

Papa's Gameraia

Intro to Game Dev, Fall 2024

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Sealed

Genre: Mystery/Thriller Visual Novel

Trapped on a sinister cruise ship with eerie, unpredictable passengers, you must make choices to survive.

Decision based game with psychological horror elements

PC and gamepad

Audience/Age Range: Teens/Adults who like psychological thrillers

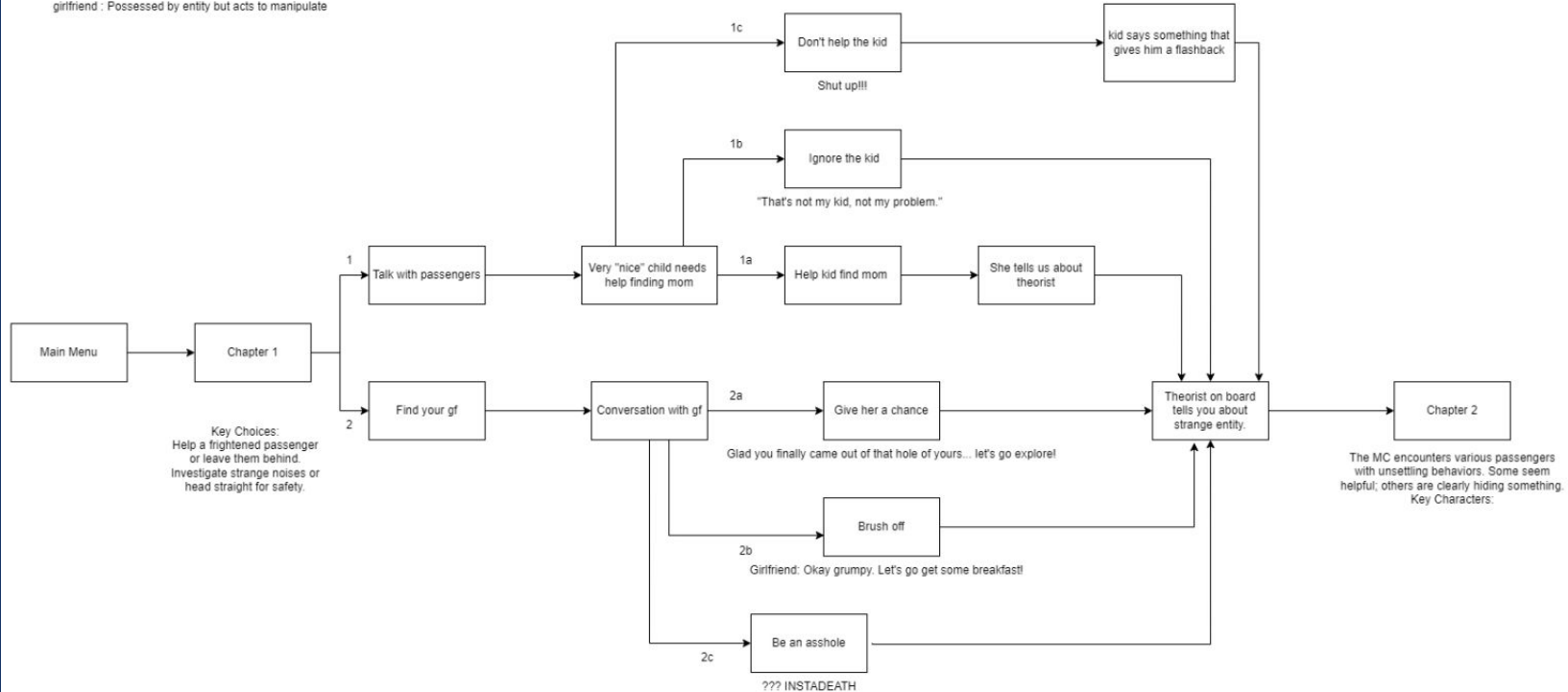
Visual style and mood will be a cruise ship with a haunting feeling



Paper Prototype

Character List

girlfriend : Possessed by entity but acts to manipulate



To be continued...

Asset List

Characters:

- John Bennett
- Wifey Bennet
- Army Friend
- NPCs
- Invisible Entity

Setting:

- Cruise ship room
- Balcony
- Hallway
- Kitchen

Scripts:

- Dialogue variety based on choices
- Interactable dialogue options
- Entity proximity based on decisions

UI Elements:

- Title screen
- Dialogue boxes
- Pause menu
- Quick time events (QTEs)

Calendar Roles

	MVP			Cleanup			Final additions			Game Play		
	Write Script	Add assets and animations	Combine the two	Edit the script	Add additional assets	Start adding music elements	Finalize Script	Finalize Animations and assets	Fix any bugs	Upload to Unity Play	Upload to itch.io	Present to class
Week 1-2	<div><div></div><div></div></div>											
Week 3	<div><div></div></div>			<div><div></div></div>								
Week 4-5							<div><div></div></div>					
Week 6										<div><div></div></div>		

References

Types of Risks:

- Coding each decision and how it affects the playthrough, using better choices to eventually escape and break free from the ship
- Maintaining and ordering all the branches of decisions



Direct References we will use:

-[Detroit: Become Human | Official Site | Quantic Dream](#)

-Unity Store

-[\[DBH\] Detroit : Become Animated - YouTube](#)