

The background is a dark blue gradient with a subtle pattern of white dots. Overlaid on this are several faint, light blue geometric elements: concentric circles, arcs, and dashed lines. Some of these elements include degree markings, such as 40, 150, 160, 170, 180, 190, 210, 220, 230, 240, 250, and 260, arranged in a circular fashion. There are also small arrows pointing in various directions, suggesting a sense of rotation or movement.

ENDLESS GEEKS: GAME PITCH

ROLES AND RESPONSIBILITIES

Sasha S	Dan L	Rachel E	Craig L	Joel C	Jasper E
Artist	Artist	Artist	Programmer	Designer	Designer
Concept Artist	Rigging	Animator	Level design	Audio	Level design
Character Artist	Environment			Documentation	Documentation

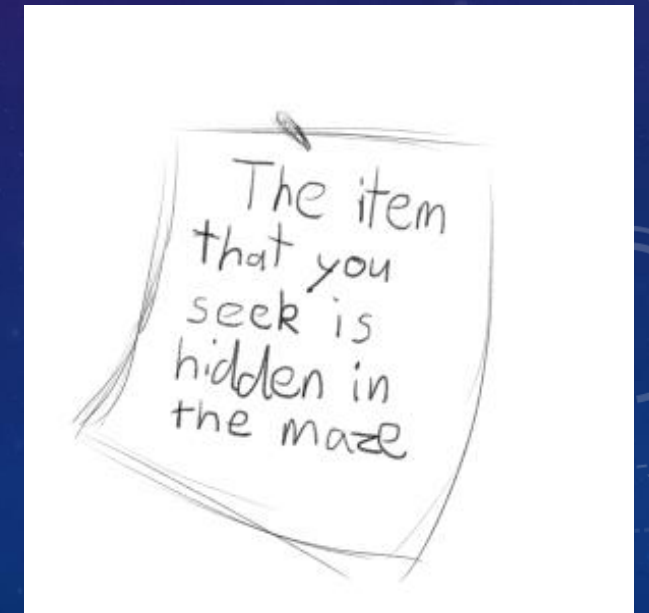
KEY PROJECT OBJECTIVES (BRIEF 4 - BACK TO THE PARK)

- Goal(s)
 - Create a game promoting activities in the park with the Interactive NPCs
- Target Audience:
 - Casual gamers
 - single player gamers
- Similar Games:
 - Untitled Goose Game
 - Animal Crossing



PROPOSAL ONE

- Proposal name
 - Seeking in the Blue Peaks
- 'Elevator' Pitch
 - A scavenger hunt game where your NPC friends have lost items around a park, and you must explore the park to find and return them from the different areas of the park. Such areas include the field, barbeque or forest walkway.
- Perspective / Experience
 - First person – experience is searching and collecting items and exploring the park



PROPOSAL ONE – GAME DESIGN

- Game Pillars
 - Scavenger hunt
 - interactive NPCs
- Game systems
 - NPC interaction, item collection/inventory, LOS search, walking sim



PROPOSAL ONE – ART DIRECTION (CHARACTERS)

