Game Core Document – Group 2 EWI3620TU

Team Members

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Theme & interpretation

Multiple game themes are combined in the game idea. Below is an overview of each theme and its interpretation (on a very high level) is outlined:

* ‘You only get one **skill**’: Each player will only get one specific chosen or assigned skill with which he or she can solve puzzles (for example swimming, shooting, flying, etc.)
* ‘Unconventional weapon’: Basically each item in the game scene can be picked up by the player and can be used to eliminate possible enemies or obstacles.
* ’10 seconds’: The ‘puzzles’ presented to the player will have to be solved in a limited amount of time.

Game concept

Game components

-Web and Database:

* Customizable avatars (saved online) \*\*\* → Used to store a personal character online and store scores under your avatar; Responsible: ? ;Players should have their own account and avatar and need to be identified every time they play the game.
* Social media connection \* → Used to share scores with friends; Responsible: ? ;Difficulty still unknown, but manual suggested 1 star.
* Saving playthrough data online \* → Used to store gameplay data to analyze later on; Responsible: ? ;Difficulty still unknown, but manual suggested 1 star.
* Saving gamestate data online \*\* → Used to store the gamestate data to analyze later on; Responsible: ? ;Difficulty still unknown, but manual suggested 1 star.

Total: 7 stars

-Programming

* Procedurally generated levels \*\* → planned to used partly when making levels; Responsible: Daniël; We plan to use procedurally generated content as much as possible to obtain a varied game-play therefore we assigned 2 stars.
* Moving platforms \* → Used as part of a level to make it more difficult; Responsible: Daniël; It should not be that hard because Unity already has a physics engine.
* Race against the lock \* → A timer to use as score; Responsible: Ivo; it should not be that hard because Unity has a build in time function.
* Local multiplayer \* → Two players can play at the same time; Responsible: Ivo; adding an extra character should not be that hard.
* Implement mobile controls \* → Can must be playable on Android; Responsible: Daniël; Not that hard.
* Checkpoints \*\* → If player loses life, it should be redirected to the last checkpoint reached. Checkpoints are also used as point where game data is saved; Responsible: ?;
* Story dialogs and cut-scenes \*\*\* → the game should have an introduction cut-scene where a movie file needs to be made and imported into Unity. Dialogs should contain the story and appear in-game. The story makes the game more attractive but this will take much time therefore 3 stars are assigned to this part. Responsible: ?

Total: 11 stars

Schedule

Sda

Github link

<https://github.com/danielbrouwer08/EWI3620TU_Group_2>