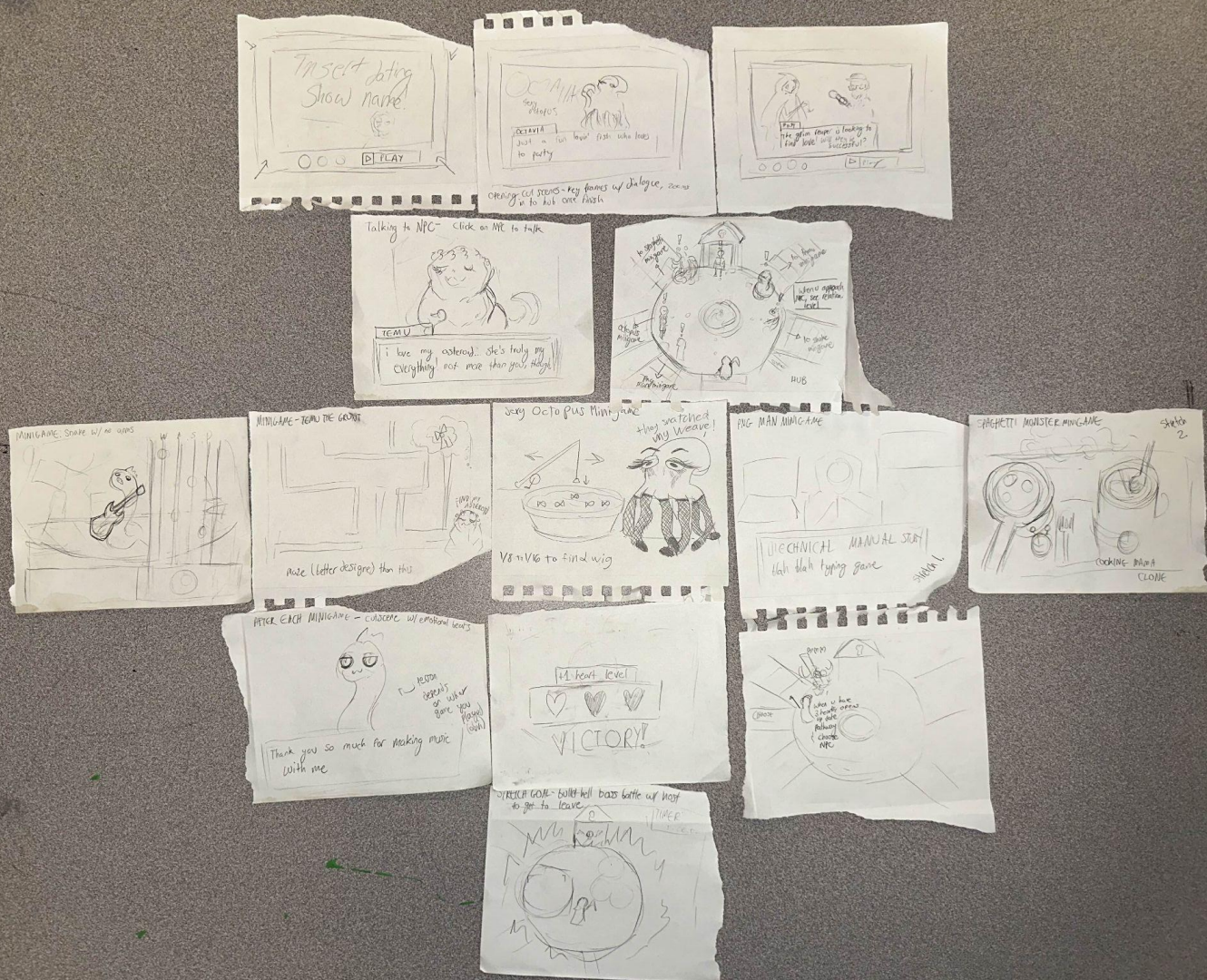
Game Loop : Enter the game show, play the dating games to earn love and to learn more about them, pick a lover, will you end happily ever after?

Draft: basic intro and outros for our game have been done without art. Fully functioning hub world with two fully working minigames out of the 3 visible characters. Most art and audio assets that have been made are shown in the game with more to come.

Rhythm game controls are - Z X C V

Storyboard

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





Asset List

Italicized : Potential Copyright

Intro Cutscene

- TV Frame - **completed**
- Play Button - **completed**
- Opening cutscene - **on track**
- Character intros - **on track**
- Static effect - **completed**

Hub Scene

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

Dialogue Assets & Convo Scenes

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

Rhythm Game

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

Maze Game (Reuse Character Sprite from Hub)

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

Fishing Game

- Background - **completed**
- Pond - **completed**
- Fishing Rod - **completed**
- Bar & Timer - **on track**
- Wig Asset - **completed**
- Minigame entrance - **on track**

Music Assets

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

PNG Man Typing game (Stretch 1) - waiting list

- Text box - **waiting list**
- Text - **waiting list**
- Cursor - **waiting list**
- Timer - **on track**
- PNG Man (Stock Image) - **on track**
- PNG background (Stock image collage) - **on track**

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



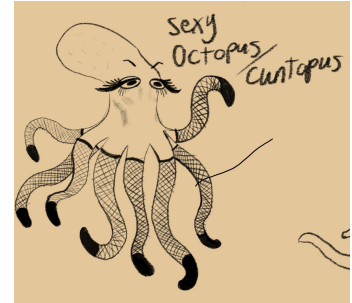
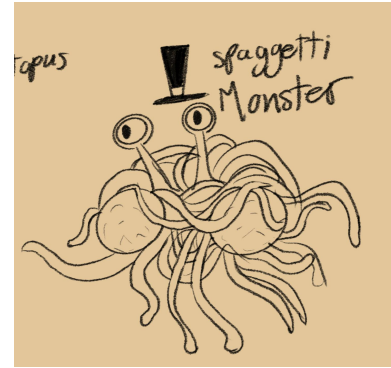
Game Host



Temu the Grunt



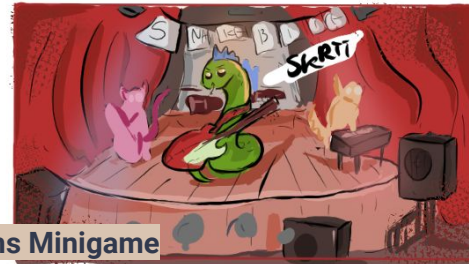
Hub World



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.	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

[Rhythm Game Tutorial](#)

[Fishing Game Tutorial](#)

[Typing Game Tutorial](#)

[Unity Crt Asset - Free](#)

[Timer Tutorial](#)