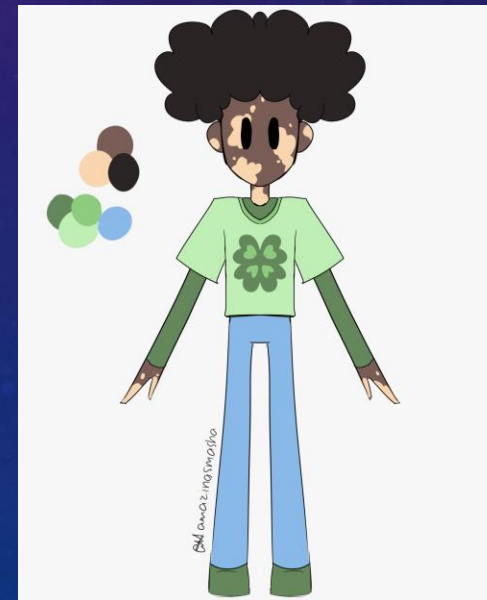
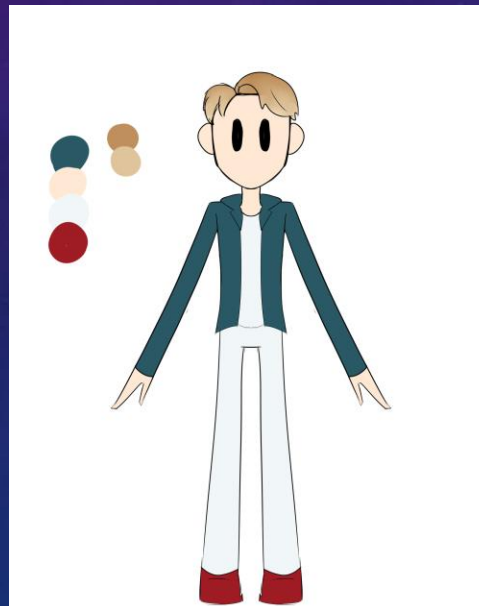
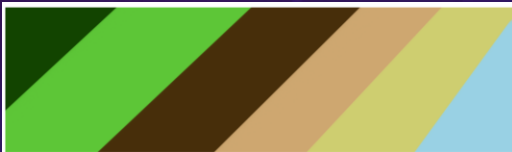
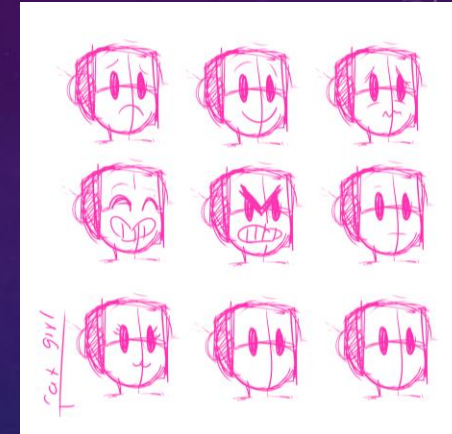
Characters

Simple

Cartoony

Same base

Sprites for expressions



PROPOSAL ONE – ART DIRECTION (ENVIRONMENTS)

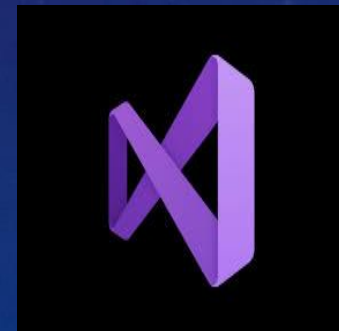
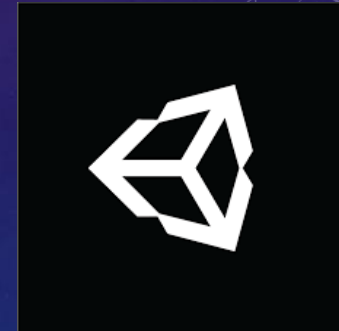
- **Environment**
- Simplistic and cartoony
- Australian flora
- Software: Maya, Photoshop, Sketchbook, Clip Studio Paint, Substance Painter

Barbeque, creek, bush pathways (maze), field edge, picnic area, carpark, toilets, play equipment



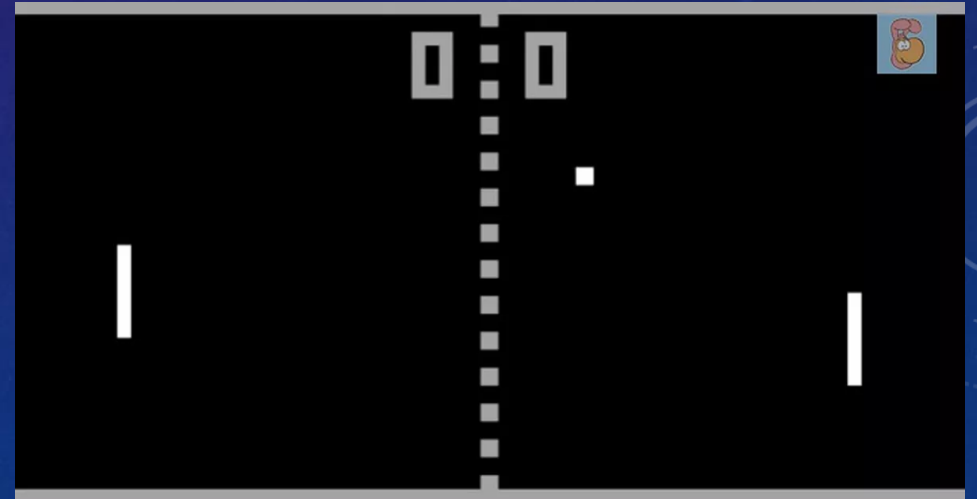
PROPOSAL ONE – TECHNICAL INFORMATION

- Engine/Software
 - Unity, Visual Studio, Photoshop, Vs Code
- Target Platform
 - Web, Pc
- Technical challenges
 - Behaviors
 - Randomizing of items
 - Interactive NPC



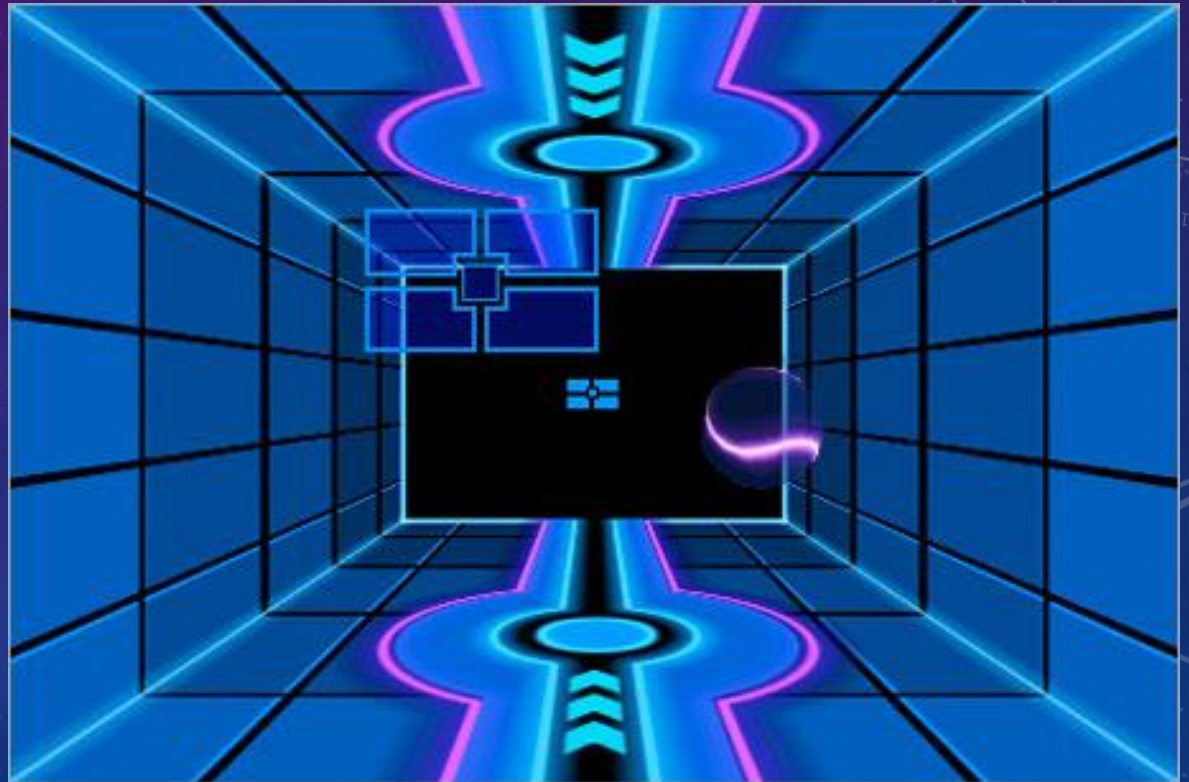
KEY PROJECT OBJECTIVES (BRIEF 1 - PONG REBOOT)

- Goal(s)
 - Create a modern version of pong with progression
 - To reintroduce gamers to pong in a new interpretation of this classic game
- Target Audience:
 - Casual gamers
 - Classic game fans
- Similar Games:
 - Pong
 - Breakout



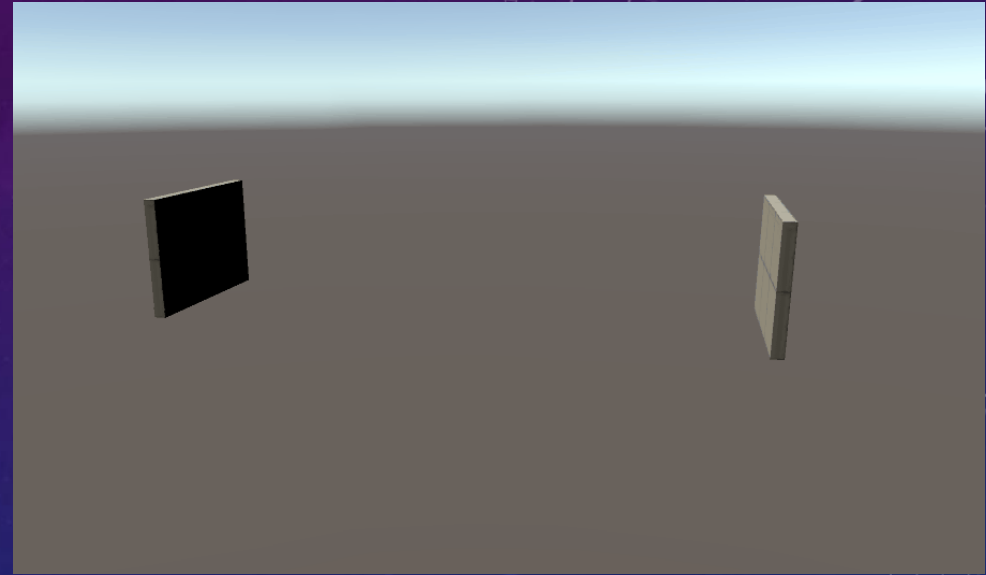
PROPOSAL TWO

- Proposal name
 - Matrix Pong
- 'Elevator' Pitch
 - A modern pong game with dynamic (2D to 3D) camera angles synched with the score. Gameplay progresses and evolves along with camera angles.
- Perspective / experience
 - Dynamic 2D/3D (score dependent) / dynamic 1v1 dueling.



