

# Game Design Brief

## **Story**

The story is settled in Modern Japan, you are incarnating a young teenager moving in a rural area. Freshly arriving, and curious about the neighborhood, you decided to look around while the mover are discharging the truck.

The game is a compound of fantasy and quest genre, more likely to please and appealing to players who appreciate discovering «choose your own story» game. Therefore, it would be a mutiple paths story. The interesting part of the game would be the discovery of this new world multiples sides while resolving some «funny» quiz / enigmas to move forward in the game.

## **Characters**

You will be playing the main character of the story, an average teenager who is moving to a new place. While discovering the neighborhood, you will be implied in a fantaisistic adventure.

## **Visual Art Description**

The overall layout would be simple and clean. The main colors would be bright and pastel colors, likely to be blue, green, yellow, white, grey.

A lot of natural mixed with fantasist landscape images would be displayed throughout the entire game. Every «pages» would remain simple and clean. The images would be more on the cartoonish side (similar to the Studio Ghibli type of drawing).

## **Gameplay**

The player would have to make different choices throughout the game to discover its landscape, grasping the overall storyline in order to fully enjoy the game.



Age: 29 years old

Gender: Female

Occupation: Webdesigner in X IT Company

Income: 60K/ year

## Estelle Lefebvre

### Personality

- > Easy-going
- > Talkative
- > Loves to read

### Gaming preferences



### Biography

She worked for four years in the data industry and decided to pursue her studies in the Webdesign domain. She just got a job in a high tech company near San Mateo and has little time to play her favorite MMORPG game so she spend her small spacetime going through some interesting text game since she enjoys reading a lot. She also like games that can make her learn new things.

### Painpoints

Bad aesthetics, flashy colors, overpacked layouts, plain storyline

### Visual type

She likes simple and clean colors such as black, white, grey and also pastel colors. She prefers simple layouts rather than overpacked and multicolored layouts, cartoony style preferred compared to realistic visuals.

### Gamer type

She enjoys discovering the game and the different choice and sceneries in the text game rather than winning the game. She likes all kind of game : battle, escape, simulation, etc...

### Device Use

Smartphone, laptop, tablet



## Goal of the project

The goal of the project is to create a «choose your own adventure» type of game using HTML and CSS

## Final product / deliverable description

The final product would be an entertaining «choose your own adventure» type of game

## What will be delivered?

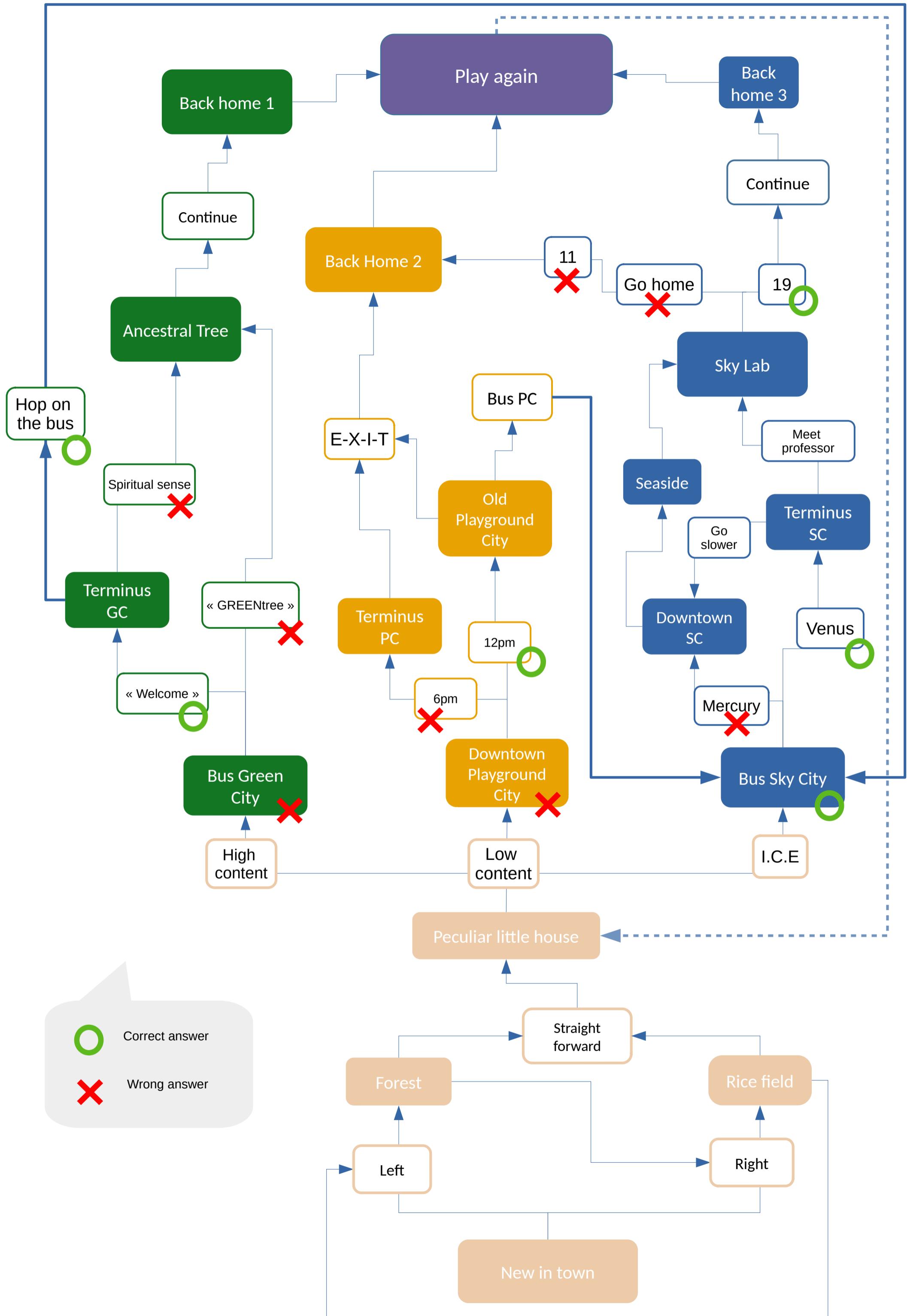
The story is mainly a discovering type of game

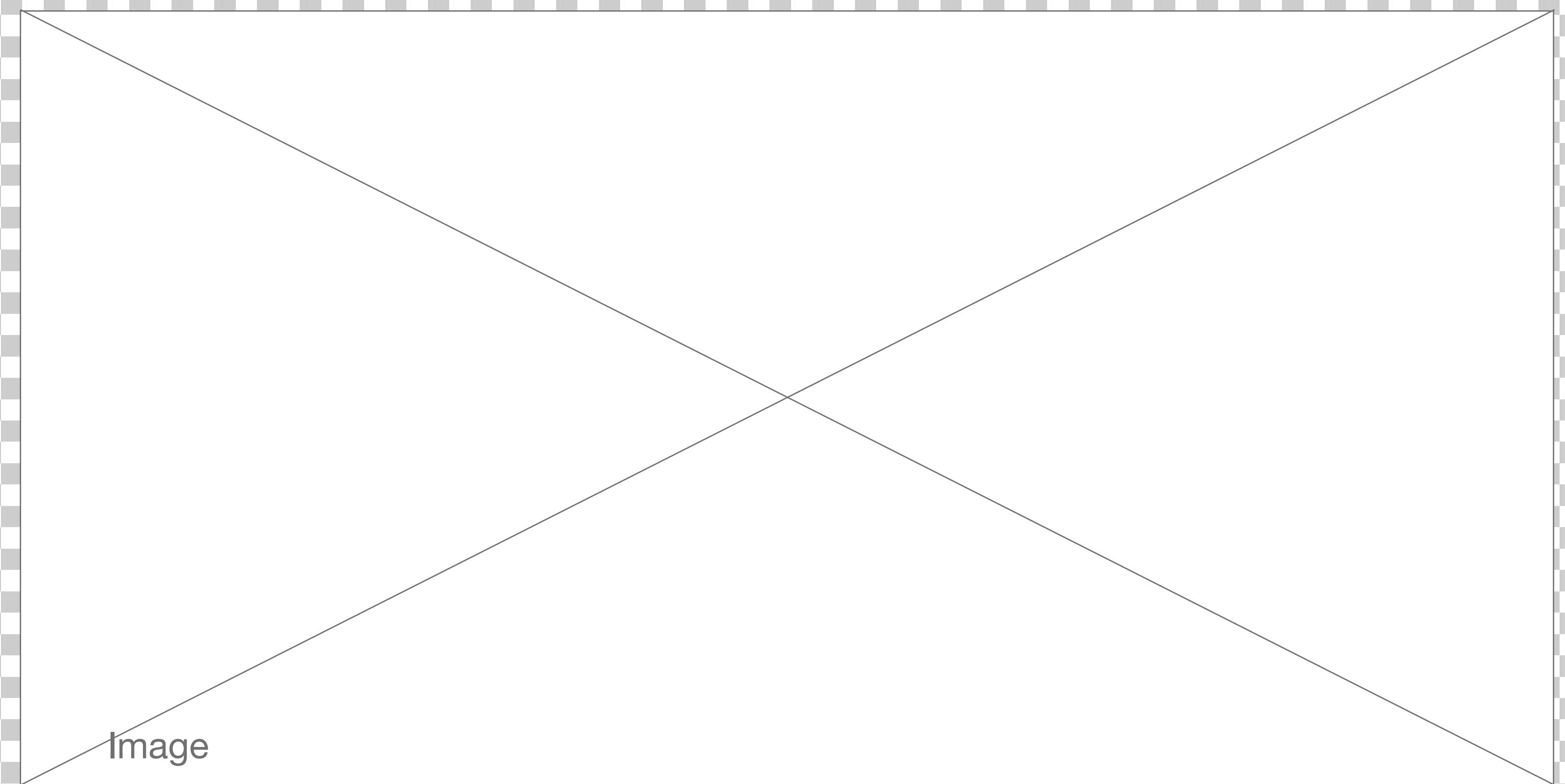
## Target audience

The audience targeted will be all genders, most likely between the range of 16 to 39 years old, who enjoy fantasy and quest like story

