CHOOSE-YOUR-OWN-ADVENTURE
GAME DESIGN BRIEF

VY NGUYEN
DES327.01
HURWICH

PROJECT BRIEF

GOAL
The goal of this project is to develop a Choose-Your-Own-Adventure game utilizing HTML/CSS.

FINAL PRODUCT
The final product will be a completed and functional game for web platforms, that will provide the user with engaging choices and various endings.

DELIVERABLES
The deliverables will include various sequences of HTML pages, fully exhibiting coding knowledge learned in DES327.

TARGET AUDIENCE
The target audience for this game will be kept at PG-13, with minimal action.

PROJECT TIMELINE
This project will begin on June 8th, and be fully completed on June 17th.

GAME BRIEF MISSION:X

STORY

The story of Mission: X follows an agent by the name of #957 through a retrieval mission. The corrupt organization, HRVST, just got ahold of a test subject that could singlehandedly destroy what's left of the entire world. HRVST has been collecting and running inhumane experiments on young girls for the past decades. It's known that all these girls have a mysterious power to harness radiation energy. Your leader believes HRVST will be unstoppable with the power of this specific girl in their possession. She must be protected at all costs.

GAMEPLAY

Classic point and click text-image game with various choices and endings.

CHARACTERS

#957: You are one of the most well-respected agents in your organization. There's a sense of mystery surrounding your history, no one really knows where you came from, but it's the only thing keeping you going.

#9152: #9152 is currently in HRVST's custody and the target of your current mission. It's rumored her genes are mutated, giving her the ability to harness a specific type of powerful radiation.

HRVST: They are the most powerful group in the world in charge of maintaining the entirety of Earth's power source.