PROPOSAL TWO – GAME DESIGN

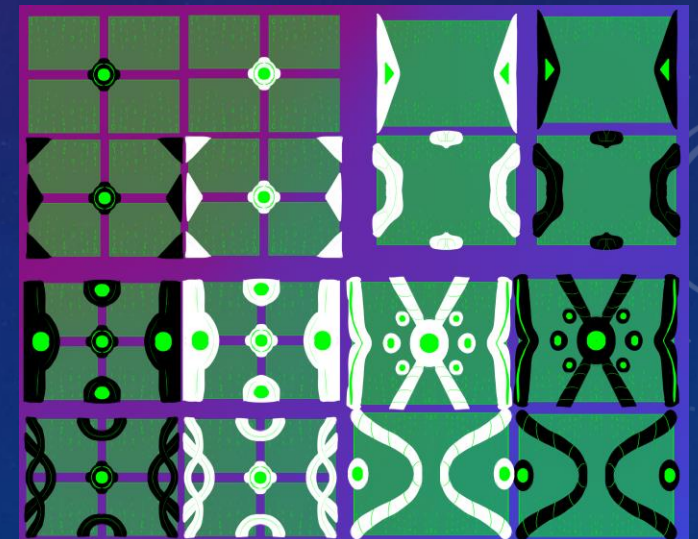
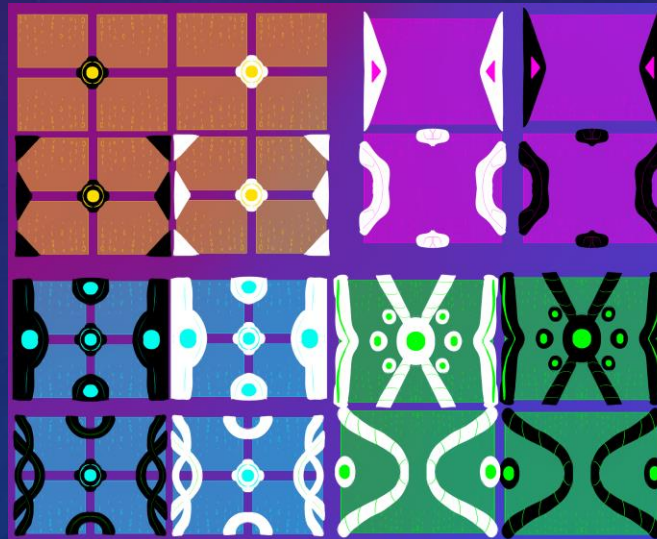
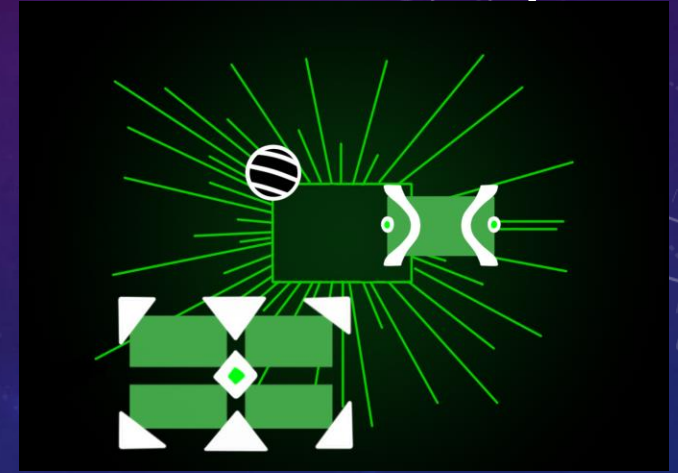
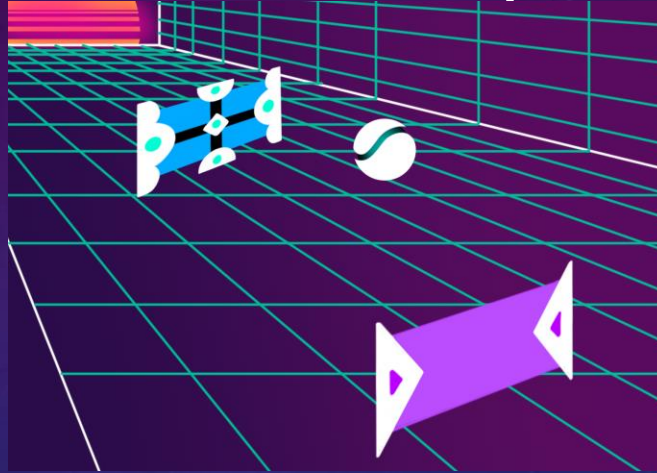
- Core pillar(s)
 - Pong style gameplay
 - Dynamic Camera (2D/3D switch)
- Core gameplay features
 - Paddle controls
 - ball physics
 - score system
 - Collision with walls, paddles and ball



PROPOSAL TWO – ART DIRECTION (PADDLE AND BALL)

- 90's Matrix style
- Code running down walls
- 2D and 3D camera angles change as levels progress

Concept Art

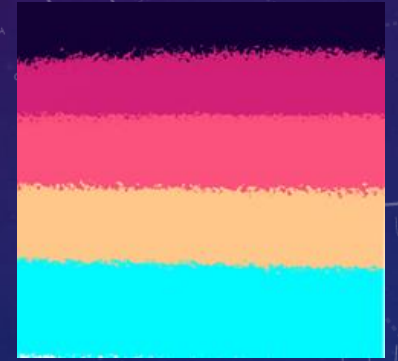


PROPOSAL TWO – ART DIRECTION (ENVIRONMENTS)



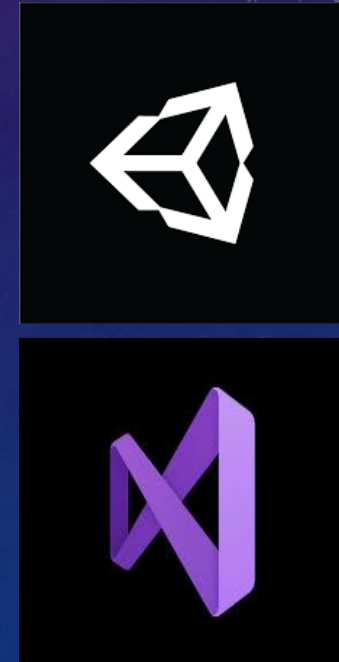
Environment:

- Code running down background of the game menu, pause and game over.
- Exposed wireframe during levels with procedurally generated horizon or music matching scene

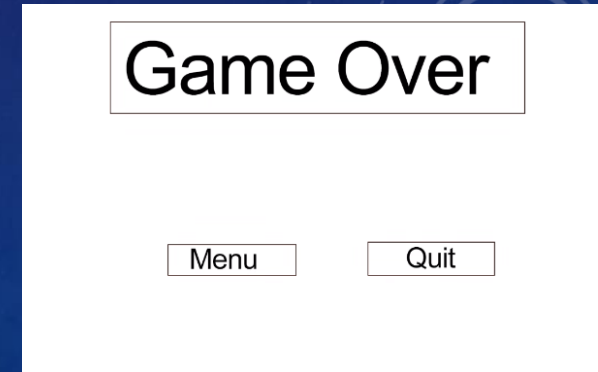
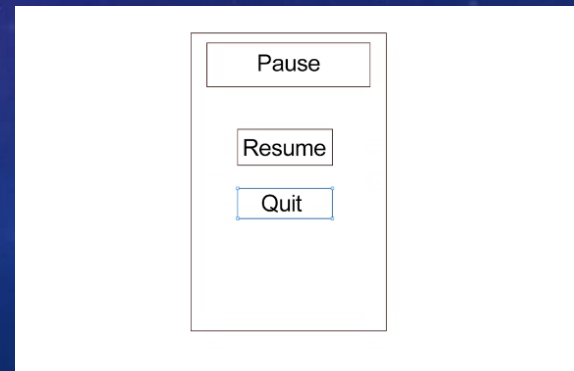
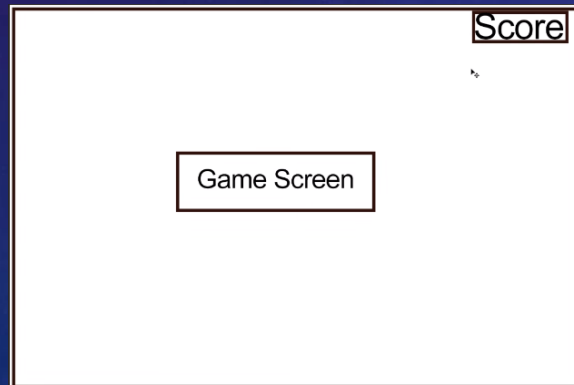
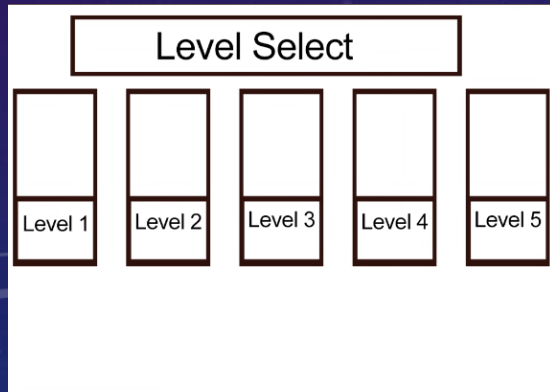


PROPOSAL TWO – TECHNICAL INFORMATION

- Engine/Software
 - Unity, Visual Studio, Photoshop, Vs Code
- Target Platform
 - Pc, Web, Phone
- Technical challenges
 - 3D/2D camera angle shift
 - 3D/2D gameplay shift



WIREFRAMES



SCHEDULE

Date	Milestone
20 October 2021	All Documentation
26 October 2021	Concept Art
3 November 2021	Blocking done
17 November 2021	Alpha build
8 December 2021	Beta build

CONCLUSION

Hunt in the Blue Peaks	Matrix Pong
Simple stylised characters Australian Park environment Scavenger hunt	90's style pong with progression Dynamic camera