

## **PDF of Preproduction work:**

**Zak Lovell**

**Choose Your Own Adventure Game**

**DES 327-01**

**Professor David Hurwich**

# **Game Text**

## **1 Start Game**

The year is 2064. You are the captain of a spaceship heading towards Mars. It's the first of the new class of spaceships launched. Everything is new and there's actually enough space to be comfortable on your 19 month journey to Mars. The biggest improvement is the gravity. Not only does it feel almost like earth, but the human body isn't subjected to the normal effects of being in space for this long. You have been in space for a little over 9 weeks now, or at least that's what the calendar says, but to you it feels like forever. There are 10 other crew members with you on your journey. A mix of engineers, scientists and a couple civilians.

## **2 Next**

You are suddenly awoken to the bright flash of an orange light. You're in the captain's quarters, you're the only one who doesn't sleep with the rest of the crew. The light is coming from an information panel. You bolt out of bed and run over to the panel. You scan the complicated interface and see that there's an issue with power delivery. If the issue persists for another two minutes, the whole crew will be alerted to the problem.

That might cause unnecessary panic so you decide to fix the problem yourself. What could it be?

*Choices*3, 5.1, 5.2

## **3 You run to the batteries**

You run down the hallway towards the battery compartment. You fling open the door to the compartment to check on the energy panel. Green lights everywhere, the issue doesn't seem to be coming from here.

### **3.1 You double check the panel wiring is correct**

You double check that the wiring on the panel looks in okay shape and it does. Something catches your eye as you are putting the panel back. There are some weird scratches that weren't there two days when you did your inspection. No one should be in this panel and you know you didn't make the scratches...

## **4 You decide to check the batteries**

The batteries look fine, no scratches there. The problem must be somewhere else. You brain scrambles to think about where else the problem could be. Your first thought is to check the other electrical panel on the other side of the ship. You start to walk out

the door when the image of those weird scratches comes back to you. You get a weird feeling and think about checking on the rest of the crew.

*Choices*5.1 or 5.2

## **5.1 You ignore the thought and hustle down to the electrical panel**

On the way to the electrical panel on the opposite side of the ship you pass your quarters, and you notice the orange light has turned off. You go to check on it and it says everything is fine now. But just in case you go to check on the electrical panel. You open the panel to see the breakers. They're all still on, but one of the screws on the panel is gone. You look down at your feet and the screw is right on the ground. Someone has definitely been messing with the electrical panels.

*Choices*5.1.1

### **5.1.1 Remove the other screws**

You remove the other screws on the panel, and turn the panel around. Every single wire has been snipped clean off. They weren't just snipped off, they're gone too. Luckily you have the tools and supplies to repair the panel, but you'll have to shut off the power in the meantime. But who would do this?

### **5.1.1.1 You fix the wiring**

Over the next few weeks you try to sniff out who could have snipped the wires, and even more confusing is why would they do this? Was a plan to sabotage the mission? But if so why wouldn't they do something more serious? You do your best to figure out who could have done this over the next 65 plus week, but nothing ever comes up. Life goes on.

### **5.2 You check the crew quarters**

You open the door and walk into the crew quarters. Some of them are sitting around the table playing cards, there's a couple talking near the corner, and you assume the rest are in their bunks. You walk past the card players without saying anything and double check everyone else is sleeping. You count one, two three, four.

#### **5.2.1 Next**

Wait, there wasn't a fourth. You look around and double check that Rodriguez is missing. He is. You go back out to the hallway and start searching for him. You turn the corner and there he is, head deep in the oxygen panel.

## **5.2.1.1 Next**

You approach him and grab his shoulder and pull him out of the oxygen panel. What are you doing you yell at him. He looks shocked. You look at the oxygen panel. The gauge reads 15% oxygen left. Then it hits you, he just released your oxygen supply. He just sabotaged the entire mission. The crew won't survive the rest of the trip. Your mission is now over, there's nothing you can do to save the rest of the crew.

*Game over*



# Project and Game Design Brief

Prepared for: DES 327-01 F2020

Professor: David Hurwich

Prepared by: Zachary Lovell

September 16, 2020

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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)

# 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.

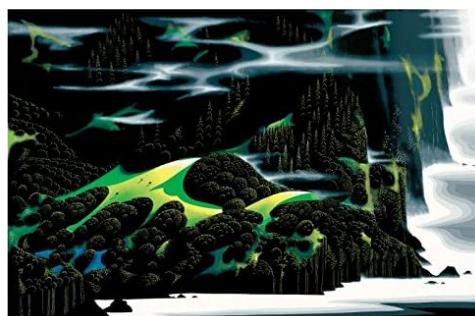
## **Gameplay**

- 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.

## EXAMPLES OF ART STYLE





NAME:

Jeff Wilson

AGE:

26

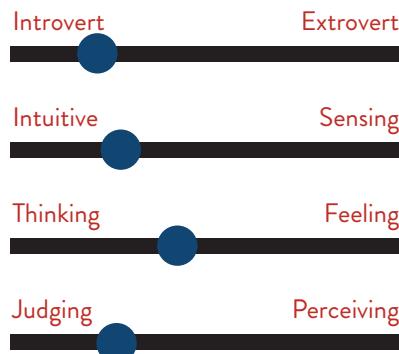
GENDER:

Male



## PERSONALITY:

Jeff is very technical and individualistic. He spends most of his free time playing video games and browsing reddit. He enjoys being different and techie, but struggles to fit in most social settings.



## TECHNOLOGY HABITS:

Jeff mainly uses his desktop PC when he is home. He uses the computer to play video games and browses the internet. He also owns a Galaxy S7 Active to browse reddit and Twitter when not at home.



## VISUAL STYLE:

Mostly a mix of retro futuristic and vapor glow. Jeff also is inspired by older sci-fi TV shows and movies.

## TYPE OF GAMER:

Jeff is primarily a narrativist, but also considers himself a gamist.

## ELEMENTS OF GAMES THEY DISLIKE:

Plot holes in stories, details that do not add to the story, and visual elements that feel out of place.

## WORK:

Designer at a game company that specializes in 3D and jigsaw puzzles.

## EDUCATION:

Graduated from Portland State University with a BFA in Art Practice.

## LOCATION:

Jeff lives in Portland, Oregon and was born and raised in the state of Washington.

# Final Story Map:

