



Project and Game Design Brief

Prepared for: DES 327-01 F2020

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PROJECT BRIEF

Goal of The Project

- The goal of the project is to develop a video game for the client. All aspects of the game will be developed, including the story, characters and artwork.

Final Product / Deliverable Description

- The final product will be a video game that runs on a website. All files will be also delivered to the client for their use with support.

What Will Be Delivered

- A sequence of HTML webpages

Target Audience

- Ages 13+
- People interested in interactive games, mystery style stories / games (similar to Clue), and stories / games about space exploration.

Timeline (Start Date / Finish Date)

- September 16th to September 30th (14 days)
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GAME DESIGN BRIEF

Story

- The year is 2035. You are leader of a crew of 16 that has volunteered to be the first group of Americans to go to Mars. Your mission is to survive. If all goes well, in 15 years you'll be able to come home back to Earth. 2 years into your mission something goes wrong. You wake up one day to find that your external water tank has been depleted. After inspection you notice signs of foul play. Your job is to interview each of the other 15 crew members to try and identify the saboteur. Everyone's lives depend on it.

Characters

- The main character is Captain Jackson Edison. He is a NASA trained astronaut who has been a part of 13 missions to the ISS, and 4 others missions inside our solar system. The other 15 characters are a mix of engineers, scientists, botanists, chefs and artists.

Gameplay

- The game is played through a point and click interface and will be accompanied by a voice over for each character's lines. Still images will be very complex and visually interesting to help keep the player's attention. There will be many choices throughout the story which will lead to 5 possible endings.

Visual Art Description

- The art style will be heavily inspired by Mary Blair and Eyvind Earle. Earle's style can be seen in the backgrounds of the film Cinderella. The main colors of the backgrounds will be dark blue or a deep red depending on where the scenes take place.
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EXAMPLES OF ART STYLE