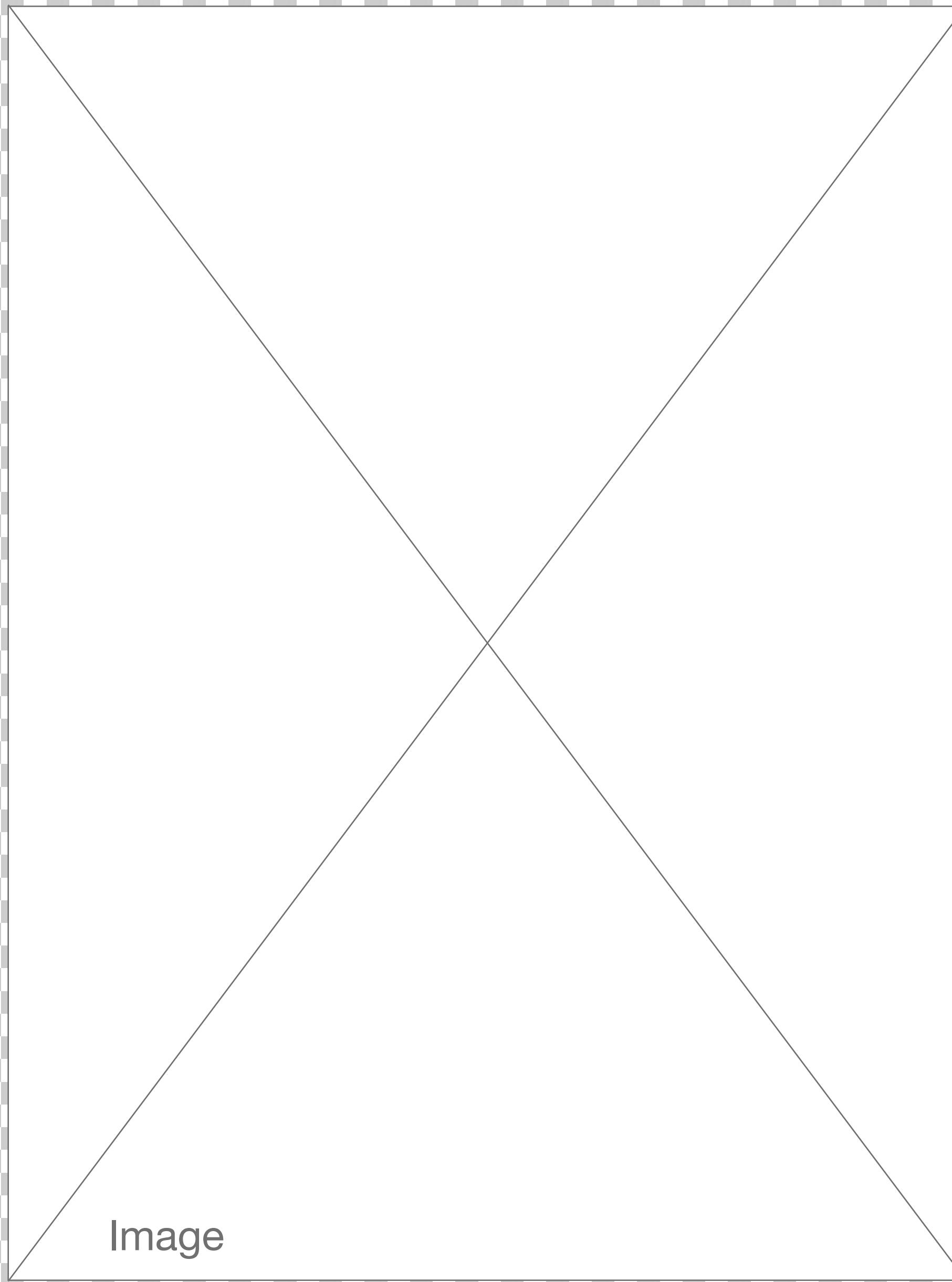
## Project timeline

Starting from February 10th to March 