VISUAL ART DESCRIPTION
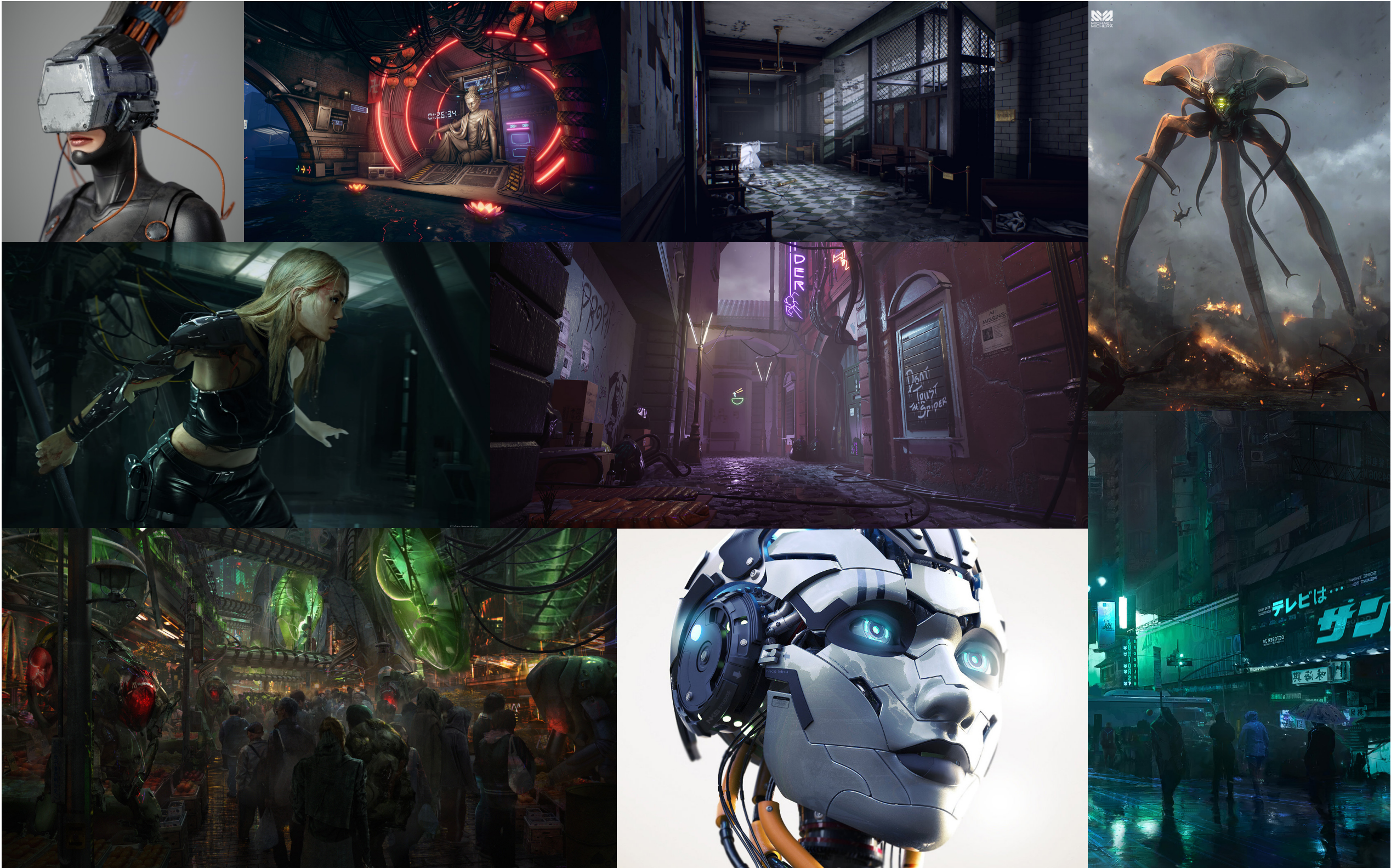
PERSONA

SIDNEY M.

age	25
gender	non-binary
occupation	entry level concept artist
location	bay area, ca
income	$45,000

technology

mobile apps

social networking

software

BIOGRAPHY

Sidney is a newly graduated concept artist that scored a great gig at a Silicon Valley startup. They spend a lot of time focused on their work during the day, as concept artists are almost always creating their own ideas. So during their down time, Sidney loves to indulge in work that isn't their own.

GAMER TYPE

Narrativist. Sidney enjoys captivating stories more-so than the actual gameplay. Cutscenes are where its at for them. They really enjoy the beauty of story-telling within a game.

DEVICES

Nintendo Switch/PC Desktop.

ENJOYS

Sidney really loves story driven games, with a lot of drama , plot twists, and games with intricately developed characters, environments and relationships.
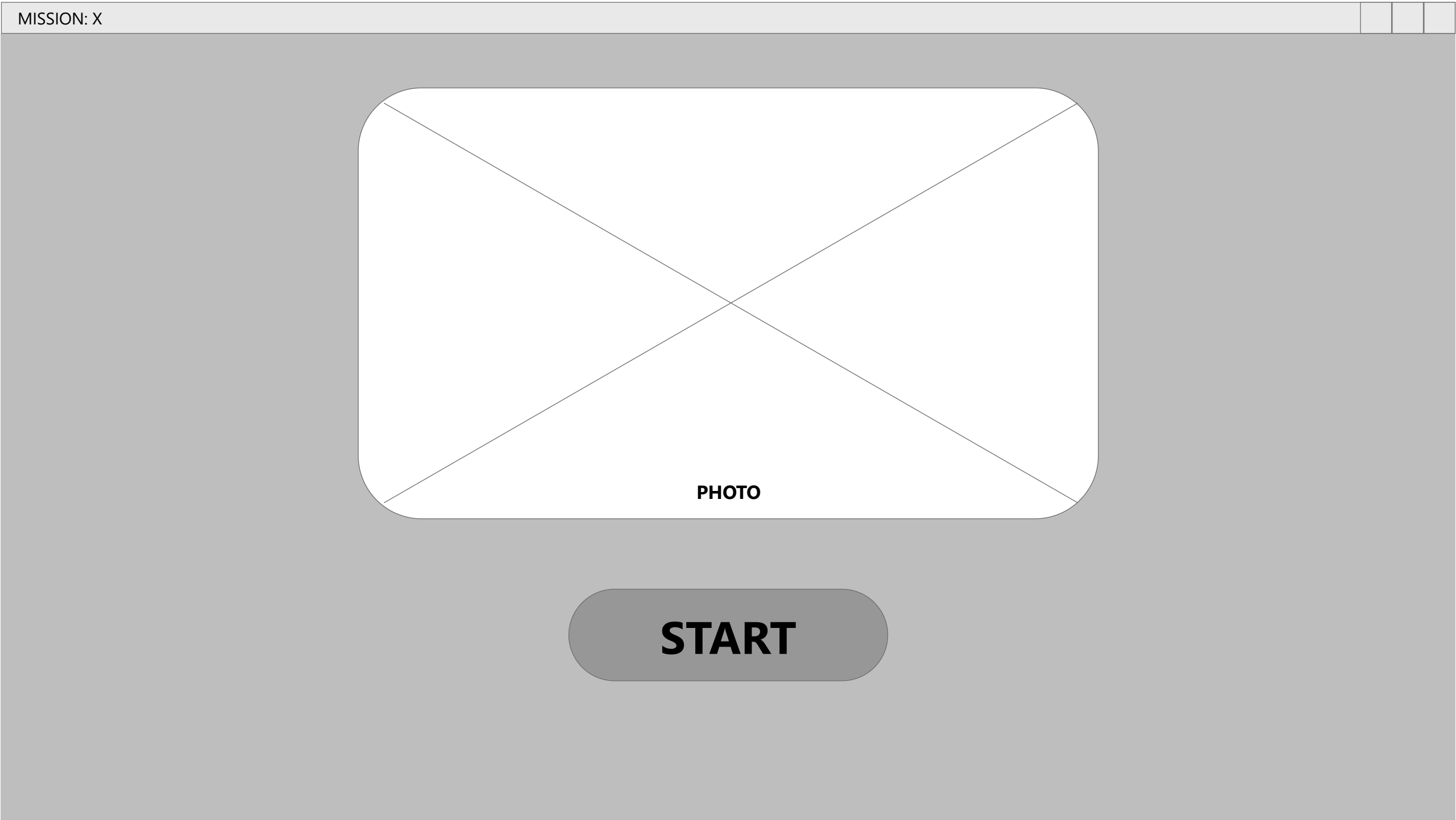
PAINPOINTS

Sidney isn't the biggest fan of games with poorly structured narrative, but they will give most games a try before forming an opinion.
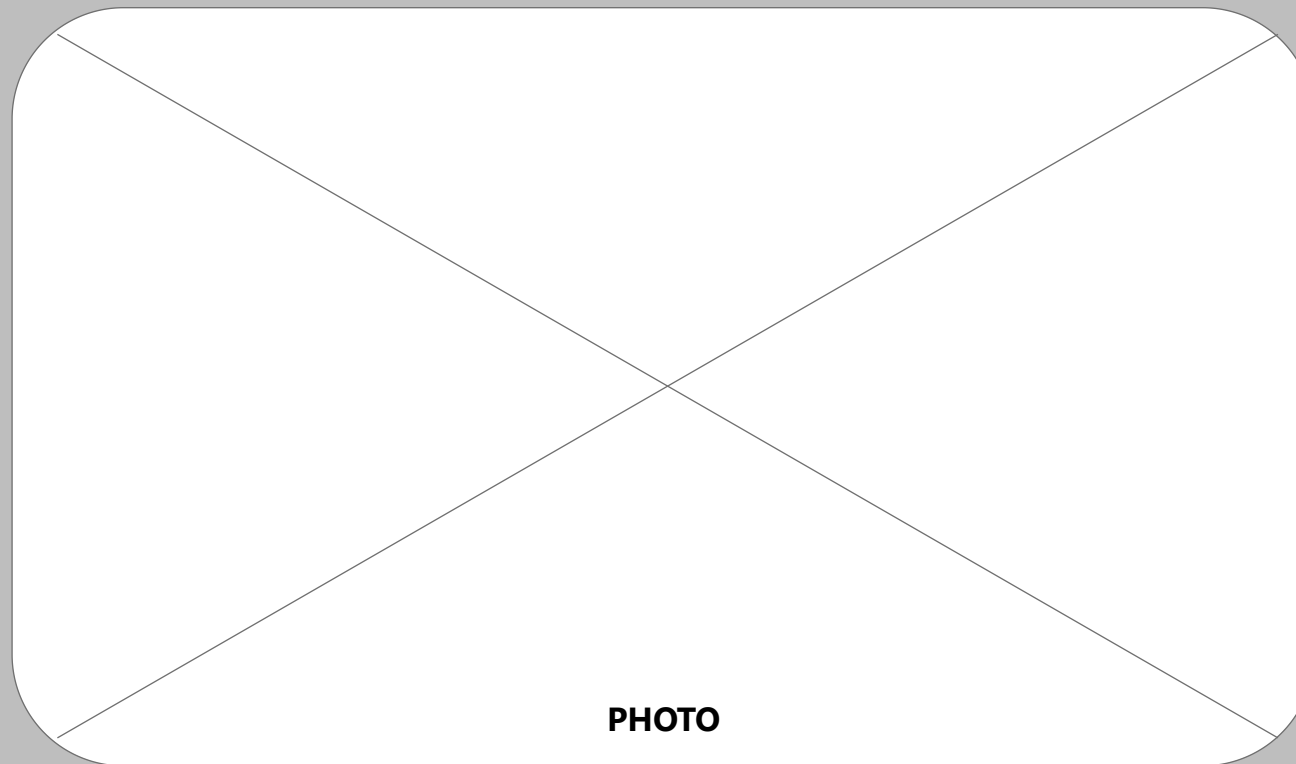
STORYMAP MISSION:X

GOOD END (TRUE)

SCIENTIST HELP

OVERPOWERED

GUARDS ARRIVE

OPEN ALL CELLS

SIBLING CONTACT

VIDEO FEED

GOOD END

OPEN TARGET+SIBLING

FAIL #2

OVERPOWERED

SAVE SIBLING+TARGET

TARGET CELL

SIBLING CONTACT

SAVE TARGET

NEUTRAL END

OPEN ALL CELLS

TARGET CELL

OVERRIDE

CONTROL PANEL

VENTS

SPARE

KILL

LAB

UNDERGROUND

FAIL #1

ALARM

NO

YES

KEY

HACK

KILL

SNEAK

GUARD

START

WIREFRAME

MISSION: X

PHOTO

START

PHOTO

OPTION 1   OPTION 2

END

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