16th, 2020

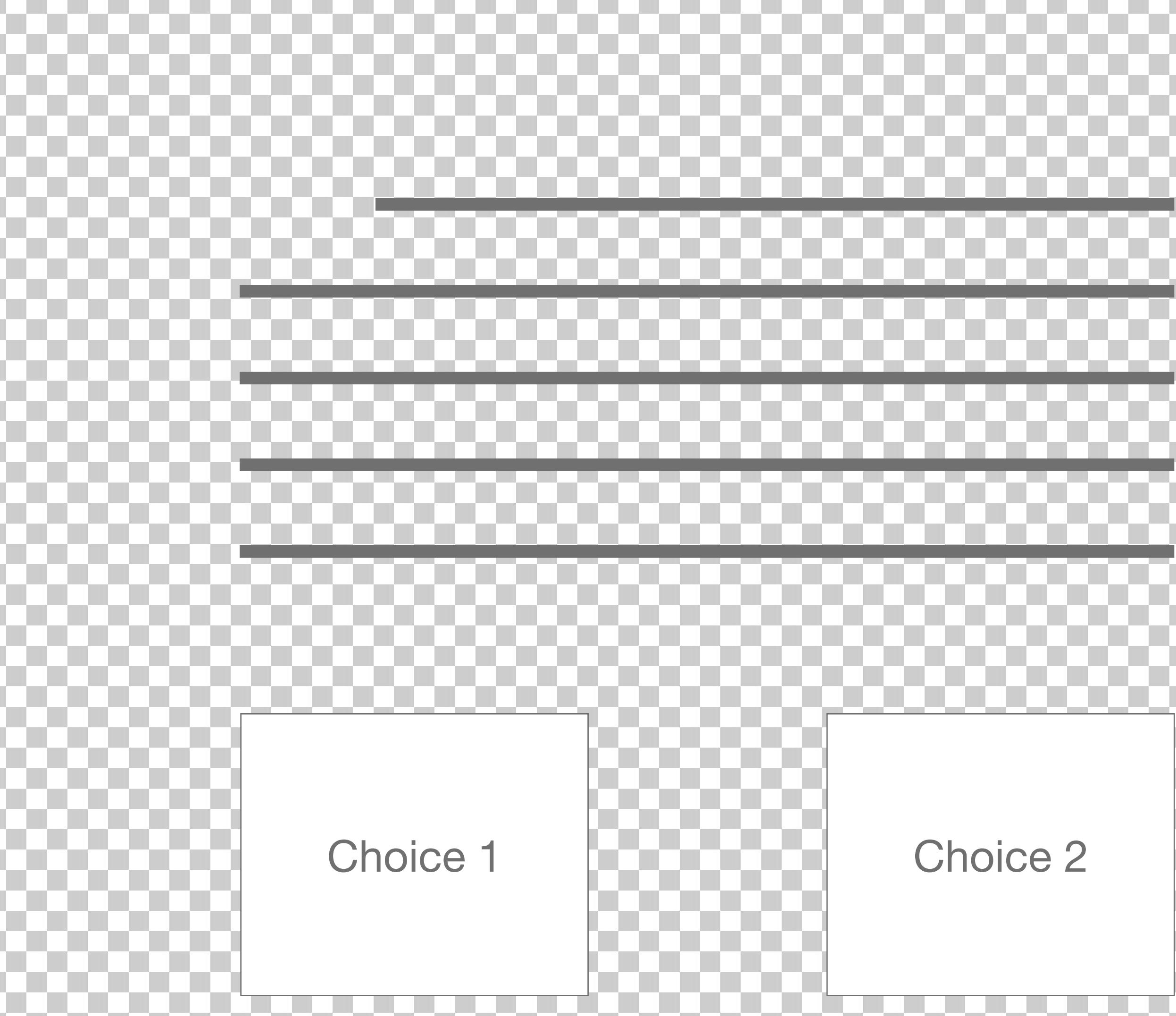




PLAY !



Image



Choice 1

Choice 2